

## Key Takeaways from Lessons

### 1) Bidding

- a. With a choice of bidding or passing, opt for light initial action, especially when any of the following applies
  - i. The suit is solid (e.g. QJTxx)
  - ii. You have the major suits
  - iii. The bid takes up a lot of space (e.g. major suit openings, preempts)
  - iv. You have no rebid problems if you open
  - v. You suspect that there will be rebid problems if you pass initially
- b. When inviting to game, generally invite aggressively and accept normally/conservatively
- c. In a competitive auction, use the Law of Total Tricks (LOTT) as a guide to bid v double v pass decisions
  - i. E.g. w/ 5♠ as dealer, after 1♠ (2♥) 2♠ (3♥) , estimate that the opponents have 8-9 trumps and your side has 8. Consider the possible scores and make a call based on what profits your side most often
- d. When bidding slams, remember that Blackwood is a tool for staying out of bad slams, not bidding good ones
- e. When bidding slams, remember to cuebid controls whenever it makes sense to do so
  - i. If you know the limit of the hand, bid to that limit to prevent leaking too much information to the opponents
- f. If you're ever in a bidding situation that you have not discussed, a new bid is presumed to be natural and non-forcing (absent a specific game force), doubles and redoubles are presumed to be takeout oriented.
- g. When declaring,
  - i. Recall that you only need an [approximate knowledge](#) on how cards will divide 80% of the time
  - ii. Restricted choice applies when you have two equivalent honors missing and one of them falls early in the play of the suit
  - iii. Remember to evaluate the vacant places available to each opponent – this will help you estimate where other cards are
  - iv. Logic trumps statistics – consider what will happen after a certain line of play
- h. When defending
  - i. Give count when declarer leads a suit
  - ii. When signaling to partner's lead, signal attitude. If the attitude is known or implied by the bidding/dummy, give suit preference if it makes sense. Otherwise, give count.
  - iii. Make discards with intent – don't just throw cards away when you can provide partner valuable information about your hand.
  - iv. Always consider what the opponents did, and why they did not do something else instead.