

Bidding

B1 Fourth Suit
B2 Protection
B3a Principles of Slam Bidding
B3b Cue Bidding
B3c Ace Asking Bids
B3d Roman Key Card Blackwood
B4A Slam Judgement
B5 Reversing
B6 Transfers
B7 Awkward responses
B8 LTT
B12 LTC
B14 Competitive Bidding
B16 Light opening bids
B17 Re-evaluation
B18 Re-evaluation hands as bidding progresses
B20 Trial bids/Splinters
B21 Opener is balanced
B22 Opener is unbalanced
B23 Stayman (inc 5-card major)
B24 Supporting Partner's Minor
B25 Supporting Partner's Major
B25A The first response
B25B Opener's rebid (not NT)
B25C Responder's rebid
B26 Overcalls
B27 Negative Double
B28 Takeout Double
B29 Opener's partner calls after Dbl
B34 Two Suited Overcalls
B35-39 Limit Bids
B40 Weak two-bids and Benji Acol
B41 Unassuming Cue Bids
B42 Michaels cue bids
B43 Bids that may or may not be cue bids
B44 Benji Acol (Same topic as B40)
B45 Pre-empts (inc conventional)
B46 Strong Opening Bids
B47 Lebensohl after 1NT overcalled
B48 The Multi
B49 Defending against weak 2 and Multi
B50 Wriggling from 1NT doubled

Card Play

P1 Safe Hand
P2 Endplays
P3 Winners/Losers
P4 Dec Counting
P5 Suit Combs 1
P5a Suit Combs 2
P6 Finesses
P7 Entries and Communications
P8 Safety Plays 1
P9 Safety Plays 2
P10 Endplays 1
P11 Endplays 2
P12 Trump Man 1
P13 Trump Man 2
P14 Timing Preserving our entries
P15 Timing Destroy their entries
P16 Timing Options in best order
P17 Trump Management
P18 Trump Management

Defence

D2 Which Suit
D3 Help Partner
D4 Def Counting
D5 Third Hand
D6 Second hand
D7 Defending Endplay
D8 Trump Promotions
D10a Leading from A/K/Q/J/10
D10b The Sayings
D11 Leading against no-trumps
D12 Leading against a suit
D13a Which Card (See D1)
D13b Strong 10s: 2nds from bad suits)
D14a Frozen Suits
D14b More trick 2 play (inc attacking entries)
D10a14a Frozen/leading from AKQJ10
D21 Sig 1-2 Count & attitude
D22 Sig 3-4 Suit pref + suggested system
D23 Sig 5-6 Alternatives + improvising
D24 Sig 7-8 Intermediates: scope and honesty
D25 Sig 9-10 Smith Peters Declarer signals
D26 Dis 1-2-3 Discarding

Teams of Four

1
2

Principles

1 -12

Psychology

Partpsy
Partconcen
Partconvent

Principles

PRS1 (Partconv+PR1)
PRS2 (Cue bids PR2 3 6: long)
PRS3 (Game Forcing + fast arrival PR4 5)
PRS4 (Best Game or Slam Try PR7 8)
PRS5 (Doubles PR10 11)
PRS6 (Overruling partner PR9)

La Quinta (Beginners' material)

LQB1Limit Bids
LQB2Responses
LQB3Two-Bids
LQB4Stayman
LQB5 SlamBidding
LQB11 Overcalls
LQB12 Doubles
LQB13 Pre-empts
LQP1Finesse
LQP2Building tricks
LQP3Trumps
LQD1Opening Leads
LQD2Third Hand
LQD3Second Hand