

# UBV Topics 2013-2023

## La Jolla 2013

Introduction into Hand Counting  
Counting the Hand  
Counting Declarer's Hand  
Placing Opponent's Honors  
Think About Declarer Play I  
Think About Declarer Play II  
Think About Defense  
Think About Slams

## Santa Fe 2014

Dummy's Secrets  
Improving Declarer Play Step by Step  
Jacoby 2NT Behind the Scenes  
Transfers in Depth  
Using Bidding Inferences  
What Can Go Wrong?  
Who Has What

## Santa Fe 2015

Common Sense Defense  
Reading the Opponent's Cards as Declarer  
Planning the Defense  
Hand Evaluation to Better Your Bidding  
Dummy is Your Best Friend!  
Maximizing Your Assets as Declarer  
Discarding on Defense  
Preempt Your Way to Success

## Santa Fe 2016

Defense Talk  
Train Yourself to Think  
Rebid Mysteries Solved  
Discarding on Defense  
To Draw Trumps or Not to Draw Trumps  
Splinter Bids

## Santa Fe 2017

Strong Hand Bidding  
Modern Defensive Signals - Part One  
Modern Defensive Signals - Part Two  
Slam Bidding Tools  
Roman Keycard Blackwood  
3rd Hand Play  
RKC Queen Ask and Specific Kings  
Play - The Power of Position

## Galveston 2018

No Trump and Suit Defense Strategy  
Clues to Accurate Declarer Play  
Sending and Receiving Partner's Signals  
The Finer Points of Jacoby 2NT  
Passive and Aggressive Defenses  
Practice Your Play of the Hand  
Using Dummy on Defense  
Doing Your Job as Opener

## Santa Fe 2018

Inferences from the Bidding  
Inferences from Play & Defense  
Placing the Honors in the Opponent's Hands  
2nd Hand Play  
Counting Defender's Hand

## Galveston 2019

Misfit Bidding  
Play - Which Suit to Attack  
Tricks and Trumps  
No Trump Defense  
Honors and Spots  
Setting Up a Side Suit in Slam  
Give Partner Your Attitude  
Defense - Active or Passive

## Covid Interruptus 2020-2022

## Santa Fe 2023

Understand 2/1 Invitational Hands  
Counting Winners & Losers  
Building Defensive Tricks  
ENDplays Someday?  
Building Bidding Ladders  
Opener is the Describer  
2♣ Opener: Tricks Not Points  
Using Dummy on Defense