Contents

Important Notes for Teaching This Course

- The Cards-on-the-Table Method iii
- Using the Teaching Aids vii
- Using the Additional Deals xi
- Scheduling a Course xii
- The Teachers' Checklist for Success xiii

Overview of the Bridge Basics Series

- About the Textbooks xvi
- About the Courses xviii
- The Bridge Basics Philosophy on Play xix
- The Bridge Basics Philosophy on Bidding xxi
- The Better Bridge Partnership with the Teacher xxiii

Lesson Plans

- **Lesson One**: The Basics 1
- **Lesson Two**: Notrump Opening Bids and Responses 51
- **Lesson Three**: Major Suit Opening Bids and Responses 123
- **Lesson Four**: Minor Suit Opening Bids and Responses 193

Appendices

- Additional Exercises A-1
- Teacher's Guide Card A-7
- Teacher's Deal Records A-11
- Contract Card A-29
- Cue Cards A-33
- Bidding Ladder Bookmark A-37
- Award Certificate..... A-41

Important Notes for Teaching This Course

The Cards-on-the-Table Method

Most students learn more quickly and effectively by being introduced to play of the hand before the bidding. They also understand the bidding when it is seen in the context of the play of the hand, rather than in isolation.

To implement a play-focused method, requires a change in the way we think of bridge lessons, and a willingness to work to develop new skills. The lesson plans detail the instructions, but an overview is important.

Each lesson focuses on the play of the hand during the first hour of the lesson. The bidding is introduced in the second half. Lesson One, because it is the introduction to the game, has a slightly different format from Lessons Two, Three, and Four, but the philosophy and the methods are the same.

To be good at using the play-focused method, it's important to know how to implement cards on the table. We need to know the different types of layout, the use of each layout, and how we are going to smoothly move our students from one layout to the next. The following is a list of the various layouts, when they are used, and how to direct the students to set the cards up correctly on the table.

52 Cards Face Up on the Table

A frequently used layout is to have the players turn all 52 cards face up on the table, dummy style. This pattern is used when the players are counting the points in each hand and deciding which side has greater combined strength. They can use the Contract Card (see Appendix) to record the result.

In later lessons, they may be able to count the points in each hand, add up the partnership assets, and decide which partnership has more values without the help of writing down each step. For the first sixteen hands, however, filling out the Contract Card is helpful. Also, the Contract Card serves as a reminder of the contract.

There are three steps to arranging 52 cards face up on the table:

1. The tendency of new players is to place the cards facing themselves, with the lower-ranking cards at the edge of the table and the higher-ranking cards toward the center. This makes sense because they can read the hand more easily. The first instruction, then, is to direct them to put the cards in columns with the high cards at the edge of the table. Explain that only one hand is "upside down" and the other three can be read more easily - it's a good trade.

2. Next, have the cards arranged so that they are easy for everyone to see. Some players place the cards randomly, making this a challenge. The other players are uneasy dealing with a person who doesn't want to arrange the cards in order, so the instruction needs to come from the teacher. Ask them, in a light manner, to arrange the cards neatly in rows. I usually follow this by saying, "Feet on the floor, straight backs" - and they laugh.

3. Finally, the guidecards with the directions North, South, East, and West have to be visible. Have the players make sure that the cards don't cover the directions. Have them remove the board, or place it under the guidecard, if it is getting in the way.

26 Cards Face Up on the Table

This layout is used so that the players - guided by the instructor at first and then in their groups - can count the sure tricks between the two partnership hands and look for potential tricks through promotion, length, the finesse, and trumping in dummy.

To move from 52 cards face up to 26 cards face up, requires clear instructions:

1. Tell the players what to expect: "We're going to turn 26 cards face down and leave 26 cards face up. Then we're going to pick the contract."

2. State clearly the direction of the player being asked to follow an instruction to alert the player to be ready: "East, turn your cards face down; West, turn your cards face down."

3. If you feel it would be helpful, have the players with the face up hands put the spades opposite the spades, the hearts opposite the hearts, and so on. To do this, start with one direction: "West, put your suits in order so that your spades are opposite East's spades, your hearts are opposite East's hearts, etc."

13 Cards Face Up on the Table – Single Hand

This layout is used to look at a single hand, usually to select an opening lead or discuss a bidding concept. Typically, the students will be starting with the declaring side's hands face up and both of the defenders' hands face down.

To move from 26 cards face up to 13 cards face up go through the following steps:

1. Have the two hands face up turned face down. Again, give the direction of the players who are expected to follow the instructions: "North and South turn your cards face down." Now, all cards are face down.

2. Then direct the player who will be making the opening lead to turn the hand face up: "East, turn all your cards face up on the table."

This much detail might seem too repetitive, but it doesn't sound repetitive to the students and it's needed to keep the class organized.

14 Cards Face Up on the Table

This layout is used to begin the play of the hand, getting the opening lead and the dummy on the table. Typically, the students will be starting from the position of having the opening leader's hand face up.

To move from 13 cards face up to 14 cards face up, use the following instructions:

1. Leave the opening lead face up on the table. Again the instructions have to be concise: "East leave the ♣A face up on the table. Pick up the rest of your cards and hold them in your hand."

2. Turn the dummy hand face up: "South, turn your 13 cards face up. Make sure they are arranged in neat columns. Your hand is the dummy." If appropriate, you might want to tell them at this point to put the trump suit to the right.

3. Have the other players pick up their hands: "North and West, pick up you cards and hold them in your hand."

4. State the contract and declarer and have them begin play: "North is declarer in a contract of 4♠. East has made an opening lead of the ♣A and South has put down the dummy. North, try to take at least ten tricks with spades as the trump suit. East and West, try to prevent North from taking ten tricks."

13 (or Fewer) Cards Face Up on the Table – Single Suit

This layout is used to look at a single suit. It is typically used to illustrate a play point, such as playing the high card from the short side first or taking tricks through length. Usually, the students will be starting with the declaring side's hands face up and both of the defenders' hands face down.

To move from 26 cards face up to a single suit face up, go through the following steps:

1. Have the face up cards in the other suits turned face down. The constructions have to be concise: "North and South, turn your hearts, diamonds, and clubs face down. Leave the spades face up."

2. If appropriate, have the rest of the suit turned face up: "East and West, turn your spades face up. Leave the remaining cards face down.

3. Clarify the position: "There should be only 13 cards face up on the table, all the spades."

Sometimes, there will be additional instructions, such as moving a card from one hand to another. Make sure any changes are undone before continuing with the complete deal.

13 Cards Face Up on the Table – Constructed Hand

This layout is used when discussing the bidding. The players construct a hand in front of one of the players. After discussing the hand, one or more cards are changed.

To construct a hand, use the following instructions:

1. If necessary, have the players sort the deck into suits. It's usually a good idea to be quite specific until the players become familiar with the process: "Divide the deck into the four suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and the last player take all the clubs."

2. Explain what will be done: "We're going to construct a hand with 13 cards in four columns in front of North."

3. Lay out the hand, one suit at a time: "The player with the spades, put the spade ace, spade jack, and a low spade in a column in front of North, dummy style. The high cards should be closest to the edge of the table. The player with the hearts put the heart king and two low hearts in a column in front of North. The player with the diamonds put four low diamonds in a column in front of North. The player with the clubs put the club ace, club queen, and a low club in a column in front of North."

4. Verify that the hand is correct: "There should be 13 cards arranged dummy style in front of North: the spade ace, jack, and a low spade; the heart king and two low hearts; four low diamonds; the club ace, queen, and a low club."

5. Tell the students to put all the remaining cards face down on the table in front of them. Otherwise, they tend to become confused.

As you go through the transitions, give specific instructions:

6. Always name the suit before the card(s): "The player with the spades, take away the spade ace; the player with the diamonds, add the diamond king."

7. Verify that the new hand is correct: "There should only be two spades in front of North, the jack and a low spade. There should be five diamonds, headed by the diamond king."

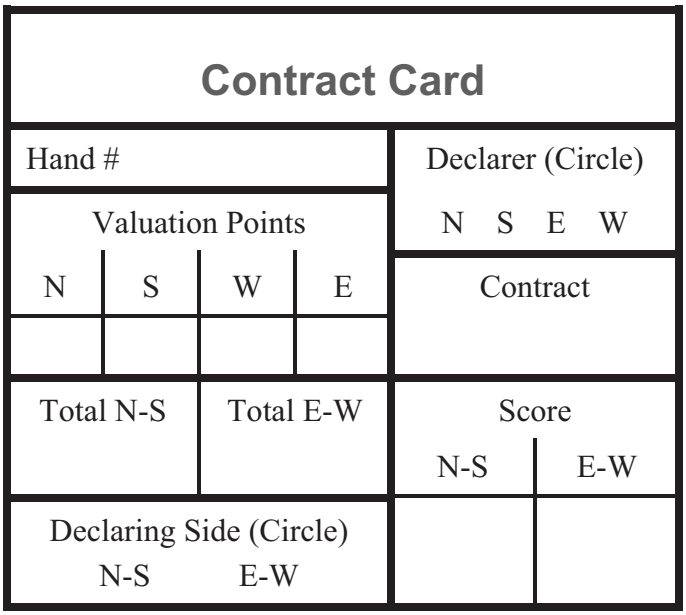
As you become more familiar with getting the students to manipulate the cards correctly on the table, the more comfortable the students will become and the more smoothly your class will go.

The cards on the table become your "blackboard" or "whiteboard" as you explain each concept.

Using the Teaching Aids

For teachers/presenters using the Bridge Basics student texts, Better Bridge has developed teaching aids which can be reproduced as needed. You can download color versions from the Internet.

The Contract Card



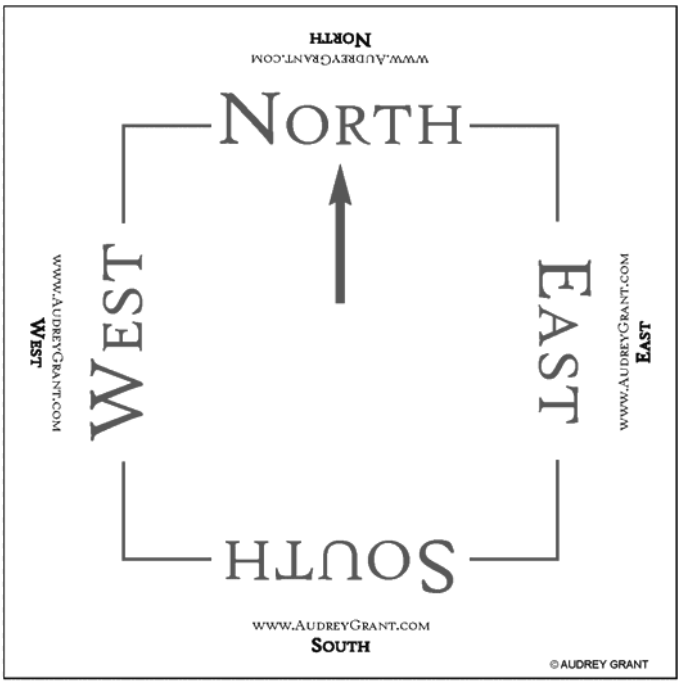
The Contract Card gives the students a structured approach to looking at the deal when there are fifty-two cards face up on the table and then are picking the contract. Copy the page from the Appendix and run off as many copies as needed for each class. There are six Contract Cards on each page. They can be separated and you could have them put in a pad.

To use the Contract Card, the students first count the number of points in the North hand and record the result; then the points in the South hand are counted. A total number of points for North-South are recorded. The same is done for East West.

The side with more combined points is circled and identified as the declaring side. Note the exception for Deal 9 – the side with fewer combined points is made the declaring side. Then the contract is chosen and written on the Contract Card. The declarer is selected and the students are ready to play the hand.

If the class seems ready, a simplified version of the scoring can be introduced (see Appendix) and the score can be recorded at the end of the play. Or, this can wait. You can judge the level of your class.

The Guide Card



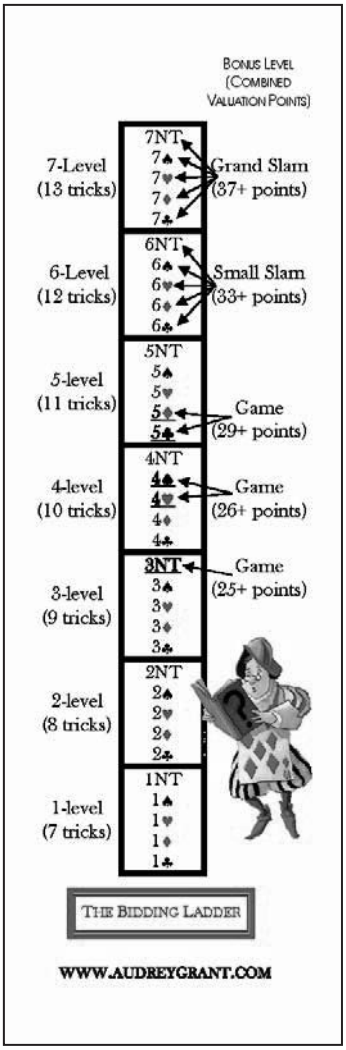
A direction card is important for the cards-on-the-table approach. A square version can be more flexible in a lesson environment. It gives each player an equal amount of room on the table. There is a template in the Appendix from which you can get bright colored copies made … and laminated if you want. If you're using the square guide cards with duplicate boards, have the board placed beneath the guide card after the hands have been removed from the board.

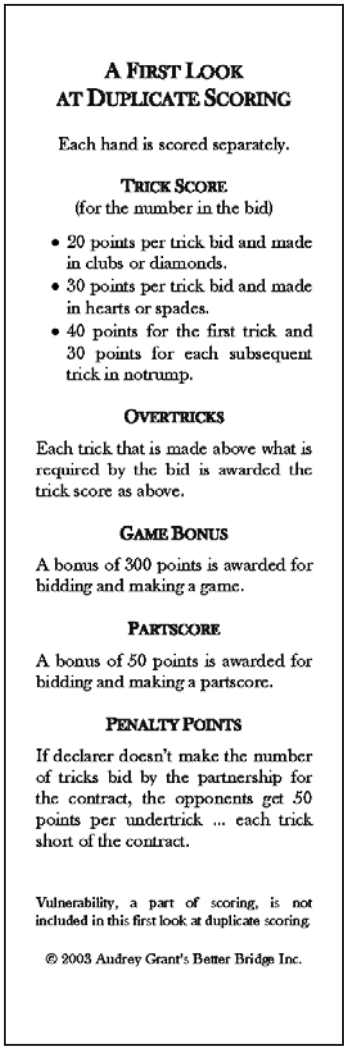
The Cue Cards



Cue cards help new players review what previous bids have shown so that they are in a better position to understand a new concept. They match the guides in the student text. For example, if the topic is Responses to 1NT, a cue card reminds the students that the 1NT opening bid shows 15, 16, or 17 points and a balanced hand. Copies of the Cue Cards in the Appendix can be reproduced and laminated.

The Bookmark - Better Bridge Bidding Ladder





A First Look at Duplicate Scoring

Each hand is scored separately.

Trick Score
(for the number in the bid)

- 20 points per trick bid and made in clubs or diamonds.
- 30 points per trick bid and made in hearts or spades.
- 40 points for the first trick and 30 points for each subsequent trick in notrump.

Overtricks

Each trick that is made above what is required by the bid is awarded the trick score as above.

Game Bonus

A bonus of 300 points is awarded for bidding and making a game.

Partscore

A bonus of 50 points is awarded for bidding and making a partscore.

Penalty Points

If declarer doesn't make the number of tricks bid by the partnership for the contract, the opponents get 50 points per undertrick ... each trick short of the contract.

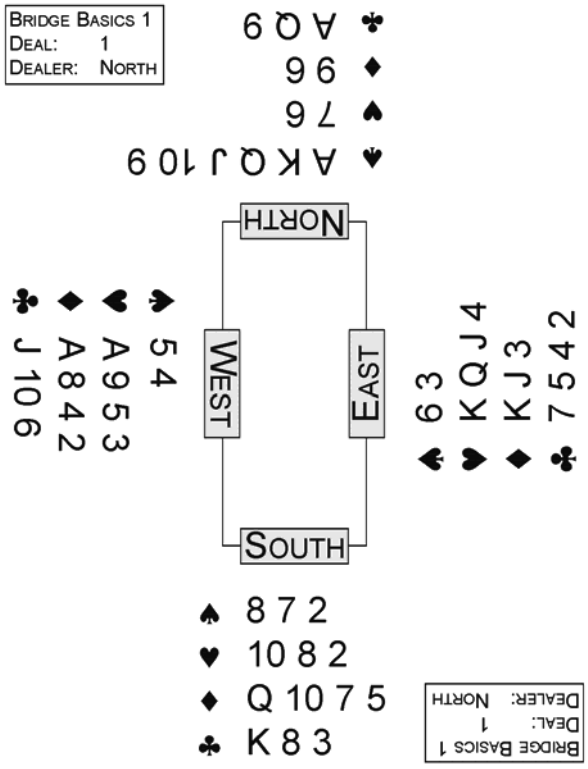
Vulnerability, a part of scoring, is not included in this first look at duplicate scoring.

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In the Appendix is a handy version of the Bidding Ladder in bookmark form. There are three per page, double sided. Run off as many copies as needed on heavy paper, separate them, and give one to each student.

The bookmark reminds the students how to select the contract. It shows the number of tricks required for each contract, the bonus levels, and the combined number of points needed for each level. On the back is a scoring summary. It also serves as a handy bookmark!

Teacher's Deal Records



In the Appendix are records for each deal. These can be used to have the students construct each deal when coded cards or pre-dealt deals are not available. Place the Deal Record on the table, have the students sort the deck into suits, and have each student take one suit. Have the students give themselves the cards in the suit they hold. Then have everyone pass the suit to their left and repeat the process until all the cards have been distributed. Have the students pick up their hands and turn the Deal Record face down.

Bidding Boxes

Absolute beginners are usually comfortable using bidding boxes, if they are available. They find them useful as a reminder of what the Bidding Ladder looks like and in keeping track of the auction.

Using the Additional Deals

There are sixteen extra deals which can be used for practice play sessions after the first four lessons. They are carefully arranged with concepts from all the lessons.

The teacher could also choose to use these deals during the lessons. In that case, it's suggested that the deals be used avoid play concepts that the students have not yet encountered. Here is a summary of the play and bidding concepts:

USE AFTER	DEAL #	DECLARER	NOTES
Lesson 1	17	N	Need to direct contract to 3NT; Take the tricks and run
Lesson 2	21	S	Notrump opening; Length
	29	W	Notrump opening; Promotion and Length
Lesson 3	26	E	Major opening; Length
	23	N	Major opening; Promotion
	19	S	Major opening; Trumping in dummy
	28	W	Major opening; Trumping in dummy
	30	E	Major opening; Trumping in dummy
Lesson 4	31	N	Minor opening; Promotion
	27	S	Minor opening; Finesse
	22	W	Minor opening; Promotion and Length
	18	E	Minor opening; Length versus Promotion
	25	N	Minor opening; Promotion
	32	S	Minor opening; Trumping in dummy
	20	W	Notrump opening: Finesse
	24	E	Notrump opening; Finesse

Scheduling a Course

Although the Teachers' Manual is broken into four lessons, the material can be adapted in a number of ways. The challenge in writing a manual is to have just the right amount of material to fit into a two-hour lesson, or two one-hour segments. However, there is no such thing as an ideal class and the teacher will need to be flexible in adjusting the lessons to meet the needs of the class.

The Four-Week Course

Each lesson is 2 hours long. The four deals are played in the first hour, with the focus on play of the hand. In the second hour, the bidding concepts are introduced. The students don't need to play the deals a second time. The text is used to look again at the four deals in the lesson and the students are introduced to "reading" a bridge hand, putting the bidding and play together.

The Six-Week Course

There are sixteen extra deals in the text that are ideally suited for two lessons of supervised play. The deals can be played, turned up dummy style, and discussed, using the style of the first four weeks with the Contract Card. The students look at all fifty-two cards, and choose the contract. The declarer's ABC's for planning the play can be reviewed and applied to each hand. Or, the students can "bid" the hand first and then turn it face up, ready for discussion.

The Eight-Week Course

After the first four weeks, introduce four weeks of supervised play. First, replay the sixteen deals from the four chapters, with the complete auction and play. In the first four lessons, they have played each hand without having an auction beforehand. Then bid and play the extra deals. Practice using Declarer's Plan on each deal.

Length of Individual Lessons

The lessons are designed for a two-hour class. They can also be used for two one-hour classes.

It's not advisable to have classes of more than two hours in length, although it may seem as if the players are appreciative of the extra time we spend. More important is to present what was advertised. If the class is advertised as two hours, it's important to deliver the material in that time.

The Teachers' Checklist for Success

The goal of this checklist is to keep focused on aspects of teaching that make sure our players are satisfied customers – pleased they decided to invest their time and money attending a course.

A. Before the Class

- **Be Prepared.** No matter how many times we have given the lesson, it's critical to review the Teachers' Manual before each session.
- **Have the Material Ready.** Tables are prepared with teaching guidecards, cards sorted into suits, boards with pre-dealt deals, pencils, and student texts (for the first lesson). Starting with the second lesson, have additional classroom texts available for those who have forgotten to bring their textbook.

B. Timing

- **Respect Time.** Start on time, have a short break after an hour, finish on time. It's that straightforward.

C. Keep the Clients Comfortable.

- **Tell Them What to Expect.** Let the students know at the beginning of the first lesson that, unless they volunteer, they won't be asked a question. Then they can relax – and not be afraid to look at us. It's uncomfortable while learning something to feel that the instructor could, at any time, call our name and ask us to respond to a question.
- **Keep the Atmosphere Upbeat.** Emphasize the magic of the game and focus on the potential of bridge as a way to spend wonderful time with old friends and meet new friends. The game can promote friendly competition and mental fitness. Share motivational quotes and the occasional joke if it fits into the positive category. From experience, may students would rather not have jokes but do appreciate enthusiastic "star bursts" of energy from the presenter … singing the Bidding Song, for example.
- **Allow for Different Opinions.** For example, some students will already know and prefer to play a 16–18 notrump range. Bridge Basics introduces the more popular 15–17 point range. The responses are the same, so respect the opinion and move the class along.
- **Play the Odds for Customer Service.** Small, seemingly unimportant, habits can make a difference. Play the odds for customer service. There are many examples:
    - They prefer that the teacher be professionally dressed, even in a vacation setting on board a ship or at a bridge festival.
    - They prefer the teacher avoid questionable jokes and remarks.
    - They prefer the use of a microphone over a loud voice.
    - Most students prefer the teacher drinks coffee during the break rather than during the class.
    - The majority of clients prefer not to see a teacher smoking.

D. Respect Different Learning Styles

- **Offer Several Methods for Learning.** There are different ways to get information on a new topic:
    - Some students prefer to read. They like to read ahead and reread the material presented in the lesson; others use the textbook sporadically.
    - Some are note-takers, writing down reactions and the material presented by the lecturer, even though the information is in the text. They write in the text, underlining key points, recording notes in the margin. Others don't have notebooks, and would never write in a text.
    - Some students have highly developed listening skills; others find it difficult to hear.
    - Some students find talking a powerful tool for absorbing information; others don't like to share thoughts with others.

  Keep your presentation skills balanced, allowing the students to focus on the learning style that they prefer.

- **Give Clear Instructions and Keep Away from the Table.** In the first exercise of Lesson One, for example, the goal is to give the participants a chance to experience the mechanics of trick-taking. The instructions are: deal the cards; sort them into suits; have the player to the left of the dealer put a card face up on the table; have each player follow suit; have the highest card in the suit led win the trick; have that player lead to the next trick. The instructions are to play as many cards as possible in about five minutes and not to worry about tactics or strategies. This is a warm-up exercise. Keep away from the tables and avoid giving additional instructions on play and defense.

E. Keep Professional

- **Always Do Your Best.** In the bestseller, *The Four Agreements*, Don Miguel Ruiz includes doing your best as one of the agreements. He puts it this way, "Your best is going to change from moment to moment. Under any circumstance, simply do your best." Good advice.
- **Continue to Learn.** Take courses, listen to tapes, talk to colleagues, read books that directly or indirectly apply to our trade, and watch your colleagues.

F. Plan, Act, Check

- **Make a PAC. P**lan the class; **A**ct on the plan; **C**heck to see how it went. Be aware of how the class is being received by the students. If the attendance decreases, try to find out why. The latest trend is irrelevant if half the class drops out during the first six weeks of the course. Use an evaluation form, filled in anonymously, after each course. Listen to the client.

Overview of the Bridge Basics Series

The Bridge Basics Series introduces students to up-to-date methods that represent the way the game is played today. The material has been well tested and has met with rave reviews. We look forward to your comments. The series is for beginning players and those who wish to brush up on fundamentals of the game. There will be five textbooks/courses, each with four chapters/lessons and sixteen additional practice deals.

I. An Introduction

The Basics
Notrump Opening Bids and Responses
Major Suit Opening Bids and Responses
Minor Suit Opening Bids and Responses
Additional Practice Deals

II. More Bidding

Preemptive Opening Bids
Strong Opening 2♣ Bid
Overcalls and Responses
Takeout Doubles and Responses
Additional Practice Deals

III. Popular Conventions

The Stayman Convention
Transfer Bids
Blackwood and Gerber
Negative Doubles
Additional Practice Deals

IV. Declarer Play

Sure Tricks, Promotion, and Length
The Finesse
Trumping and Discarding Losers
Planning and Strategy
Additional Practice Deals

V. Defense

Opening Leads
Second and Third Hand Play
Signals
Planning and Strategy
Additional Practice Deals

About the Textbooks

Each student textbook is designed with the reader in mind. There are several special features.

The Binding

The binding is referred to as autobound and has an air pocket in the spine. It can be bent so that the back cover meets the front cover – something we don't generally want to do because it causes the pages to fall out. With autobinding, however, the pages stay in place and the book can now lie flat on a surface. This makes it easy to complete exercises and to read the bridge deals.

Two Colors

Two-color printing makes the text more attractive: the suits are easier to read and the key points can be highlighted.

Footnotes

There are footnotes throughout the books which describe other ways of doing things. The first one on page 2 of Bridge Basics I, for example, references the opening lead, giving the information that in some forms of the game the opening lead is made face down.

Prompt Boxes

Prompt boxes give the reader the opportunity to more quickly absorb a new concept. On page 77 of Bridge Basics I, for example, the requirements for an opening bid of 1♠ are reviewed in the prompt box. Now the student can focus on the response.

Exercises

There are plenty of exercises. They are on facing pages to make it straight-forward for the students to check the answers after completing each exercise.

Practice Deals

There are four practice deals at the end of each chapter. They highlight the concepts introduced during the chapter and include a discussion of the suggested bidding, play, and defense. In each set of four hands, every player is declarer once.

Additional Deals

There are 16 additional deals in each book. They're carefully constructed so that:

- Each group of four hands has a different declarer.
- They include a variety of contracts.
- They provide a variety of card play techniques.

The deals could be used for two supervised play classes following the regular set of classes.

Appendices

Additional information is included in appendices. In Bridge Basics I, for example, discussions on the mechanics of rubber and duplicate bridge and on scoring are in the Appendix. There have been many requests for *The Bidding Song* and it is included in the Appendix.

Glossaries

The glossary at the end of each book includes a reference to the first page on which each term is introduced.

About the Courses

Each course includes the following:

Teachers' Manual

For each textbook there is an accompanying Teachers' Manual which provides detailed lesson plans for each chapter/lesson. Although the lesson plans are based on two-hour lessons, they can be easily adapted into one hour (or forty/forty-five minute) lessons. The additional practice deals can be used for supervised play.

Clear Instructions

The Lessons in the Teachers' Manual are formatted to make them easy to follow during the presentation:

The italics are notes to the teacher.

- Information in point form is the bridge theory the teacher presents to the class.

The boxes contain instructions given to the class.

Textbook references are shaded.

☞ This graphic indicates a **key point**.

Teaching Aids

In the appendix of the Teachers' Manual are templates that can be copied and used by the teacher to help with the presentation of the lesson. In this manual, for example, there is the Contract Card which can be given to the students to record their discussion on each deal.

Coded Cards

Coded Cards are planned for each book covering the thirty-two practice deals.

The Bridge Basics Philosophy on Play

Play-Focused Approach

The Bridge Basics Series is strongly play focused. Bridge Basics I has the students playing immediately through the history of the game. In the first hour, they're getting used to the mechanics of the game by playing whist and auction bridge. In the second hour, they play four pre-dealt hands.

In the next three lessons, before the bidding is introduced, the participants focus on looking at trick-taking potential of the partnership hands using the carefully constructed pre-dealt deals. Through guided discussion, they become familiar with play concepts. Then they play the hand being discussed.

Players are provided with the ABC guidelines of Declarer's Plan to help organize their thought process. During the four lessons, they talk about:

- how to take sure tricks;
- considerations for trick-taking with unevenly divided suits;
- trump management;
- developing tricks through promotion, length, and the finesse;
- trumping in the dummy;
- how to organize the order in which the cards are played to get the most out of a deal.

There are sixteen additional deals provided for two supervised play courses. Each set of four hands gives every player an opportunity to be declarer.

Pre-dealt Practice Deals

Through the pre-dealt deals, the students are introduced in a sequential order to play and bidding concepts. This can provide a good base to develop sound card play techniques. There are four deals at the end of each lesson.

In Bridge Basics I, these deals are often used twice. The first time, the contract is picked by the group by counting tricks in the partnership hands. The declarer is decided through a discussion with the teacher and each student gets a chance to play one deal. In the second part of the lesson, the bidding concept is introduced through hand transitions and then the same deals are looked at again, in the textbook, from the perspective of bidding to the best contract. The players are shown how to read a bridge deal.

The first sixteen deals could also be part of the supervised play classes following the first four lessons.

There are different schools of thought about choosing deals for the students to play. One is through random deals. Using this approach, students become familiar with the mechanics of the game. It's an easy approach for the presenter since there is no preparation. The downside is that the students are not prepared for many situations they encounter.

The first lesson of Bridge Basics I introduces the concept of planning the play as declarer. By learning to plan the play in the pre-dealt deals, participants can become more independent when playing random deals. Each session has four deals, giving every player the chance to declare, make the opening lead, and defend.

The Bridge Basics Philosophy on Bidding

The game changes. The needs of the students change. The Bridge Basics Series is organized to give the students a good foundation while providing for straightforward additions and modifications to the bidding methods. Here, for example, is how the bidding is dealt with in Bridge Basics I.

Organization

Bridge Basics I addresses auctions that begin at the one level in three separate categories:

- Notrump opening bids and responses.
- Major suit opening bids and responses.
- Minor suit opening bids and responses.

Notrump Auctions

Notrump auctions are distinct from suit openings. Because of the limited range and shape described by the opening bid, responder is usually able to decide HOW HIGH and WHERE right away. A two-level response can be made on zero high-card as a signoff bid. This is quite different from responses to a suit opening, where there is no signoff bid. In the future, conventions such as Stayman and Jacoby Transfer Bids can be added to the notrump structure.

Major Suit Openings and Responses

Auctions beginning with a major suit are distinct from those beginning with a minor suit. A major suit fit is often found right away, making the auction much simpler. In the future, conventions which are specific to major suit openings – such as Jacoby 2NT, Drury, and Forcing 1NT – can be added to this structure.

The Bridge Basics Series attempts to avoid locking the students into a single method when it is likely that they may encounter other popular bidding styles in the future. For example, the 2NT response to a major suit opening isn't discussed as a natural response. It is now readily available to be used as Jacoby 2NT if and when they get to that point. On the other hand, the 2NT response to a minor suit is discussed (see below), because that is likely to remain a natural bid for the foreseeable future.

The series also avoids giving examples that are not in line with modern bidding theory. To keep things simple at this stage, the text suggests that a limit raise is made with support and 11-12 points. "Support" is initially defined as three or more cards, although there is a footnote saying that most players prefer to have four-card support for a limit raise. There are no actual examples or sample hands that have a limit raise made with three-card support.

Similarly, the textbook allows that a 1NT response to a major shows 6-10 points and a two-over-one response shows 11 or more. However, there are footnotes to alert the student that other methods exist. Also, none of the examples shows a two-over-one response with fewer than 13 points, making the methods compatible with the growing trend toward the Two-Over-One game forcing approach.

Minor Suit Openings and Responses

Auctions beginning with a minor suit are treated separately from those beginning with a major suit. A minor suit opening could be made on a three-card suit; a major suit opening requires five or more. After a minor suit opening, responder's priority is to bid a major suit, or even consider notrump, ahead of supporting opener's suit. In the future, the students will encounter additional methods that only apply after a minor suit opening – a (typical) reverse, new minor forcing, inverted minor raises, checkback Stayman.

There are some areas where decisions on theory can't be sidestepped too easily. The range for natural notrump responses to a minor suit is one such case. The text suggests 1NT showing 6-10, 2NT showing 11-12, and 3NT showing 13-15. This is a popular, but not universally agreed, approach. Bridge World Standard, for example, has recently updated the response of 1NT to 1♣ as showing 6-10 points rather than its older standard of 8-10 points. Bridge World Standard also uses the 2NT response as 11-12, non-forcing. This is in line with most Two-Over-One systems. However, Bridge World Standard retains the old 16-17 point range for a response of 3NT – with responder bidding a new suit with a balanced 13-15 points. ACBL Standard American Yellow Card uses a 2NT response as 13-15 and a 3NT response as 16-17. The book has settled on the approach that is closest to standard practice today – and is probably easiest for beginners to understand –, with a footnote that there are other possibilities.

The Better Bridge Partnership with the Teacher

Marketing

Better Bridge is developing a program to help teachers market their courses when using the Bridge Basics Series. A brochure is available for each course. If you E-mail Jude Goodwin (jude@betterbridge.com), sending her the details about the class - where it is being held, when the classes will start, the cost, the teacher - she'll fill in the details and send you a brochure which you can then get run off.

Graduation Certificates

For teachers using the Bridge Basic Series, permission is given to copy the course certificate in the Appendix and give it to the students at the end of the course. A color version can be downloaded from the Better Bridge website. Contact Jude Goodwin for details.

Lesson Plans

Lesson 1

The Basics

Lesson One: The Basics

Preparation

On Each Table:	A guide card (Teacher's Guide Card – see Appendix); pencils; deck of cards.
At Registration Desk:	Textbooks (Bridge Basics I – An Introduction); name tags.
On Teacher's Table:	**Deals #1-4** (Coded Cards, duplicate boards, or Teacher's Deal Records – see Appendix).
Class Organization:	Arrange the students with at least four people at each table.

Content

Part I

Exercise One	Random Deal A: Trick-Taking in Notrump
Exercise Two	Random Deal B : Trick-Taking in a Trump Suit
Exercise Three	Random Deal C: Whist
Exercise Four	The Opening Lead and Third Hand Play to the First Trick
Exercise Five	Random Deal D: Practice Deal – Whist

Break

Part II

Exercise Six	**Deal #1:** Auction Bridge
Exercise Seven	**Deal #1:** Declarer's Plan
Exercise Eight	**Deal #2:** Hand Valuation and Opening the Bidding
Exercise Nine	**Deal #3:** The Bidding Ladder
Exercise Ten	**Deal #4:** The Bidding Conversation

A note to the teacher

The first class introduces the mechanics. It seems like a lot of information, but since the focus is on following suit, discarding, or trumping, the class can move at a good pace. Each exercise is about a 10-minute activity. The first part is about 50 minutes; the break is 10 minutes; and the second part is 60 minutes. There should be enough time to present the ideas at a leisurely yet efficient pace. There is, however, enough material in the Teachers' Manual to expand the first four lessons to six or eight lessons. This allows the teacher maximum flexibility.

The concepts introduced are:

- *The players*
- *The deck*
- *The deal*
- *Trick-taking in notrump and trump contracts*
- *Recording tricks*
- *Choosing a trump suit*
- *Declarer and dummy*
- *The language of bidding*
- *The Bidding Ladder*
- *Hand valuation*
- *A simple competitive auction*
- *A first look at responding*

The lesson plans are like a script – the teacher/presenter is the actor bringing life to the words through a positive, energetic, professional, well-paced lesson.

A reminder: The italics are notes to the teacher.

- Information in point form is the bridge theory the teacher presents to the class.

The boxes contain instructions given to the class.

Textbook references are shaded.

☞ This graphic indicates a **key point**.

Lesson Introduction

Briefly introduce yourself.

The students have name tags. During the break, encourage them to talk to players they have not yet met. After the break, you could have the East-West pairs move to another table if you think that this would be an advantage to the class. It's a delicate decision.

Start the lesson on time, having the students talk to one another right away and putting them at ease. Begin with this statement:

☞ • During this series, unless you volunteer, I won't ask you to answer a question. So, relax – and don't be afraid to look at me.

Talk among yourselves for about 30 seconds and tell each other what you think are the essentials for playing bridge.

The students will share some of their ideas. You can then give them this quote:

- Somerset Maugham thought bridge was the most entertaining and intelligent card game invented. He gives an idea of what we need to learn to play bridge in this passage:

  > "The essentials for playing a good game of bridge are to be truthful, clearheaded, and considerate, prudent but not adverse to taking a risk, and not to cry over spilled milk. And incidentally those are perhaps also the essential for playing the more important game of life."

- I think we're in for an adventure, so let's get started.

Exercise One – Random Deal A: Trick-Taking in Notrump

Introduce the following concepts: players, the deck, the deal, trick-taking in notrump, and recording tricks.

Student Textbook Reference: pages 1-3.

Instructions

The Players

- Bridge is a game for four people.
- The players sit at a table and are often referred to by their compass directions.

Look at the guide card on the table and you can see your direction: North, South, East, or West.

- Bridge is a partnership game. The players sitting opposite one another are partners. North and South form one partnership; East and West form the other partnership.

The Deck

- Some games, like Euchre, use only part of a deck. Other games, like Canasta, use more than one deck.
- Bridge is played with one deck of 52 cards. On your table is a bridge deck.
- There are four suits: clubs, diamonds, hearts, and spades. Each suit has thirteen cards.
- The cards within each suit are ranked. The ace is high, followed by the king, queen, jack, ten … down to the two[1].
- The top five cards in a suit … the ace, king, queen, jack, and ten … are called honors.

The Deal

- To start the game, one player deals the cards.
- We're going to assign North as the first dealer.
- There is a procedure for shuffling and cutting the cards in social bridge, based on the concept that one side should shuffle and cut the cards and the other side should deal them. A description is in the Appendix of your textbook. In these classes, for the first few deals, the deal rotates clockwise around the table, and the person to the left of the dealer shuffles … we don't need to cut the cards.

[1] Most students who learn bridge have experience with other card games. If a student is unfamiliar with a deck of cards, suggest a private pre-bridge lesson so that the student will be more comfortable and the class will not be disrupted.

In some classes you might want to have the students properly, shuffle, cut, and deal the cards, especially if they are likely to be playing rubber bridge.

East, shuffle the cards. North, then deals, starting with East, the player on your left. Deal the cards face-down, one at a time, clockwise around the table. When you're finished, each player should have thirteen cards.

Give them a minute to deal the cards.

- The cards in front of each player are referred to as a hand. Part of bridge etiquette is to wait until all the cards have been dealt before picking up your hand. In class, however, you can start to pick the cards up at any time.

Once the cards have been dealt, count the cards, pick up your hand, and sort it into suits. It will be easier to play the game if you alternate the red and black suits and place the high cards in each suit on the left.

Trick-Taking in Notrump

- Bridge is a trick-taking game. It starts when one player leads, placing a card face up at the edge of the table. We're going to assign East to make the opening lead.

East, choose any card from your hand and place it face up on the table. At this point, don't be concerned about the choice of card … any card will do.

- A trick is four cards, one from each player, in turn, clockwise around the table. You have to play a card of the same suit as the one led. This is called following suit. If you can't follow suit, play a card from another suit. This is called discarding.

Complete the first trick. South, play to the trick by putting a card face up on the table. We're only focusing on the mechanics of following suit or discarding. Don't be too concerned about which card to play. West and then North play a card to complete the first trick.

- The highest card played in the suit led wins the trick.

Keep the four cards face up. Decide who won the first trick.

- There are different ways to record which side won and lost tricks. In a rubber, or social, bridge game the partner of the player who won the first trick gathers up all four cards and stacks them in a face-down pile.
- During the classes, we're going to use the recording style used in duplicate, or tournament, bridge.

Take the card you played to the first trick and turn it face down in front of you, to your left, close to the edge of the table. If your side won the trick, both players place the card vertically; if the other side won the trick, your partnership places the cards horizontally.

Turn to page 3 in your student text. Notice that when the cards are played duplicate style, they go from left to right along the edge of the table … not into the middle of the table.

- The player who won the first trick, leads to the second trick. That player can choose any suit, not just the one that was originally led.

Play to the second trick … clockwise around the table.

When the second trick is complete, determine who won the trick. Turn the four cards face down in front of each player, offset slightly to the right of the card from the first trick. Remember to place the card vertically if your side won the trick; horizontally if their side won the trick.

Now, continue taking as many tricks as you can in five minutes. You might be able to play all thirteen tricks. The player who wins the trick, leads the first card to the next trick.

After five minutes, determine how many tricks were won by each side.

- This is called playing in notrump.

Review

You will have a lot of questions but let's take a minute to review what we know. We can all answer at the same time.

As you go through the questions, don't call on a specific person to answer. The purpose is to remind them of what they know in a quick, upbeat manner.

The Players

Q. How many players in a bridge game?
A. Four.
Q. How many players in a partnership?
A. Two.
Q. What direction is North's partner?
A. South.

The Deck

Q. How many cards in a deck?
A. Fifty-two.
Q. How many suits in a deck?
A. Four.
Q. How many cards in each suit?
A. Thirteen.
Q. What's the highest-ranking card in a suit?
A. Ace.
Q. How many cards in a bridge hand?
A. Thirteen.

The Trick

Q. How many cards are played to a trick?
A. Four.
Q. How many tricks in a complete deal?
A. Thirteen.
Q. What is the rule when playing to a trick?
A. Must follow suit … otherwise, discard.
Q. Which player wins the trick?
A. Highest-ranking card played in the suit led.
Q. Who leads to the next trick?
A. The player who won the previous trick.

Recording Tricks

Q. If you win a trick, which direction do you and your partner place the cards?
A. The card is placed vertically in front of you.

Exercise Two – Random Deal B: Trick-Taking in a Trump Suit

Introduce trick-taking in a trump suit.

Student Textbook Reference: page 4.

Instructions

- The deal rotates clockwise around the table.
- The cards need to be shuffled before the next deal.

Since East will be dealing, South, the player to the left of the dealer, shuffles the cards. East then deals the cards. After East has dealt (or, during the class, at any time), pick up your cards and sort them into suits.

Before you play this hand we're going to introduce a new concept.

- Bridge deals can be played out in two ways:
  - In notrump … where the highest-ranking card played in the suit led wins the trick. The first deal was played in notrump.
  - In a trump suit.
- If clubs is named as trumps:
  - You must still follow to the suit led if you can.
  - If you can't follow suit, you can play a club … this is called trumping or ruffing.
  - You don't have to play a club if you can't follow suit. Instead, you could discard from another suit.
  - The highest club played to a trick automatically wins the trick, even if there is a higher-ranking card from the suit led.
  - You can lead a club any time it is your turn to lead to a trick.

South, to the left of the dealer, makes the opening lead.

Play out the deal, with clubs as the trump suit. The tricks won are placed vertically and the tricks lost are placed horizontally. Again, don't worry about which card to lead or play to a trick. Play at a good pace. The focus is only on the mechanics. Play as many cards as you can in five minutes.

When five minutes are up, determine the tricks won and lost by each side.

Review

The participants need a chance to talk about trick-taking. Avoid calling on a particular person to answer a question. The students can talk among themselves in groups. Ask if there is a spokesperson in any group who would like to share the discussion with the class.

Q. Do you prefer playing in notrump or with a trump suit? Talk among yourselves.

They'll have different opinions. Some will prefer a notrump contract and some will prefer playing in a suit. It's important to give them a chance to talk about the game.

Q. Did you like the choice of clubs as the trump suit?

It's a good idea to get them to think about what makes a good trump suit. This prepares them for the general ideas behind the bidding – you want to make the long suit trumps.

Q. Did anyone have a low club which took a trick?

Conversations like this help them to remember what cards they held in a hand and what cards took tricks. Keep the students safe, however. If they don't want to talk about it, move on.

Summarize the following points:

- When there is a trump suit, the highest trump played to a trick wins the trick.
- The trump suit can be led at any time.
- Players must still follow suit if they can.
- If a player can't follow suit, playing a trump is optional. A player can choose to discard from another suit instead.
- If you have four cards in the trump suit in your hand, you're probably satisfied with the choice of trumps. With five or more trump cards, you're probably delighted – and if you have only one or two cards in the trump suit, you would prefer to play with another suit as trump.

Exercise Three – Random Deal C: Whist

Introduce how the game evolved, starting with whist.

Student Textbook Reference: page 4.

Instructions

- In trick-taking games, the choice of a trump suit is important. How the trump suit is selected has changed as the game evolved.
- Whist was a predecessor of the game of bridge. It was very popular. Here's a quote from THE DEATH OF IVAN ILLYICH by Leo Tolstoy which illustrates the power of the game:

> "The pleasures Illyich derived from his work were those of pride; the pleasures he derived from society those of vanity; but it was genuine pleasure that he derived from playing whist."

- In whist, the trump suit was chosen by turning the last card dealt face up.
- Let's play a deal of whist.
- The deal moves clockwise around the table.

West shuffles and then South deals the cards.

South turns the last card dealt face up. The suit of that card becomes the trump suit for this deal.

Pick up your hand (including South's face up card) and sort it into suits.

Before West leads to the first trick, try to predict the number of tricks you think your hand might take with the given trump suit.

West, to the left of the dealer, makes the opening lead. Play out as much of the deal as you can in five minutes with the selected trump suit.

Review

Again, give the participants a chance to discuss this trick-taking game. Pose a few general questions that they can discuss in their groups.

Q. If a player won a trick with a low card, why did this happen?

They can express their view about why a low card took a trick – maybe it was a trump card, or it was the last card left in a suit.

Q. How did you feel about the trump suit?

This gives another chance to talk about what makes a good trump suit based on their experience playing a deal of Whist.

Q. If you had a chance to pick the trump suit, what would you have chosen … and why?

They can be more specific and are likely to express that they would like to have four or more cards in a suit to want it to be trumps.

Exercise Four – The Opening Lead and Third Hand Play to the First Trick

Introduce the concepts of choosing a lead and third hand play.

Student Textbook Reference: pages 16-18.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of West.

Read the suit first and then the cards.

The player with the spades, are you ready?

In spades: the ♠K, ♠Q, ♠J, ♠10, and ♠9.
In hearts: the ♥A and three low cards.
In diamonds: one low card.
In clubs: three low cards.

Only one hand is face up. All the other cards are face down.

WEST
♠ K Q J 10 9
♥ A x x x
♦ x
♣ x x x

We're all imagining that we are West and have to make the opening lead. If there is no trump suit and it is your turn to lead, which card would you choose and why? Discuss with the others at your table.

Give the students a couple of minutes to discuss the opening lead.

Q. What card did your group want to lead?

A. A spade … or the ♥A.

- If we lead the ♥A, it will win one trick right away. That might be the only trick we take.
- If we lead a spade, such as the ♠K, we may lose the trick if the opponents have the ♠A, but we will win tricks with the ♠Q, ♠J, ♠10, and ♠9.
- Now we can use the ♥A to get the lead.

Q. If we are going to lead a spade, does it matter which high spade we lead?

A. No/Yes.

- It won't matter to us. The ♠K, ♠Q, ♠J, ♠10, and ♠9 are equal cards, since they will all have the same effect of driving out the ♠A if the opponents hold that card.

☞ • It matters to partner because we want to tell partner something about the cards we hold. A standard agreement is that we **lead the top of touching high cards**.

- A sequence is three or more cards in consecutive order. So, against a notrump contract we tend to choose to lead from our longest suit and lead the top card from a sequence that is headed by an honor (A, K, Q, J, or 10).

West, turn all your cards face down except the ♠K.

Only one card is face up … the opening lead.

NORTH
WEST EAST
♠K
SOUTH

Q. If West leads the ♠K against a notrump contract, what would East know about West's spades?

A. Top of a sequence.

- West doesn't hold the ♠A.
- West holds the ♠Q and, likely, the ♠J as well.
- Spades are probably West's longest suit.

Q. Suppose West leads the ♠K and the opponents win the trick with the ♠A. If East later gains the lead, what would be a good choice of suit for East to lead?

A. Spades.

☞ • The partnership works together to establish and take tricks. Unless you clearly have a better choice of suit to lead, a useful guideline is to **return partner's suit**.

Q. Would the ♠K also be a reasonable choice of opening lead if clubs were the trump suit?

A. Yes.

- If partner, East, has the ♠A, the ♠K will win a trick. If North or South has the ♠A, the ♠K will drive out the ♠A, developing the ♠Q and the remaining spades into potential winners.
- West can use the ♥A to regain the lead and take the established spade winners.

Q. Is there a difference between leading spades against a notrump contract and a suit contract?

A. Yes.

- Even if West can establish winners in the spade suit, the defenders may not be able to take them because of the effect of the trump suit.
- Against a club contract, another possibility is to lead a short suit, diamonds, hoping to get to ruff a trick with one of the clubs.

In spades: take away the ♠Q, ♠9, and ♠10; add the ♠8, ♠5, and ♠2.

Only one hand is face up. All the other cards are face down.

WEST
♠ K J 8 5 2
♥ A x x x
♦ x
♣ x x x

Q. If West doesn't have a solid sequence in spades, would a spade lead still be a good choice against a notrump contract?

A. Yes.

- Spades presents the best chance for developing a lot of tricks for East-West.
- West will need help from East to develop tricks in the suit, perhaps the ♠A or ♠Q.
- So, West should lead a low spade to East's hoped-for high card in the suit.
- ☞ Traditionally, the fourth highest card, the ♠5, is led from a long suit if we don't have a sequence when leading against a notrump contract. So, a popular guideline is **fourth highest from longest and strongest**.

Pick up all the cards back into suits. The player with the spades, distribute them as follows:

West: ♠K, ♠J, ♠8, ♠5, ♠2.
North: ♠7, ♠6.
East: ♠A, ♠9, ♠3.
South: ♠Q, ♠10, ♠4.

Only the spade suit is face up. All the other cards are face down.

NORTH
♠ 7 6

WEST **EAST**
♠ K J 8 5 2 **♠ A 9 3**

SOUTH
♠ Q 10 4

Q. If West is going to lead this suit against a notrump contract, which spade would West lead?

A. A low spade, the ♠5.

- Fourth highest from longest and strongest … or any low card will do.
- The reasons for leading fourth highest are not the subject of this course.

Q. If a low spade is played from dummy, which spade should East play?

A. ♠A.

- If East plays the ♠9 or ♠3, South will win the trick with the ♠10.
- Instead, East should make the best effort to win the trick for the partnership by playing the ♠A.
- ☞ East is the third person to play to the trick and a useful guideline is **third hand high**.

- After winning the ♠A, East can return partner's suit and East-West can win the first five tricks … against a notrump contract.

There are also guidelines for second hand play:

- A general guideline when you are the second hand to play to a trick is to play a low card and give your partner a chance to win the trick.
- If the player on your right plays a high card, however, you can try and win the trick if you have a higher card. This is called covering an honor with an honor.
- Student Textbook Reference: page 19.

Review

Summarize the following points:

- Against a notrump contract, lead your longest suit.
- Lead the top of sequence, otherwise fourth highest.
- Against a suit contract, leading a long suit may not be as effective because of the opponents' trump suit. Leading a short suit will sometimes be effective.
- Unless there is something clearly better to do, return partner's lead.
- When playing third to a trick, if partner's card isn't winning, play third hand high.
- When playing second to a trick, play either low or cover an honor with an honor.

Exercise Five – Random Deal D: Practice Deal

The students have another chance to play a deal at whist, paying more attention to choosing the opening lead, playing third hand high to try to win the trick, and returning partner's lead.

Instructions

- Let's play another deal of whist.
- The deal moves clockwise around the table.

North shuffles and then West deals. West turns the last card dealt face up. The suit of that card becomes the trump suit for this deal.

Pick up your hand (including West's face up card) and sort it into suits. North, to the left of the dealer, makes the opening lead. Use the guidelines to select an opening lead … top of touching high cards or fourth best. Then play out the deal with the selected trump suit. When unsure what to play, follow the guidelines for making the opening lead, playing third hand high, second hand low, and returning partner's lead.

Review

The participants need a chance to discuss the play of the hand. Pose a few general questions.

Q. Did anyone have difficulty choosing a card to play?

In the middle of the game, they might forget what partner led originally. They may not be able to see the potential of any of their cards to take tricks. Because they can't make a decision, they might be slow to lead any card for fear of making a mistake. It's important at this point to tell them that right now we're getting used to the mechanics and they should play fairly quickly.

Q. Was the partnership able to work together to take tricks?

They might tell about how they took tricks because of the lead … they knew partner had some strength in the suit and returned partner's lead.

***

At this point, the students will have played four random deals and everyone will have had an opportunity to deal. It's a reasonable point to take a break. Or, if the class is only one hour in length, you can summarize the concepts introduced and bring the lesson to a conclusion.

***

Exercise Six – Deal #1: Auction Bridge

Introduce the auction and the dummy using Deal #1.

Student Textbook Reference: pages 5 and 7. Deal #1: pages 28-29.

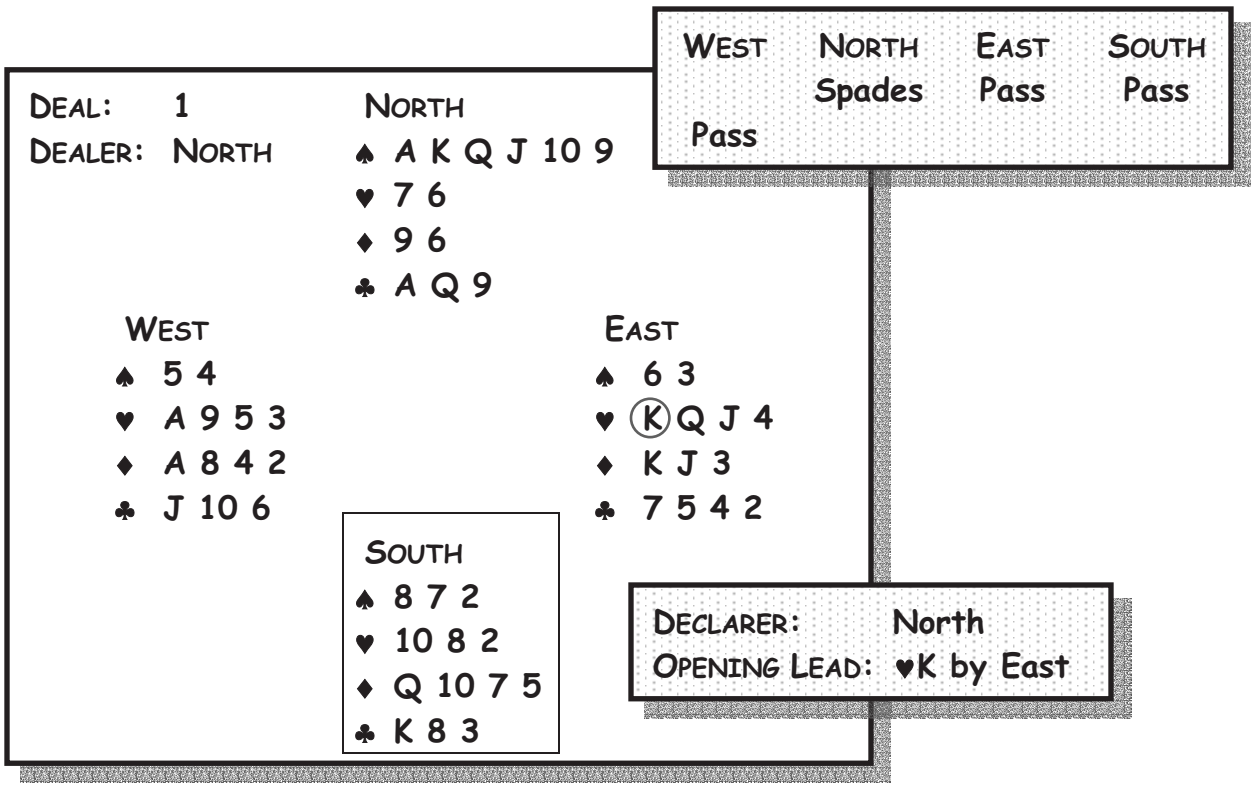
Instructions

The Bidding

- Whist evolved into auction bridge. The players bid for the privilege of naming the trump suit … for which there is a price to pay.
- In exchange for naming the trump suit, the partnership has to be willing to try to take the majority of tricks … at least seven tricks.
- Starting with the dealer and moving clockwise around the table, each player has a chance to bid – suggest a trump suit or notrump.
- A player who does not want to make a bid can pass.
- If all four players pass initially, the auction is over and a new deal begins.
- Once a player opens the bidding, the auction continues until three players, in succession, pass.

Let's look at Deal #1.

You will need to instruct the students how to use the Coded Cards for Deal #1. If the deals have been prepared in duplicate boards, tell the students how to orient the board and take the hands out of the pockets. If using the Teacher's Deal Records explain how to construct Deal #1. For the first lesson, it's important to make things easy for the clients. With that in mind, it's probably best to use pre-dealt boards.



Pick up your hand and sort it into suits. North, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

13 cards are face up on the table.

Although this is "dummy style", the term hasn't been introduced yet, so you may have to check each table to make sure all four hands are displayed.

The Bidding

Focus on the North hand – North is the dealer.

Q. What suit would North like as trumps?
A. Spades.

Q. Would North be willing to try to take at least seven tricks with spades as the trump suit?
A. Yes.
- North has six spade tricks and one club trick.

Q. What would North name as the trump suit?
A. Spades.

Q. How many tricks is North committing the partnership to take?
A. Seven.
- The partnership must be willing to take the majority of tricks for the privilege of naming the trump suit.

> **North, turn your cards face down.**
>
> **East, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.**
>
> **Focus on the East hand.**

Q. Would East be willing to try for seven or more tricks by suggesting a trump suit?
A. No.

Q. What call would East make?
A. Pass.

> **East, turn your cards face down.**
>
> **South, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.**
>
> **Focus on the South hand.**

Q. Does South have any reason to suggest a different trump suit?
A. No.

Q. What call would South make?
A. Pass.

At this point, don't identify South as the responder.

South, turn your cards face down.

West, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Q. Would West be willing to try for seven or more tricks by suggesting a trump suit?
A. No.

Q. What call would West make?
A. Pass.

If someone wants to bid with one of the other hands, suggest that, at this point, bidding requires an expectation of taking at least seven tricks.

- The auction is over after three successive passes.
- North declared spades as the trump suit.
- North is called the declarer and has to try to take at least seven tricks with spades as trumps.

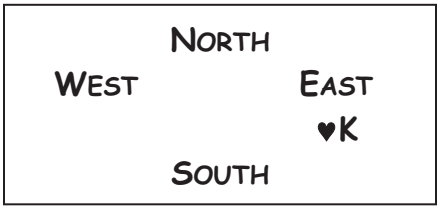
The Play

- Auction bridge introduced a change to the way the deal was played out.
- First of all, the player to the left of the declarer makes the opening lead.

Everyone pick up your hand.

East, choose an opening lead … I'd suggest the ♥K, top of your sequence … and place it face up on the table in front of you.

Only one card is face up … the opening lead.



This isn't the time to review the opening lead. This exercise introduces the mechanics of the dummy and the declarer. That's more than enough information.

- Now, here's the new feature introduced in auction bridge.

South, the partner of declarer, put your hand face up on the table, in columns, with the trump suit on your right … declarer's left. This hand is called the dummy.

Turn to page 7 of the textbook to see an example of the dummy.

There are 14 cards face up on the table … the opening lead and the dummy hand.

NORTH (Declarer)

WEST **EAST**
♥K

SOUTH (Dummy)
♠ 8 7 2
♥ 10 8 2
♦ Q 10 7 5
♣ K 8 3

- Declarer makes the decision about the cards to be played to a trick from both partnership hands.
- The dummy hand is sometimes referred to as the "board" or the "table". So, you might hear a player say to declarer, "You're on the board," which means the dummy hand won the last trick and declarer has to lead a card from that hand next.

North, declarer, choose a card to be played from South, the dummy, by naming the card … the ♥2, for example.

South, pick up the ♥2 and place it face up at the edge of the table in front of you.

West, you have to play a heart. Since partner's ♥K is winning, you don't need to play the ace.

North, follow suit with a low heart.

East wins the first trick with the ♥K and leads to the next trick.

Now the play continues as before, except that one hand is face up and declarer plays two hands. Play as many tricks as you can in five minutes.

Keep the cards in front of you so that we can look at the deal after it is played.

Review

Discuss playing a deal of auction bridge.

Q. What do you think was added by having a dummy hand? Talk among yourselves.

They might like the idea of one player being declarer and playing both of the hands. They might not like the idea that thirteen cards are face up on the table. The key is to let them talk about the game and express opinions.

> **Everyone, pick up your hand and sort it back into suits. Then place it face up on the table in front of you, dummy style … in columns, with the highest card in each suit closest to the edge of the table.**
>
> **All 52 cards are face up on the table.**
>
> **Look at the cards while we review what we've learnt.**

Make sure the students are familiar with the following points:

- The cards were dealt by North and then there was an auction to decide the trump suit or notrump.
- North, the dealer, had the first chance to make a call … either a bid or a pass.
- North chose to bid spades, committing the partnership to take at least seven tricks with spades as the trump suit.
- North's bid was followed by three passes, ending the auction.
- North, who first suggested spades as the trump suit, became the declarer.
- East, the player to the left of declarer, made the opening lead, the ♥K.
- South, declarer's partner, put the dummy hand face up on the table.
- North, declarer, selected the cards to be played to a trick from both hands.
- The rest of the play then continued as before:
  - The play to a trick went clockwise around the table.
  - Each player followed suit.
  - If a player couldn't follow suit, the player discarded or trumped.
  - The hand that won a trick led to the next trick.

Exercise Seven – Deal #1: Declarer's Plan

Use Deal #1 to introduce Declarer's Plan – The ABC's.

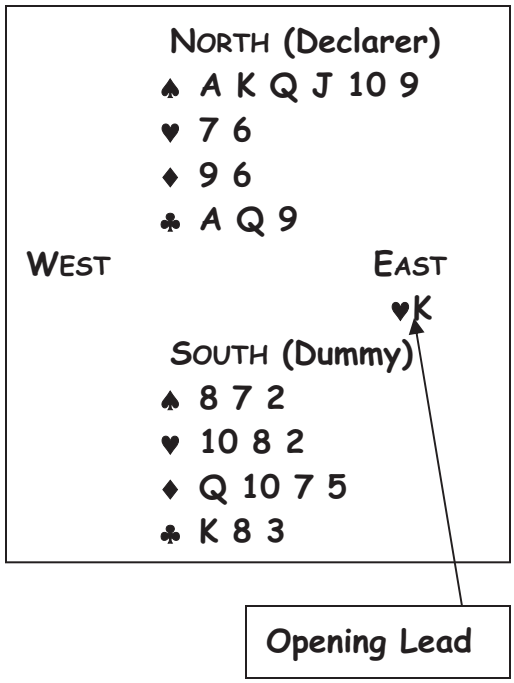
Student Textbook Reference: pages 14-16.

Instructions

West, turn your hand face down. East, turn your hand face down except for the opening lead, the ♥K.

Only 27 cards are face up … the lead, dummy, and declarer's hand.

To make it clear which hand is the dummy, push the table guide card toward South.



Declarer's ABC Plan

- When you become declarer, the opponent to your left makes the opening lead and partner puts down the dummy. Before choosing the first card to play from dummy, make a plan.
- There are three suggested stages – A, B, and C – in making a plan. We're going to focus on A – Assess the Situation – and C – Consider the Order.
- The first stage, Assess the Situation, can be broken into three steps.

The **first step** is the goal … the number of tricks you have committed to take by winning the auction.

- North's goal is to take seven tricks for the privilege of naming trumps.

The **second step** is to count the sure tricks. Sure tricks, or winners, are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?
A. Six: the ♠A, ♠K, ♠Q, ♠J, ♠10, and ♠9.

Q. How many sure tricks in the heart suit?
A. None.

Q. How many sure tricks in the diamond suit?
A. None.

Q. How many sure tricks in the club suit?
A. Three: the ♣A, ♣K, and ♣Q.
- Declarer can use dummy's high cards as well as those in declarer's hand.

Q. How many sure tricks in total?
A. Nine: six spades and three clubs.

The **third step** is to compare the number of tricks you need to the number you have.

Q. Does declarer have enough sure tricks to reach the goal?
A. Yes.
- Declarer's goal is seven tricks and declarer has nine tricks, two more than necessary.
- We don't need the second stage which has methods for getting extra tricks.

☞ The third stage is to Consider the Order. As a general guideline, **when declarer has enough tricks, take the tricks and run.**

- Declarer wants to take the tricks before anything can go wrong.
- In a trump contract, however, there's another consideration.

Q. On gaining the lead, does it matter which suit declarer plays first?
A. Yes/No.
- On this deal, it won't actually matter whether declarer takes the spade or club winners first.

☞
- As a general guideline, however, **draw trumps**.
- Declarer wants to play the trump suit first, until the other side has no trumps remaining. This is referred to as drawing trumps.
- By drawing trumps first, the opponents won't be able to trump any of declarer's winners in the other suits.

Review

Turn to pages 28-29 in the text. This is how the deal you just played is written. In this text, we've shaded the dummy hand and underlined the suggested opening lead.

On page 29, you can see Declarer's Plan, the ABC's for this deal. We focused on "A" – Assess the Situation.

Make sure the students are familiar with the following points:

- After the dummy comes down, declarer should make a plan before playing to the first trick.
- Declarer starts by assessing the situation: consider the goal, count the sure tricks, and compare the two numbers.
- With enough tricks, declarer takes the tricks and runs, drawing trumps first in a suit contract.

Exercise Eight – Deal #2: Hand Valuation and Opening the Bidding

Introduce hand valuation ... counting high card and length points ... and the basic requirement for opening the bidding using Deal #2.

Student Textbook Reference: pages 10-11. Deal #2: pages 30-31.

Instructions

- To open the bidding, it isn't necessary for a player to be able to take seven tricks without any help from partner. Suppose one member of the partnership can take four tricks and the other can take three tricks. The partnership can make seven tricks but, if neither partner bids, the chance to enter the auction will be lost.
- A different approach is needed to decide whether to open the bidding. This is usually done by assigning valuation points as an estimate of the trick-taking potential of the hand.

Let's practice handling the cards. Sort the deck into suits. One player gets all the spades; one player gets all the hearts; one player gets all the diamonds; one player gets all the clubs.

Take the ace from your suit and put it face up on the table in front of you.

- The guideline is that the ace is worth 4 points.

Take the king from your suit and put it face up on the table in front of you.

- The guideline is that the king is worth 3 points.

Take the queen from your suit and put it face up on the table in front of you.

- The guideline is that the queen is worth 2 points.

Take the jack from your suit and put it face up on the table in front of you.

- The guideline is that the jack is worth 1 point.

- The values assigned to these high cards are called high-card points (HCPs).
- These are the high-card points: Ace = 4 points; King = 3 points; Queen = 2 points; Jack = 1 point.
- There are 40 high-card points in the deck, 10 in each suit.
- The distribution, or shape, of the hand … the number of cards in each suit … also plays a part. A long suit is useful as a potential trump suit and as a source of tricks.
- There are different ways to value distribution but the most common in today's game is to assign a valuation point for extra length.

Take a low card from your suit and put it face up on the table in front of you.

- A five-card suit is worth 1 point.

Take another low card from your suit and put it face up on the table in front of you.

- A six-card suit is worth 2 points.

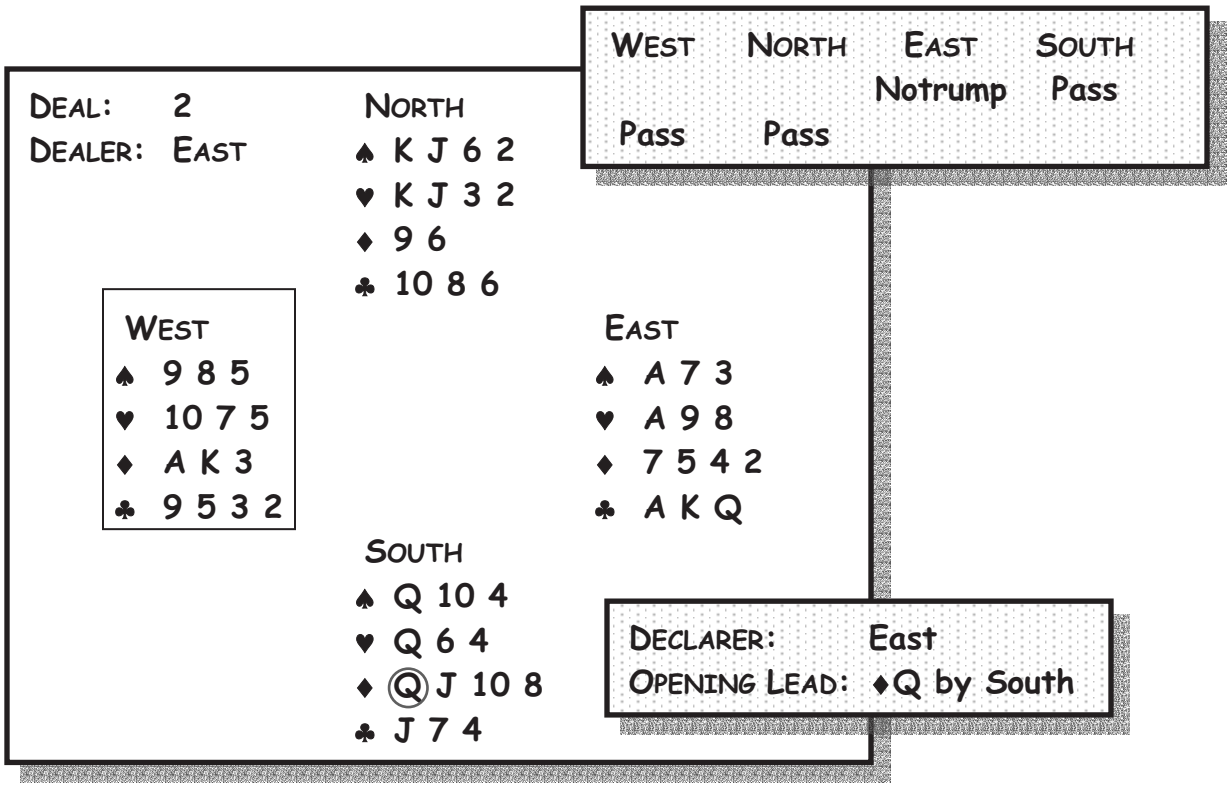
Turn to page 11 in the text.

- These are the length points: 5-card suit = 1 point; 6-card suit = 2 points; 7-card suit = 3 points; 8-card suit = 4 points.
- The high card points are added to the length points to provide an initial estimate of the value of the hand.
- As a guideline, you need about 13 points or more to open the bidding at the one level.
- Here's the first verse of a Bidding Song to help remember whether or not to make an opening bid. It's on page 194 of your text and it goes like this:

"Bid, bid, bid your hand,
But alas, alas,
If you have fewer than 13 points,
I guess you'll have to pass"

- Let's see how this works.

Let's look at Deal #2.



East, place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

You might still have to remind the students to put the highest card in each suit closest to the edge of the table.

The Bidding

Focus on the East hand. East is the dealer. Let's count the points together.

- Spades: 4 high-card points for the ace.
- Hearts: 4 high-card points for the ace
- Diamonds: no high-card points.
- Clubs: 9 high-card points … 4 for the ace, 3 for the king, and 2 for the queen.
- There are no length points.
- There is a total of 17 valuation points, all high-card points.

Q. Does East have enough strength to open the bidding?

A. Yes.

- 13 or more points are required to open the bidding and East has 17, more than enough.

Q. Would East prefer to play in a trump contract or in notrump?

Remember, the students don't yet know the requirements for a 1NT opening bid. This will be covered in Lesson Two. If any of the East players wants to suggest clubs or diamonds as the trump suit, that's fine. They should take at least seven tricks in a contract of 1♣ or 1♦.

A. Notrump.

- Although East's clubs are very strong, they won't necessarily make a good trump suit since there are only three of them. You generally want to suggest your longest suit as trumps. The clubs will likely take three tricks whether you play in notrump or another trump suit.
- East's longest suit is diamonds, but the suit is not very strong. With some strength in each of the other suits, notrump seems to be a reasonable choice.

Q. What might East open the bidding?

A. Notrump or clubs.

- East will commit the partnership to trying to take seven tricks.

The players might still be unwilling to contract for seven tricks with this hand, but point out that it will be a partnership effort … usually partner will be able to provide some trick-taking help.

East, turn your cards face down.

South, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the South hand. Let's count the points in the South hand.

- Spades: 2 high-card points for the ♠Q.
- Hearts: 2 high-card points for the ♥Q.
- Diamonds: 3 … 2 high-card points for the ♦Q and 1 for the ♦J.
- Clubs: 1 high-card point for the ♣J.
- South has no length points since there is no suit of five or more cards.
- South has a total of 8 points, all in high cards.

Q. Does South have enough strength to open the bidding for the North-South partnership?
A. No.

Q. What call would South make?
A. Pass.

South, turn your cards face down.

West, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the West hand. Work as a group to count the points in the West hand.

Q. How many valuation points does West have?
A. Seven.

- Spades: no high-card points.
- Hearts: no high-card points.
- Diamonds: 7 high-card points … 4 for the ace and 3 for the king.
- Clubs: no high-card points.
- West has no length points.

Q. Is West satisfied to play in a notrump contract?
A. Yes.

Q. What call would West make?
A. Pass.

West, turn your cards face down.

North, place your hand face up on the table in front of you in columns with the highest card in each suit closest to the edge of the table.

Focus on the North hand. Work as a group to count the points in the North hand.

Q. How many valuation points does North have?
A. Eight.
- Spades: 4 … 3 high-card points for the ♠K and 1 for the ♠J.
- Hearts: 4 … 3 high-card points for the ♥K and 1 for the ♥J.
- Diamonds: no high-card points.
- Clubs: no high-card points.
- North has no length points since there is no suit of five or more cards.

Q. Does North have enough strength to open the bidding for the North-South partnership?
A. No.

Q. What call would North make?
A. Pass.

- The bidding is over.
- East is the declarer because East first suggested notrump.
- South makes the opening lead.

The Play

Turn the North hand face down.

Turn the South hand face up. Focus on the South hand.

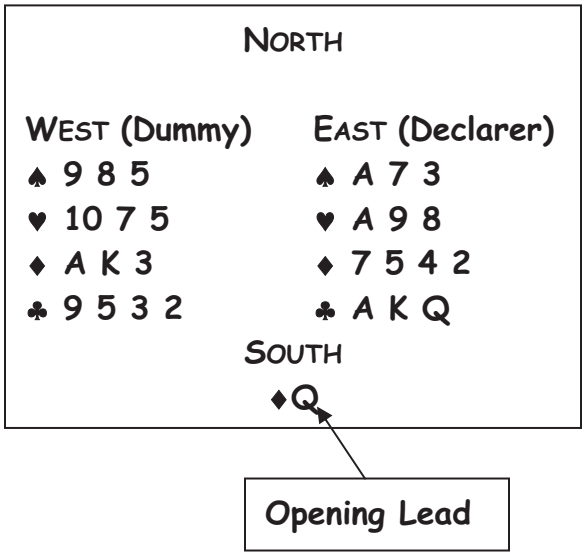
Q. Which suit might South choose to lead against a notrump contract?
A. Diamonds.
- South usually leads the longest suit against a notrump contract.

Q. Which card would South lead?
A. ♦Q.
- With a solid three-card sequence, South leads the top card, the ♦Q.
- This tells North that South doesn't have the ♦K but does have the ♦J and, likely, the ♦10 as well.

South, leave the ♦Q face up on the table. Turn down the other 12 cards in the South hand.

Turn the East and West hands face up. Focus on the East-West hands.

Only 27 cards are face up … the lead, dummy, and declarer's hand.



Q. What is the first stage of declarer's plan?
A. Assess the situation.

Q. If East is declarer in notrump contract, what is the goal?
A. Seven tricks.

- Let's count the sure tricks in the combined East-West hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?
A. One: the ♠A.

Q. How many sure tricks in the heart suit?
A. One: the ♥A.

Q. How many sure tricks in the diamond suit?
A. Two: the ♦A and ♦K.

- Declarer can make use of dummy's high cards.

Q. How many sure tricks in the club suit?
A. Three: the ♣A, ♣K, and ♣Q.

Q. How many sure tricks in total?
A. Seven: one spade, one heart, two diamonds, and three clubs.

A student may point out the possibility of getting an eighth trick through the length in clubs. That's fine. Note that this isn't a sure trick, however. Declarer initially counts only the sure tricks.

Q. Comparing the goal to the sure tricks. How many extra tricks are required?
A. None.
- Declarer has enough to take seven tricks.

Q. What should declarer plan to do after gaining the lead?
A. Take the tricks and make the contract.

West, leave your hand face up as the dummy. South, leave the ♦Q on the table as the opening lead. Pick up the remaining cards.

There are 14 cards face up … the opening lead and the dummy.

East, play the deal as declarer in a contract of 1NT. Play as many tricks as you can in five minutes.

NORTH

WEST (Dummy) EAST (Declarer)
♠ 9 8 5
♥ 10 7 5
♦ A K 3
♣ 9 5 3 2

SOUTH
♦Q

Review

Make sure the students are familiar with the following points:

- Declarer and dummy are the offense. Declarer tries to take at least the number of tricks to which the partnership committed during the auction.
- The other partnership is the defense. The defenders try to prevent declarer from taking the required number of tricks.

Exercise Nine – Deal #3: The Bidding Ladder

Introduce the language of bidding and the Bidding Ladder using Deal #3.

Student Textbook Reference: page 6. Deal #3: pages 32-33.

Instructions

The Language of Bidding

- A bid consists of two parts, a number and a word.
  - The number refers to the number of tricks the partnership is willing to try to take beyond an initial six tricks, called the book. This number is referred to as the level.
  - The word is clubs, diamonds, hearts, spades, or notrump and is the suggested strain.
- So, a bid sounds like this:
  - "One heart" … a commitment to take at least seven tricks (six plus one) with hearts as the trump suit.
  - Two diamonds" … a commitment to take at least eight tricks (six plus two) with diamonds as the trump suit.
  - "Three notrump" … a commitment to take at least nine tricks (six plus three) with no trump suit.
- The partnership willing to try to take more tricks during the play wins the auction.

The Bidding Ladder

- In some auctions only one partnership is bidding for the privilege of naming the trump suit.
- In other auctions, both sides will be competing to name the trump suit.
- The bidding could result in a tie. One partnership might be willing to take seven tricks with hearts as trumps; the other partnership might be willing to take seven tricks with spades as trumps.
- To break ties, the suits are ranked in alphabetical order with **c**lubs as the lowest ranking, then **d**iamonds, **h**earts, and **s**pades. Notrump is ranked higher than any suit.
- Each bid must be higher than the one before.

Look at the Bidding Ladder on page 6.

Q. If the auction is opened 1♥, what bid would the next player have to make to suggest spades as trumps?

A. 1♠.

- Spades are higher ranking than hearts, so the level doesn't need to be increased.

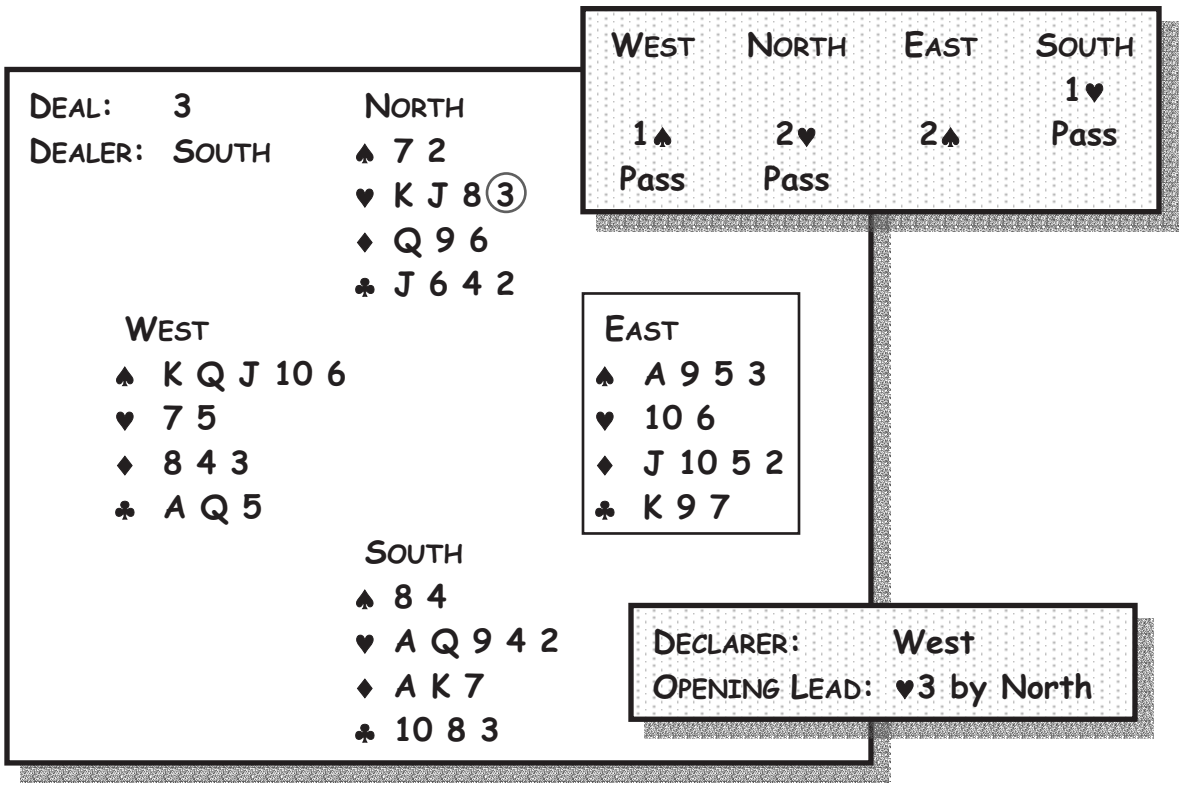
Q. If the auction is opened 1♥, what bid would the next player have to make to suggest diamonds as trumps?

A. 2♦.

- Diamonds are lower ranking than hearts, so the level has to be increased.

- Let's see an auction with both partnerships bidding.

Let's look at Deal #3.



South place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

The Bidding

Focus on the South hand. South is the dealer.

Q. How many valuation points is the South hand worth?
A. Fourteen.

In going through the valuation points, mention the suit first and then the high card points. For example: "In spades, there are no high-card points. In hearts, there are 6 high-card points – 4 for the ace and 2 for the queen."

Q. Does South have enough strength to open the bidding?
A. Yes.

Q. What would South open?
A. 1♥.

- South can show 13 or more valuation points and suggest hearts as the trump suit by opening the bidding 1♥.

South, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. How many valuation points does West have?
A. Thirteen.

In going through the valuation points, mention the suit first and then the high card points.

Q. Does West have enough strength to enter the auction for the East-West partnership?
A. Yes.

- West can compete for the contract by making an overcall.

Q. What call would West make?
A. 1♠.

- West doesn't need to go higher than the one level to suggest spades as the trump suit since spades are higher-ranking than hearts.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. How many valuation points does North have?
A. Seven.

Q. Does North like South's suggested trump suit?
A. Yes.
- North has four hearts.

Q. What call could North make to compete for the contract?
A. 2♥.
- To compete in hearts, North has to go to the two level because hearts are lower-ranking than spades.
- South shows 13 or more points and North has 7, so the partnership has at least 20 combined points. Since there are only 40 high-card points in the deck, the partnership should have at least half of the overall strength … enough to compete.
- North is called the responder to the opening bidder.

North, turn your cards face down.

East, place your hand face up on the table. Focus on the East hand.

Q. How many valuation points does East have?
A. Eight.

Remember, in going through the valuation points, mention the suit first and then the high card points. Again, avoid any discussion of dummy points.

Q. Does East have enough to compete for choosing the trump suit?
A. Yes.
- East likes partner's suggested trump suit and has some strength.

Q. What call would East make?
A. 2♠.
- Since spades are higher-ranking than hearts, East can compete at the two level.

East, turn your cards face down.

South, turn your hand face up on the table. Focus on the South hand.

Q. Does South have much extra for the opening bid?
A. No.
- South promised 13 points and has 14.

Q. Why might South decide not to compete any higher?
A. South would have to go to the three level and commit to taking nine tricks.
- Since hearts are lower ranking than spades, South would have to bid 3♥ to compete further. That would be a commitment to take nine tricks.

Q. What call might South make?
A. Pass.
- With nothing more to say, South can pass.

Some of the students may want to compete further. Suggest that they pass for now to avoid getting too high.

> **South, turn your cards face down.**
>
> **West, turn your hand face up on the table. Focus on the West hand.**

Q. Does West have to bid any more?
A. No.
- The partnership is already winning the auction.

Q. What call does West make?
A. Pass.

> **West, turn your cards face down.**
>
> **North, turn your hand face up on the table. Focus on the North hand.**

Q. Does North have enough to bid again?
A. No.
- North probably doesn't want to go any higher on the Bidding Ladder.

Q. What call does North make?
A. Pass.

- After three passes, the auction is over.
- West is the declarer because West first mentioned spades for the partnership that won the auction.
- North makes the opening lead.

The Play

Focus on the North hand.

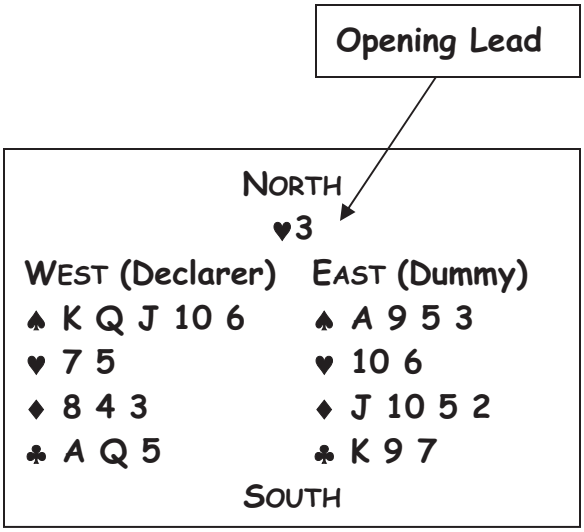
Q. Which suit should North lead?
A. Hearts.
- North-South have bid hearts during the auction. That's a likely source of tricks for the defense.

Q. Which heart should North lead?
A. ♥3.
- With no touching high cards in hearts, North leads low, fourth highest.

North, leave the ♥3 face up on the table and turn the rest of the cards face down.

East and West, turn your cards face up. Focus on the East-West hands.

Only 27 cards are face up … the lead, dummy, and declarer's hand.



Q. What is West's goal as declarer in a 2♠ contract?
A. Eight tricks.
- To make 2♠, West will have to take eight tricks.

- Let's count the sure tricks in the combined East-West hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?
A. Five: the ♠A, ♠K, ♠Q, ♠J, and ♠10.

Q. How many sure tricks in the heart suit?
A. None.

Q. How many sure tricks in the diamond suit?
A. None.

Q. How many sure tricks in the club suit?
A. Three: the ♣A, ♣K, and ♣Q.

Q. How many sure tricks in total?
A. Eight: five spades and three clubs.

Q. With enough sure tricks to make the contract, what should declarer do?
A. Take the tricks.
- With enough tricks, declarer should take them.
- In a trump contract, declarer should draw trumps first … play the spades until the defenders have none left. It will then be safe to take the club winners.

East, leave your hand face up as dummy.

North, leave the ♥3 on the table as the opening lead.

There are 14 cards face up … the opening lead and the dummy.

Pick up the remaining cards. West, play the hand as declarer in a contract of 2♠. Take as many tricks as you can in five minutes.

NORTH
♥3
WEST (Declarer) EAST (Dummy)
♠ A 9 5 3
♥ 10 6
♦ J 10 5 2
♣ K 9 7
SOUTH

Review

Make sure the students are familiar with the following points:

- A bid consists of a level and a strain.
  - The level is the number of tricks the partnership is committing to take beyond an initial six tricks.
  - The strain is the suggested trump suit or notrump.
- The suits are ranked with clubs as the lowest, then diamonds, hearts, and spades. Notrump ranks higher than any of the suits.
- After the auction has been opened, each subsequent bid must be higher on the Bidding Ladder than the one before. If it is in a higher-ranking suit or notrump, it can be made at the same level. If it is in a lower-ranking suit, the level must be increased, committing the partnership to take more tricks.

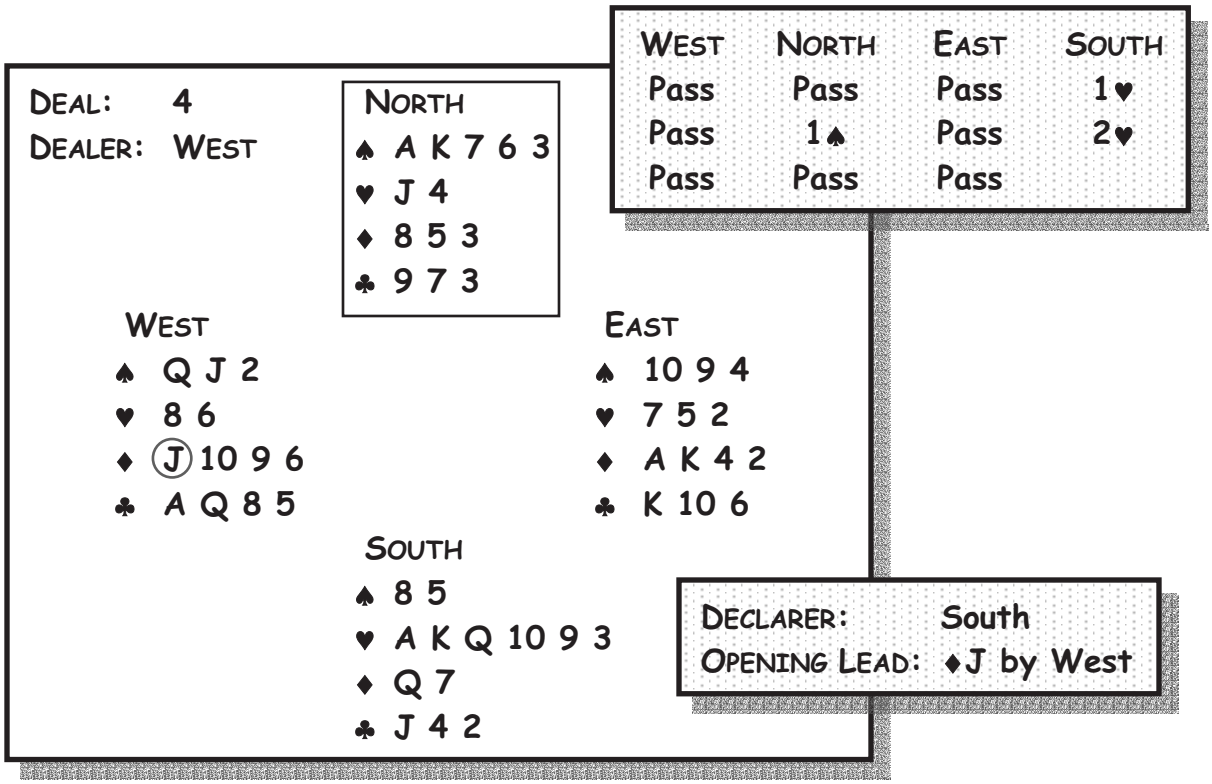
Exercise Ten – Deal #4: The Bidding Conversation

Introduce the idea of a partnership bidding to find the best contract, using Deal #4.

Deal #4: pages 34-35.

Instructions

Let's look at Deal #4.



North, place your hand face up on the table in front of you, dummy style.

13 cards are face up on the table.

The Bidding

Focus on the West hand. West is the dealer.

Q. Does West have enough strength to open the bidding?
A. No.
- West has 10 points, all in high cards.

Q. What would West call?
A. Pass.

West, turn your cards face down.

North, place your hand face up on the table. Focus on the North hand.

Q. Does North have enough strength to open the bidding?
A. No.
- North has 8 high-card points plus 1 length point for the five-card suit, for a total of 9.

Q. What call would North make?
A. Pass.

North, turn your cards face down.

East, place your hand face up on the table. Focus on the East hand.

Q. Does East have enough strength to open the bidding?
A. No.
- East has 10 high-card points.

Q. What call would East make?
A. Pass.

East, turn your cards face down.

South, place your hand face up on the table. Focus on the South hand.

Q. Does South have enough strength to open the bidding?

A. Yes.

- South has 12 high-card points plus 2 length points for the six-card heart suit, for a total of 14 valuation points.

Q. What call would South make?

A. 1♥.

- South can suggest hearts as the trump suit by opening at the one level.

> **South, turn your cards face down.**
>
> **West, place your hand face up on the table. Focus on the West hand.**

Q. What call will West make?

A. Pass.

> **West, turn your cards face down.**
>
> **North, place your hand face up on the table. Focus on the North hand.**

Q. Does North want to suggest a different trump suit than hearts?

A. Yes, spades.

Q. What call might North make?

A. 1♠.

- North can suggest spades as the trump suit while remaining at the one level.

> **North, turn your cards face down.**
>
> **East, place your hand face up on the table. Focus on the East hand.**

Q. What call will East make?

A. Pass.

> **East, turn your cards face down.**
>
> **South, place your hand face up on the table. Focus on the South hand.**

Q. Does South like North's suggested trump suit?

A. No.

- South much prefers hearts.

Q. What call might South make?

A. 2♥.

- South doesn't like spades.
- South can bid hearts again to emphasize that South wants to play with that suit as trumps.
- South has to go to the two level.

> **South, turn your cards face down.**
>
> **West, place your hand face up on the table. Focus on the West hand.**

Q. What call does West make?

A. Pass.

> **West, turn your cards face down.**
>
> **North, place your hand face up on the table. Focus on the North hand.**

Q. Should North insist on spades as the trump suit?

A. No.

- South has shown no interest in spades and has again suggested that hearts should be the trump suit. North can now accept that decision.

Q. What call does North make?

A. Pass.

- After three passes, the auction is over.
- South is declarer because South first suggested hearts as trumps.
- West, on declarer's left, makes the opening lead.

The Play

North, turn your cards face down.

West, place your hand face up on the table. Focus on the West hand.

Q. Which suit should West lead?

A. Diamonds.

- Although the club suit is stronger, West has a solid sequence in diamonds. Leading a diamond is likely to be a safer choice than leading a club.

Q. Which diamond should West lead?

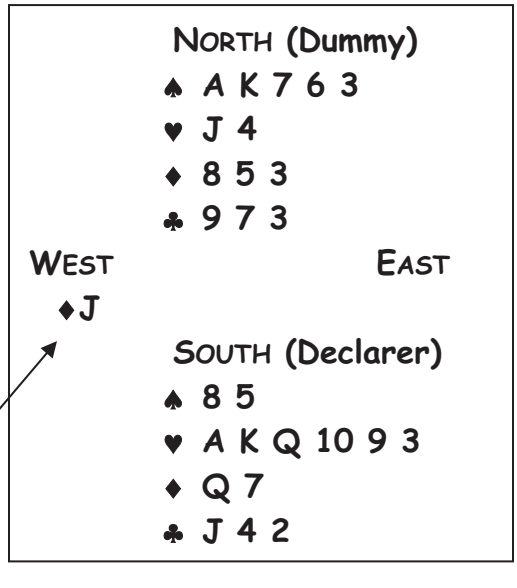
A. ♦J.

- West leads the top of the sequence.
- This will tell East that West doesn't hold the ♦Q.

West, leave the ♦J face up on the table and turn the remaining cards face down.

North and South turn your cards face up. Focus on the North-South hands.

Only 27 cards are face up … the lead, dummy, and declarer's hand.



Q. What is South's goal as declarer?

A. Eight tricks.

- To make 2♥, South will have to take eight tricks.

- Let's count the sure tricks in the combined North-South hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?

A. Two: the ♠A and ♠K.

Q. How many sure tricks in the heart suit?
A. Hearts: the ♥A, ♥K, ♥Q, ♥J, ♥10, and ♥9.

Q. How many sure tricks in the diamond suit?
A. None.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Eight: Two spades and six hearts.

Q. With enough sure tricks to make the contract, what should declarer do?
A. Take the tricks and run.

- With enough tricks, declarer should take them.
- In a trump contract, declarer should draw trumps first … play the hearts until the defenders have none left. It will then be safe to take the spade winners.

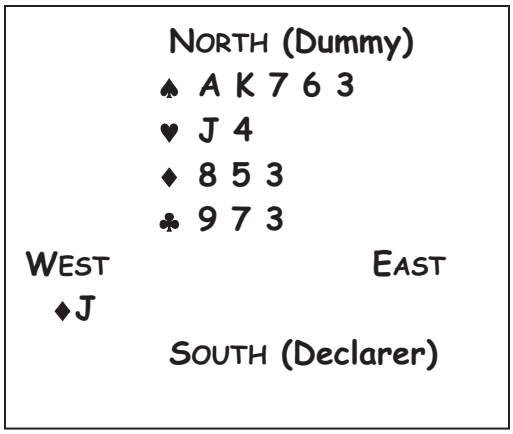
North, leave your hand face up as the dummy.

West, leave the ♦J on the table as the opening lead.

Pick up the remaining cards.

Only 14 cards are face up … the opening lead and the dummy.

South, play the hand as declarer in a contract of 2♥. Take as many tricks as you can in five minutes.



Review

Make sure the students are familiar with the following points:

- To determine whether to open the bidding, the partnership values its trick-taking potential through valuation points.
- Points are assigned for the high cards – 4 for an ace; 3 for a king; 2 for a queen; 1 for a jack.
- A length point is added for each card over four in a suit.
- 13 or more points are required to open the bidding.

Conclude with the following points:

- You might want to try the exercises at the end of Chapter One in your textbook.

Make sure this is just a suggestion. Many students have no time to spend on the game outside the class.

- Let's finish off with a literary reference:

> "According to custom, the ladies would arrive a few minutes before four in the afternoon, wearing white gloves, long dresses, and huge hats adorned with flowers or feathers. They did not ring the doorbell. Instead, they waited outside, either in their cars or on the sidewalk, until the hostess opened the door punctually at four o'clock. The ladies would then enter, sit down at the card tables, and start playing at once. In the early years, they played whist or euchre or five hundred. Later the game became auction bridge, then contract bridge."
>
> —John Berendt, MIDNIGHT IN THE GARDEN OF GOOD AND EVIL

- I look forward to seeing you in the next class. We have played whist and auction bridge and are moving on to contract bridge.
- Remember to bring your textbooks to the next class.

Lesson 2

Notrump Opening Bids and Responses

Lesson Two: Notrump Opening Bids and Responses

Preparation

On Each Table: A guide card (Teacher's Guide Card); pencils; Contract Cards or paper, **Deal #5**.
A Better Bridge Bookmark for each player, if available (see Appendix).

On Separate Table: **Deals #6-8** (Coded Cards, duplicate boards, or Teacher's Deal Records).
Cue Cards (see Appendix).
A few extra class copies of the textbook for those who forgot to bring their copy. These should have a sticker identifying them as "On Loan."

Content

Part I

Exercise One	The Bonus Levels, Hand Valuation, and Combined Points Required for Game
Exercise Two	**Deal #5:** Deciding HOW HIGH and WHERE; Playing the High Card from the Short Side
Exercise Three	**Deal #6:** Deciding HOW HIGH and WHERE; Drawing Trumps
Exercise Four	**Deal #7:** Deciding HOW HIGH and WHERE; Promotion
Exercise Five	**Deal #8:** Deciding HOW HIGH and WHERE; Length
Exercise Six	Defenders' Tip: Attitude Signals

Break

Part II

Exercise Seven	The 1NT Opening Bid
Exercise Eight	Responding to 1NT With 0-7 Points
Exercise Nine	**Deal #5:** Bidding to a 1NT Contract
Exercise Ten	Responding to 1NT With 10 or More Points
Exercise Eleven	**Deal #6:** Bidding to a 4♥ Contract
Exercise Twelve	**Deal #7:** Bidding to a 2♠ Contract
Exercise Thirteen	When Responder Doesn't Know HOW HIGH or WHERE
Exercise Fourteen	Opener's Rebid and the Bidding Messages
Exercise Fifteen	**Deal #8:** Bidding to a 3NT Contract

A note to the teacher

In the first hour of the lesson, the concept of contract bridge is introduced and the students determine a suitable contract on each deal by looking at all four hands. The ***Contract Card*** *(see Appendix) can be used as a tool to help determine the contract if you think it makes it easier. If not, simply have the players talk among themselves to decide which partnership has more combined points. If you are giving the class over eight lessons instead of four, a brief discussion of scoring could be included, mentioning only trick score and the partgame and non vulnerable game bonus.*

The focus for the first hour of the lesson is play of the hand. The students practice the mechanics of making the opening lead, having the dummy face up on the table, and having declarer try to take enough tricks to fulfill the contract. The play concepts introduced are:

- *taking sure tricks by playing the high card from the short side first*
- *the priority of drawing trump*
- *developing tricks through promotion*
- *developing tricks through length*

In the second hour of the lesson, the bidding theory for 1NT and responses is introduced. The four deals from the first part of the lesson are reviewed again in the student text from the point of bidding. The hands don't need to be replayed because the students have already had the opportunity to play them in the first part of the lesson. The ***Cue Cards*** *(see Appendix) are introduced as an aid to the bidding.*

There may be time to discuss all the concepts covered in the text. If not, talk about bidding when responder knows HOW HIGH and WHERE. The concepts introduced are:

- *Requirements for an opening bid of 1NT*
- *Balanced and unbalanced hands*
- *When responder knows HOW HIGH and WHERE*
  - *With 0-7 points*
  - *With 10+ points*
- *When responder doesn't know HOW HIGH*
  - *With 8-9 points*
- *When responder doesn't know WHERE*
  - *With 10+ points and a five-card major*
- *Opener's rebid after 1NT*
- *The Bidding Messages*

Lesson Introduction

Welcome the participants back to the class. Start with an overview, something like this:

- In the first lesson, we had the chance to play whist and auction bridge. The game evolved and auction bridge was replaced with a form of the game called contract bridge which is the form played today.

- Contract bridge was popular! It swept North America and was often front page news.

- Ely Culbertson, one of the early promoters of the game, gave his opinion of why bridge demanded such popularity and attention:

  > "This is quite natural and intensely human. Bridge, an intellectual game, has suddenly become a powerful social factor for good, mainly because there is a great need and a great desire on the part of millions to forget, to relax, to quiet down the emotional waves aroused by everyday fears and worries. When we hover on the brink of a precipice, in deadly fear lest we go down … or listen breathless to hear from the lips of our opponents the word 'pass,' we substitute the mild terrors of a pasteboard world for the real fears of life – and so we rest."

- In this lesson, we're going to play contract bridge, the game popularized by Ely Culbertson over a half century ago.

Exercise One – The Bonus Levels and Hand Valuation

Introduce the bonus levels and review hand valuation.

Student Textbook Reference: Pages 9-11 or use the Better Bridge Bookmark (see Appendix).

Instructions

- Auction bridge was popular but still the players looked for a more exciting form of the game. To win the auction it was only necessary to outbid the other partnership. If the other side was unwilling to compete, the auction could be won at the one level and declarer was only committed to taking seven tricks.
- To increase the challenge, bonuses were awarded if the partnership was willing to commit, or contract, to take a specified number of tricks. These were called bonus levels.

Look at the Bidding Ladder on page 12 (or the Better Bridge Bookmark). The most popular bonuses are the game bonuses.

Game Bonuses

Q. What are the game bonus levels?
A. 3NT, 4♥, 4♠, 5♣, and 5♦.

Q. Which game contract requires the fewest tricks?
A. 3NT.
- Only nine tricks are required to make 3NT and receive a game bonus.

Q. How many tricks are required for game in a major suit, hearts or spades?
A. 10.
- Hearts and spades are the major suits.
- Ten tricks are required to make a game contract with a major suit as trumps.

Q. How many tricks are required for game in a minor suit, clubs or diamonds?
A. 11.
- Clubs and diamonds are the minor suits and eleven tricks are required for a game bonus.

Slam Bonuses

- Slam bonuses are not the focus of this course.
- You can see on the Bidding Ladder a small slam in clubs, diamonds, hearts, spades, or notrump requires taking twelve of the thirteen tricks.
- A grand slam requires taking all thirteen tricks.

Partscore

- Any contract that does not receive a game bonus or a slam bonus is a partscore.
- One way for the partnership to determine whether it belongs at the partscore, game, or slam level is to consider the combined valuation points.
- Each partner values the hand using a combination of high-card and distributional points.
- Valuation points are assigned for high cards: Ace – 4; King – 3; Queen – 2; Jack – 1.
- Valuation points are assigned for length: a five-card suit is worth 1 length point; a six-card suit is worth 2 length points; a seven-card suit is worth 3 length points … and so on.

Look at the Bidding Ladder on page 12 (or the Better Bridge Bookmark).

- The partnership makes two decisions: HOW HIGH and WHERE the contract should be played.

HOW HIGH?

Q. Approximately how many combined valuation points does the partnership need for a 3NT contract?
A. 25 or more.

Q. Approximately how many combined valuation points does the partnership need for a game contract in a major suit?
A. 26 or more.

Q. Approximately how many combined valuation points does the partnership need for a game contract in a minor suit?
A. 29 or more.

Q. Approximately how many combined valuation points does the partnership need for a small slam contract?
A. 33 or more.

Q. Approximately how many combined valuation points does the partnership need for a grand slam contract?
A. 37 or more.

WHERE?

Q. How many combined cards in a suit would the partnership like to have to consider making that suit the trump suit?
A. 8 or more.

- An eight-card or longer suit in the combined hands will usually make a good trump suit.

Review

Summarize the following points:

- During the auction, the partnership decides HOW HIGH to bid. It does this by trying to assess the combined strength of the partnership in terms of valuation points.
- The partnership also decides WHERE to play the contract … in notrump or a trump suit. An eight-card or longer combined suit will usually make a good trump suit, although there are additional considerations … which we'll get to shortly.

- Before going into the details of how the partnership exchanges information about the combined strength and distribution during the auction, let's practice picking the contract looking at the 26 cards in the partnership hands.

Exercise Two – Deal #5: Deciding HOW HIGH and WHERE; Playing the High Card from the Short Side

The students are shown how to use the Contract Card to determine a reasonable contract.
Play Point: Taking winners by playing the high card from the short side first. The deal is played in the agreed contract.

Deal #5: Pages 64-65.

Instructions

Using the Contract Card

Experience has shown that many students need a procedure for recording valuation points and totaling them for each side until they are more comfortable doing the calculations in their head. Tell the students how to complete the Contract Cards during this part of the exercise. (If Contract Cards are not available, have the students record the information on paper.)

<table>
<tr><th colspan="6">Contract Card</th></tr>
<tr><td colspan="4">Hand #</td><td colspan="2" rowspan="2">Declarer (Circle)
N S E W</td></tr>
<tr><td colspan="4" rowspan="2">Valuation Points
N S W E</td></tr>
<tr><td colspan="2">Contract</td></tr>
<tr><td colspan="4"></td><td colspan="2"></td></tr>
<tr><td colspan="2">Total N-S</td><td colspan="2">Total E-W</td><td colspan="2">Score
N-S E-W</td></tr>
<tr><td colspan="4">Declaring Side (Circle)
N-S E-W</td><td></td><td></td></tr>
</table>

- We're going to look at all four hands on this next deal and use the Contract Card to determine a reasonable contract. Once you are familiar with this approach, you can use it to decide on a contract for any deal, even if you are uncertain how the bidding should go to reach that contract.

    - Looking at each hand in turn, enter the valuation points on the Contract Card. The valuation points are a combination of the high-card points – Ace = 4; King = 3; Queen = 2; Jack = 1 – and length points – 1 point for a five-card suit; 2 points for a six-card suit; and so forth.

- Enter the total of the North-South points on the Contract Card; do the same for the combined East-West points.

- Determine which side would likely win the auction and circle it on the Contract Card. The declaring side will usually be the side with the most combined valuation points.

- Decide whether the declaring side should play in notrump or a suit contract and approximately how many tricks the partnership can take. Do this by counting the sure tricks in the combined hands and seeing if there are any opportunities to develop additional tricks. This will determine a reasonable contract, 2♠ for example. Enter the contract on the Contract Card.

- Decide which player should be declarer. This will usually be the player who would first suggest the trump suit, or the player with the most points. Circle the declarer on the Contract Card.

- Then you can play the deal in the suggested contract. After the deal is complete, you can enter the score for making, or defeating, the contract. A discussion of scoring is included in the Appendix of the textbook.

- Let's see how this works.

Let's look at Deal #5.

N-S Combined Points:	15 + 7 = 22
E-W Combined Points:	11 + 7 = 18
Declaring Side:	North-South
Contract:	1NT
Declarer:	North
Opening Lead:	♣A by East

Deal: 5
Dealer: North

North
♠ A J 5
♥ A K 7 3
♦ K 6
♣ 9 8 7 3

West
♠ K Q 10 9
♥ Q 8 4 2
♦ 10 8 4 2
♣ 5

East
♠ 8 7 4
♥ J 10 9
♦ 9 7 5
♣ (A)K Q J

South
♠ 6 3 2
♥ 6 5
♦ A Q J 3
♣ 10 6 4 2

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style, in columns with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

Give the students a couple of minutes to discuss the combined strength and determine a suitable contract. Then confirm their results.

The Contract

Q. How many combined points does North-South have?
A. 22.
- North has 15 high-card points and South has 7 for a total of 22.

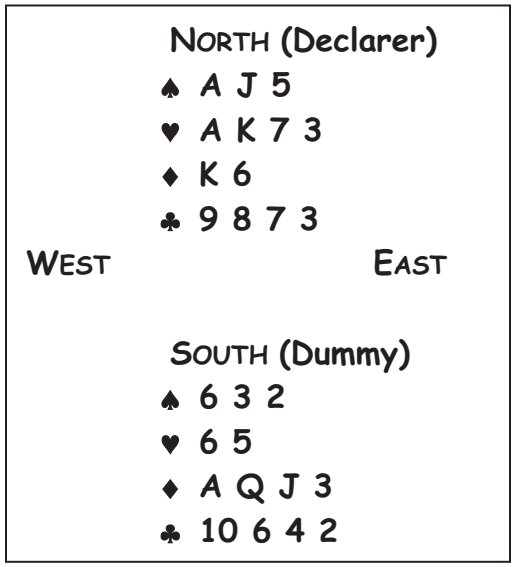
Q. How many combined points does East-West have?
A. 18.
- East has 11 high-card points and West has 7 for a total of 18.

Q. Which partnership has more combined points?
A. North-South.

East and West, turn your cards face down.

North and South, keep your cards face up.

Only 26 cards are face up on the table … the North and South hands. Focus on the North-South hands.



- Let's count the sure tricks in the combined North-South hands. Sure tricks are those that can be taken without giving up the lead.

Q. How many sure tricks in the spade suit?
A. One: the ♠A.

Q. How many sure tricks in the heart suit?
A. Two: the ♥A and ♥K.

Q. How many sure tricks in the diamond suit?
A. Four: the ♦A, ♦K, ♦Q, and ♦J.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Seven: one spade, two hearts, and four diamonds.

Q. HOW HIGH would the partnership want to be on the Bidding Ladder with seven sure tricks between the two hands?

A. One level.

- There aren't enough tricks available to go for one of the bonus levels, so North-South should settle for a partscore contract.

☞ • Notice that North-South does not have the 25 combined points or more required to choose a game bonus level.

Q. WHERE would the partnership want to be at the one level … in a suit or in notrump?

A. Notrump (or clubs).

Don't spend a lot of time on whether the contract should be in notrump or clubs. Either contract will make seven tricks and the general idea is to have them choose a one level contract and focus on taking seven tricks.

Q. What are the possible contracts for the North-South partnership?

A. 1NT (or 1♣).

- In a contract of 1NT, declarer would have to take seven tricks.
- Let's have North as declarer in 1NT.

Play Point

North and South, turn the spades, hearts, and clubs face down, leaving the diamonds face up.

There should be six cards face up on the table.

NORTH (Declarer)
♦ K 6
WEST **EAST**
SOUTH (Dummy)
♦ A Q J 3

- There is a challenge in taking four sure tricks in diamonds.
- Declarer might be in the wrong hand to take the diamond winners.

Watch what happens. Play the ♦A from the South hand on the first trick and the ♦6 from dummy. Take a second trick with the ♦K, playing the ♦3 from declarer's hand.

- Now there is no way to get back to the diamond winners in the South hand.
- Unevenly divided suits require special care when taking sure tricks; otherwise we might find ourselves in the wrong hand at the wrong time … with our winners stranded on the other side of the table.
- The order in which we take our winners can be important when a suit is unevenly divided between the two hands.

☞ • A useful guideline when taking sure tricks is: **play the high card from the short side first**.

- North's hand, with only two diamonds, is the short side. So, declarer should start by winning the first trick with the ♦K, high card from the short side, and play the ♦3 from the dummy. Then the ♦6 can be played over to a high diamond winner in dummy and declarer takes the four sure diamond tricks to which declarer is entitled.

The Opening Lead

Q. If North is declarer, which player will make the opening lead?
A. East.

North and South, turn the diamonds face down. Now all the cards are face down.

East, turn your hand face up.

There should be thirteen cards face up on the table.

EAST
♠ 8 7 4
♥ J 10 9
♦ 9 7 5
♣ A K Q J

Q. What would you like to lead from the East hand?
A. A club. The guideline is the ♣A, top of the solid sequence.

The Play

Everyone pick up your hand.

East, place the ♣A face up on the table as the opening lead.

South, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 1NT. North is the declarer. North, try to take seven tricks.

You have about five minutes to play the deal … or as many tricks as you can.

NORTH (Declarer)

WEST **EAST**
♣A

SOUTH (Dummy)
♠ 6 3 2
♥ 6 5
♦ A Q J 3
♣ 10 6 4 2

Review

Summarize the following points:

- Declarer has seven tricks.
- Declarer may have to take care if a suit is unevenly divided between the two hands. A useful guideline is to start by playing the high card(s) from the short side first. This is how declarer has to play the diamonds.

***

At this point, you could introduce the students to scoring if you feel the class is ready for it and you have enough time. They could then complete the Contract Card. There is an exercise in Appendix that can be used to introduce scoring. Otherwise, leave the exercise to a later point and refer the students to Appendix 2 in the textbook if they want information on scoring.

***

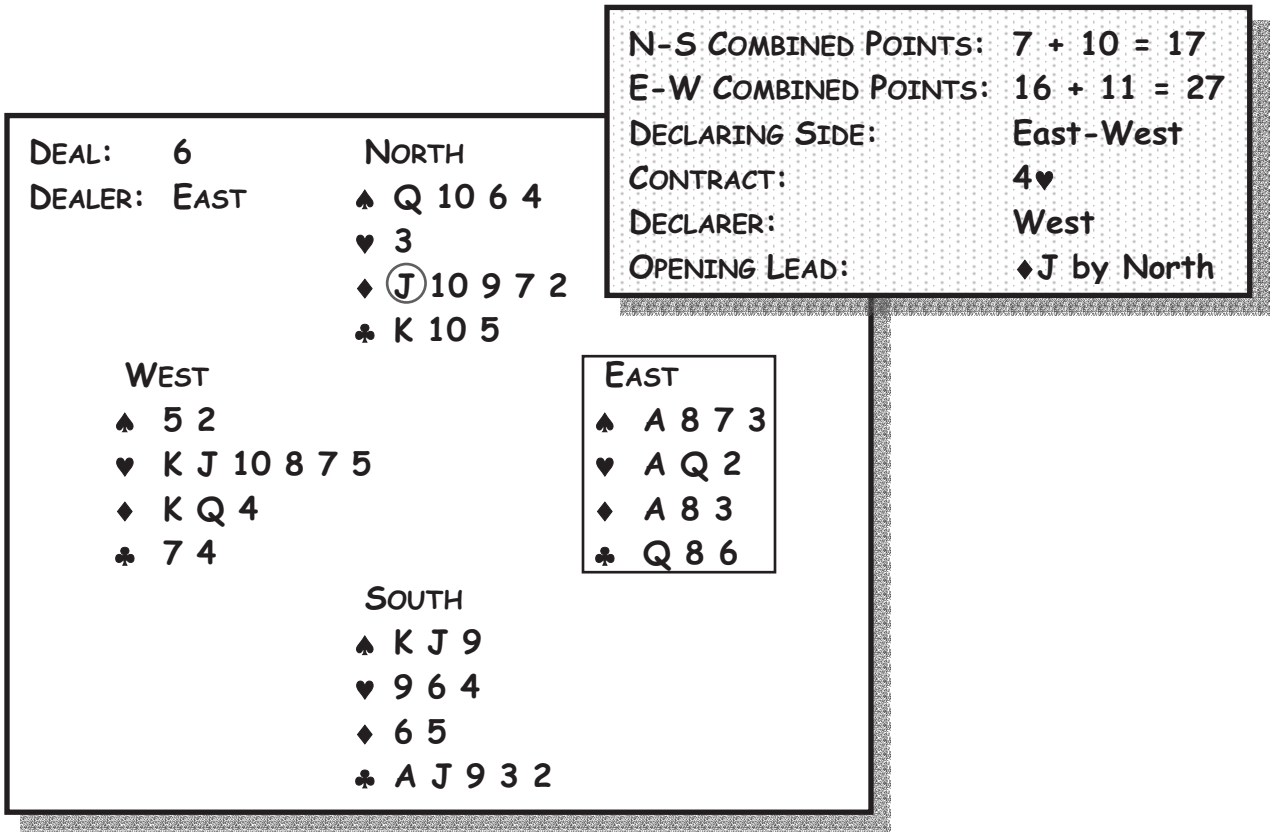
Exercise Three – Deal #6: Deciding HOW HIGH and WHERE; Drawing Trumps

Play Point: Drawing trumps early when declarer has the required number of tricks for the contract. The deal is played in the agreed contract.

Deal #6: Pages 66-67.

Instructions

Let's look at Deal #6.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style, in columns with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Check to make sure the students arrived at the correct hand valuations.

Q. How many combined points does North-South have?
A. 17.

- North has 6 high-card points plus 1 length point for the five-card diamond suit, and South has 9 high-card points plus 1 length point for the five-card suit for a total of 17.

Q. How many combined points does East-West have?
A. 27.

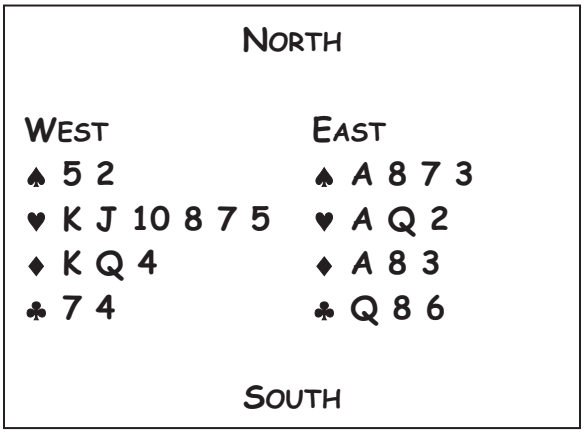
- East has 16 high-card points and West has 9 high-card points plus 2 length points for a total of 27.

Which partnership has more combined points?
A. East-West.

North and South, turn your cards face down.

Only 26 cards are face up on the table … the East and West hands. Focus on the East-West hands.

Count the sure tricks in each suit in the combined East-West hands. Sure tricks are those that can be taken without giving up the lead.



Check to make sure the students have arrived at the correct result.

Q. How many sure tricks in the spade suit?
A. One: the ♠A.

Q. How many sure tricks in the heart suit?
A. Six: the ♥A, ♥K, ♥Q, ♥J, ♥10, and ♥8.

Q. How many sure tricks in the diamond suit?
A. Three: the ♦A, ♦K, and ♦Q.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Ten: one spade, six hearts, and three diamonds.

Q. HOW HIGH would East-West want to bid? Partscore or game?
A. Game.

- With 10 tricks, East-West can afford to bid to a game contract.

☞ • Notice that East-West has 27 combined points.

Q. WHERE would East-West want to play the hand? In notrump or hearts?
A. Hearts.

☞ • With nine combined hearts in the two hands, East-West can make that suit trumps.
- It is better for East-West to play in a trump contract than notrump. In notrump, the defenders might take the first five club tricks.

Q. What contract would East-West bid?
A. 4♥.

- East-West can take enough tricks to go for the game bonus. With hearts as trumps, the bonus level is 4♥.
- In a contract of 4♥, declarer would have to take ten tricks.

- West has the long trump suit and would likely be declarer in a 4♥ contract.

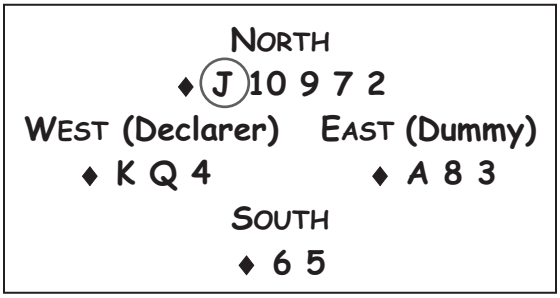
Avoid any reference to transfers. This is Lesson Two.

Play Point

East and West, turn the spades, hearts, and clubs face down … leaving the diamonds face up.

North and South, turn the diamonds face up so you can see the entire suit.

There are only 13 cards face up on the table … all the diamonds.



Q. Suppose North leads the ♦J against West's contract of 4♥. Is there anything that would prevent declarer from taking the three sure tricks in diamonds right away?

A. Yes … South might trump a diamond.

- If declarer tries to take the ♦A, ♦K, and ♦Q, South can't follow suit on the third round.
- South can play a heart on this trick, winning the trick for North-South. One of East-West's sure tricks is lost.
- When playing in a trump suit, the order in which we play our suits can be important.
- ☞ A useful guideline when we have the tricks we need is: **draw trumps first**.
- Drawing the defenders' trumps means playing the trump suit until the defenders have none left. Once this has been done, it will be safe to take the diamond winners.

The Opening Lead

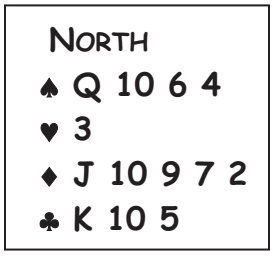
Q. If West is declarer, which player will make the opening lead?

A. North.

East, West, and South, turn your diamonds face down.

North, turn your hand face up.

There should be thirteen cards face up on the table.



Q. What is North's opening lead?

A. ♦J, top of the solid sequence.

The Play

Everyone pick up your hand.

North, place the ♦J face up on the table as the opening lead.

East, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 4♥. West is the declarer. West, try to take ten tricks with hearts as trumps.

You have about five minutes to play the deal, or as many cards as you can.

NORTH
♦J

WEST (Declarer) **EAST (Dummy)**
♠ A 8 7 3
♥ A Q 2
♦ A 8 3
♣ Q 8 6

SOUTH

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- Declarer has ten tricks.
- Declarer must be careful in a trump contract to avoid having the defenders trump one of the winners in the other suits. With enough tricks to make the contract, declarer usually starts by drawing the defenders' trumps … playing the trump suit until the defenders have none left. It is then safe to take the winners in the other suits.

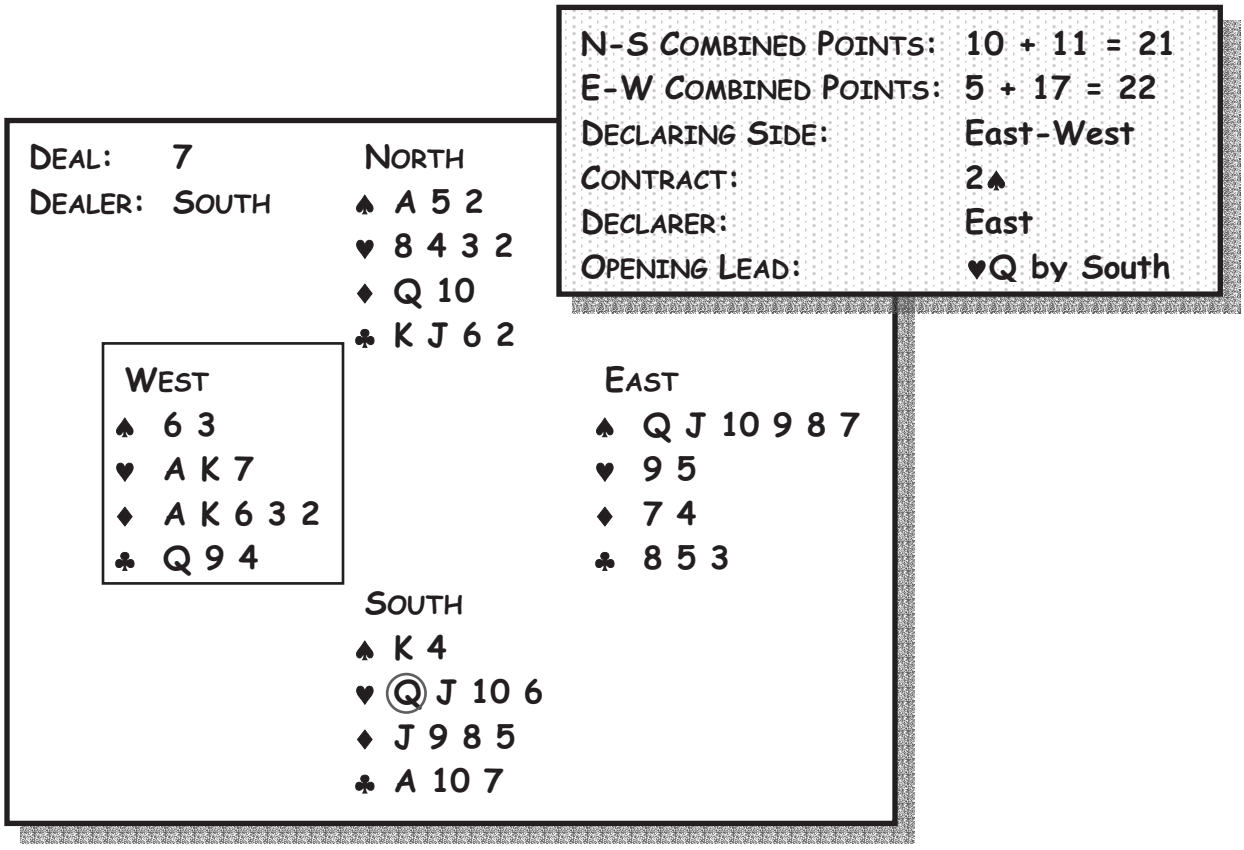
Exercise Four – Deal #7: Deciding HOW HIGH and WHERE; Promotion

Play Point: Promotion as a way of developing extra tricks. The deal is played in the agreed contract.

Deal #7: Pages 68-69.

Instructions

Let's look at Deal #7.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style, in columns with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract – Part A

Check to make sure the students arrived at the correct hand valuations.

Q. How many combined points does North-South have?
A. 21.
- North has 10 high-card points. South has 11 high-card points for a combined total of 21.

Q. How many combined points does East-West have?
A. 22.
- East has 3 high-card points plus 2 length points for the six-card suit and West has 16 high-card points plus 1 length point for the five-card diamond suit for a partnership total of 22.

Q. Which partnership has more combined points?
A. East-West.

North and South, turn your hands face down. Focus on the East-West hands.

Only 26 cards are face up on the table … the East and West hands.

Count the sure tricks in the combined East-West hands.

NORTH

WEST	EAST
♠ 6 3	♠ Q J 10 9 8 7
♥ A K 7	♥ 9 5
♦ A K 6 3 2	♦ 7 4
♣ Q 9 4	♣ 8 5 3

SOUTH

Check to make sure the students have arrived at the correct result.

Q. How many sure tricks in the spade suit?
A. None.

Q. How many sure tricks in the heart suit?
A. Two: the ♥A and ♥K.

Q. How many sure tricks in the diamond suit?
A. Two: the ♦A and ♦K.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Four: two hearts and two diamonds.

Play Point - Promotion

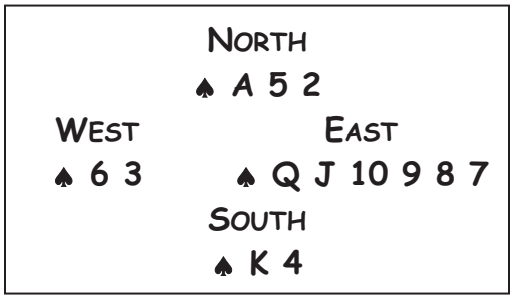
Q. Is there any possibility of developing extra tricks?
A. Yes … in spades.

East and West, turn the hearts, diamonds, and clubs face down … leaving the spades face up.

North and South, turn the spades face up.

Thirteen cards are face up on the table … all the spades.

Discuss how many tricks can be developed in the spade suit.



Q. How many tricks did you decide can be developed from the spade suit?
A. Four.

- One way to develop extra tricks is through *promotion*, turning cards into winners by driving out all the higher-ranking cards.
- The ♠Q … or any of East's spades for that matter … can be used to drive out the ♠K, or ♠A. The ♠J can be used to drive out the defenders' remaining high spade.
- East's remaining four spades are now promoted into winners.
- The defenders also use promotion to develop winners. That's one reason for leading from a sequence such as Q-J-10-9. If partner doesn't have the ace or king, you may still be able to promote a winner for the defence by driving out declarer's high cards in the suit.

Q. What is one difference between promotion and taking sure tricks?
A. You have to give up the lead.

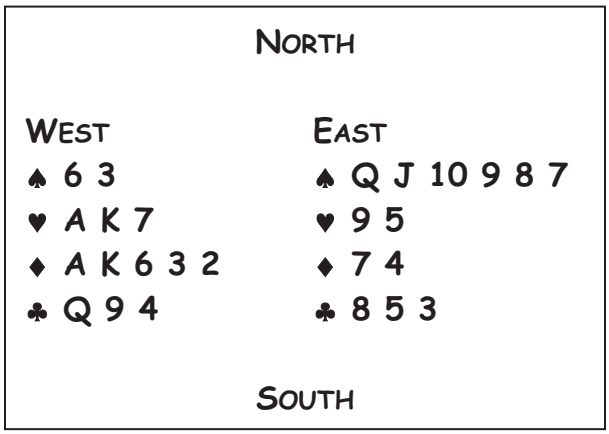
- Every time we drive out an opponent's high card, we must give up the lead.
- We'll have to regain the lead before we can take any established winners.
- ☞ A useful guideline when promoting winners is: **develop the extra tricks early**.
- We want to give up the lead in spades while we still have winners in the other suits to regain the lead.

The Contract – Part B

North and South, turn your spades face down.

East and West, turn all your cards face up.

26 cards are face up on the table … the East and West hands.



Q. How many potential tricks do East-West have?

A. Eight.

- Four sure tricks plus four tricks through promotion.

Q. HOW HIGH does East-West want to be on the Bidding Ladder? In a game or a partscore?

A. Partscore.

Q. WHERE does East-West want to play? In notrump or a trump suit?

A. Trump suit … spades.

- With eight combined spades in the two hands, East-West want to make that suit trumps.
- It is better for East-West to play with spades as trumps than in notrump. In notrump, East's spades might not be as valuable.

Q. With eight possible tricks, what would be a good choice of contract for East-West?

A. 1♠/2♠.

- East-West can't take enough tricks to go for the game bonus. They should stop in partscore.
- A partscore contract of 2♠ would be reasonable. Declarer would have to take eight tricks.
- Notice that East-West do not have 25 or more combined points.

If the students want to play in 1♠, that's also fine at this point. Remember, the focus is on play not on bidding.

Q. Which player would suggest spades as the trump suit?

A. East.

- East would be declarer in a spade contract.

The Opening Lead

Q. If East is declarer, which player will make the opening lead?
A. South.

East and West, turn your hands face down.

South, turn your hand face up.

There should be thirteen cards face up on the table.

SOUTH
♠ K 4
♥ Q J 10 6
♦ J 9 8 5
♣ A 10 7

Q. What would South lead?
A. ♥Q, top of the solid sequence.

The Play

Everyone pick up your hand.

South, place the ♥Q face up on the table as the opening lead.

West, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 2♠. East is the declarer. East, try to take eight tricks with spades as trumps.

You have five minutes to play as much of the deal as you can.

NORTH

WEST (Dummy) **EAST (Declarer)**
♠ 6 3
♥ A K 7
♦ A K 6 3 2
♣ Q 9 4

SOUTH
♥Q

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- Declarer has four sure tricks.
- Four more can be developed through promotion in spades.
- When promoting winners, declarer has to give up the lead to the defenders. It is often a good idea to take the losses early. Declarer wants to give up tricks while still holding winners in other suits with which to regain the lead and take the promoted winner(s).

Exercise Five – Deal #8: Deciding HOW HIGH and WHERE; Length

Play Point: The technique of developing extra tricks through length. The deal is then played out in the agreed contract.

Deal #8: Pages 70-71.

Instructions

Let's look at Deal #8.

DEAL: 8
DEALER: WEST

NORTH
♠ A Q 9
♥ A 6 3
♦ 7 6 4 3
♣ 9 6 2

WEST
♠ 8 6 3
♥ Q J 10 9
♦ Q 10 8
♣ Q 7 4

EAST
♠ J 7 5 2
♥ 8 5 4
♦ J 9
♣ K J 10 3

SOUTH
♠ K 10 4
♥ K 7 2
♦ A K 5 2
♣ A 8 5

N-S COMBINED POINTS:	10 + 17 = 27
E-W COMBINED POINTS:	6 + 7 = 13
DECLARING SIDE:	North-South
CONTRACT:	3NT
DECLARER:	South
OPENING LEAD:	♥Q by West

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style, in columns with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract – Part A

Check to make sure the students arrived at the correct hand valuations.

Q. How many combined points does North-South have?
A. 27.
- North has 10 high-card points. South has 17 high-card points, for a combined total of 27.

Q. How many combined points does East-West have?
A. 13.
- East has 6 high-card points and West has 7 high-card points for a partnership total of 13.

Q. Which partnership has more combined points?
A. North-South.

Q. Which partnership is more likely to win the auction?
A. North-South.
- Let's assume North-South win the auction.

East and West, turn your hands face down.

Only 26 cards are face up … the North and South hands.

Count the sure tricks in the combined North-South hands.

NORTH
♠ A Q 9
♥ A 6 3
♦ 7 6 4 3
♣ 9 6 2

WEST EAST

SOUTH
♠ K 10 4
♥ K 7 2
♦ A K 5 2
♣ A 8 5

Check to make sure the students have arrived at the correct result.

Q. How many sure tricks in the spade suit?
A. Three: the ♠A, ♠K, and ♠Q.

Q. How many sure tricks in the heart suit?
A. Two: the ♥A and ♥K.

Q. How many sure tricks in the diamond suit?
A. Two: the ♦A and ♦K.

Q. How many sure tricks in the club suit?
A. One: the ♣K.

Q. How many sure tricks in total?
A. Eight: three spades, two hearts, two diamonds, and one club.

Play Point - Length

Q. Is there any possibility of developing extra tricks in spades?
A. No.

> **Turn the spades face down.**

Q. Is there any possibility of developing extra tricks in hearts?
A. No.

> **Turn the hearts face down.**

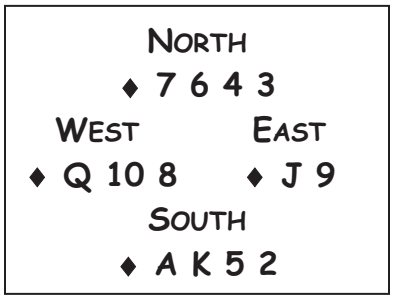
Q. Is there any possibility of developing extra tricks in clubs?
A. No.

> **Turn the clubs face down.**

Q. Is there any possibility of developing extra tricks in diamonds?
A. Yes.

- A second technique that can be used to develop extra tricks is *length*.
- By playing a suit until the defenders have none left, any remaining cards declarer holds are winners.

> **Turn East-West diamonds face up so that the entire diamond suit is face up.**
>
> **There are only 13 cards face up on the table … all the diamonds.**
>
> **Discuss what declarer would have to do to develop an extra trick in diamonds.**



Q. What does declarer have to do to develop an extra diamond trick through length?

A. Play the ♦A, ♦K, and a third round of diamonds.

- After declarer takes two tricks with the ♦A and ♦K, only the ♦Q is left outstanding in the West hand.
- Declarer then has to give up a trick in diamonds by playing a third round and letting West win the trick.
- When declarer later regains the lead, the remaining diamonds in the North-South hand represent a winner.

Q. What is similar about this example of length and promotion?

A. You have to give up the lead.

- When developing extra tricks through length you may have to give up the lead.
- You'll then have to regain the lead before you can take any winners you have established.
- ☞ Like promotion, this has an impact when it comes to the third stage of declarer's plan, **C**onsider the Order. A useful guideline when developing winners through length is: **develop the extra tricks early**.
- You want to give up the lead while you still have winners in the other suits with which to regain the lead.
- You won't always have to give up the lead when taking tricks through length. You may have enough high cards to draw all the defenders' cards in the suit.

The Contract – Part B

East and West, turn all your diamonds face down.

North and South, turn all your cards face up.

Only 26 cards are face up on the table … the North and South hands.

NORTH
♠ A Q 9
♥ A 6 3
♦ 7 6 4 3
♣ 9 6 2

WEST EAST

SOUTH
♠ K 10 4
♥ K 7 2
♦ A K 5 2
♣ A 8 5

Q. If North-South can take nine tricks, what is a good choice of contract?

A. 3NT.

- Nine tricks are enough to go for the bonus level in notrump.

- Even though the partnership has eight combined diamonds, there aren't enough tricks to go for the bonus level with diamonds as trump. That would be 5♦, requiring eleven tricks.

Q. Which player might open the bidding and suggest notrump as the contract?
A. South.
- South has enough strength to open the bidding.

The Opening Lead

Q. If South is declarer, which player will make the opening lead?
A. West.

North and South, turn your hands face down. There should be thirteen cards face up on the table.

West, turn your hand face up.

WEST
♠ 8 6 3
♥ Q J 10 9
♦ Q 10 8
♣ Q 7 4

Q. What would West lead?
A. ♥Q, top of the solid sequence.

The Play

Everyone pick up your hand.

West, place the ♥Q face up on the table as the opening lead. North, put your hand face up on the table as the dummy. Only 14 cards are face up … the opening lead and the dummy.

The contract is 3NT. South is the declarer. South, try to take nine tricks with no trump suit. You have about five minutes to play the deal.

NORTH (Dummy)
♠ A Q 9
♥ A 6 3
♦ 7 6 4 3
♣ 9 6 2

WEST **EAST**
♥Q

SOUTH (Declarer)

Review

Summarize the following points:

- Declarer has eight sure tricks and a potential ninth trick in diamonds.
- To develop tricks through length, declarer may have to give up the lead to the defenders. As with promotion, it is often a good idea to take the losses early. Declarer wants to give up tricks while still holding winners in other suits with which to regain the lead and take the established winner(s).

Exercise Six – Defenders' Tip – Attitude Signals

This exercise introduces the concept of attitude signals by the defenders. This is an optional exercise and you could leave it out.

Student Textbook Reference: Page 54.

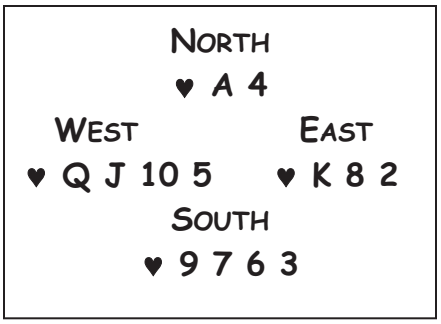
Instructions

Take the cards and sort them into suits.

North, take the heart suit and distribute it as follows around the table:

North: ♥A, ♥4
East: ♥K, ♥8, ♥2
South: ♥9, ♥7, ♥6, ♥3
West: ♥Q, ♥J, ♥10, ♥5

Only 13 cards are face up on the table … all the hearts.



Q. Suppose South is declarer in a notrump contract and West decides to lead this suit. Which card would West lead?

A. ♥Q.

- West leads the top of the touching cards.

Q. What information does this communicate to East?

A. Top of a sequence.

- East knows that West has the ♥J and likely the ♥10 as well.
- East knows that West doesn't have the ♥K.

Q. North is the dummy hand. Suppose declarer wins the trick with the ♥A in dummy. What message would East like to send to West?

A. East likes hearts.

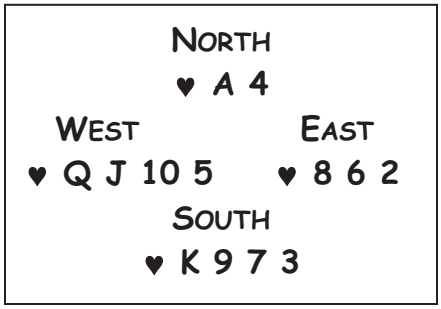
- Holding the ♥K, East wants to encourage West to keep leading the suit because the defenders have sure tricks to take.
- ☞ When a defender has a choice of cards to play … or discard … the defender can give partner an attitude signal in that suit: **a high card is an encouraging signal; a low card is a discouraging signal**.

Q. Which card could East play to encourage West to lead hearts again if West gains the lead?

A. ♥8.

- With a choice between the ♥8 and ♥2, West plays the highest heart that West can afford as an encouraging signal.

East, give the ♥K to South.
South, give the ♥6 to East.



Q. Suppose West leads the ♥Q and declarer chooses to play the ♥A from dummy. Which card should East play?

A. ♥2.

- With no help in hearts, East can make a discouraging signal by playing the lowest heart, the ♥2.
- East's discouraging signal doesn't stop West from leading the suit again on regaining the lead, it only says that East doesn't have any help in that suit.

There's no need to go into a lot of detail on signaling at this point. This exercise is only meant to give a brief overview.

Review

Summarize the following points:

- The defenders are at a disadvantage compared to declarer because they can't see the combined partnership hands.
- They can exchange information, however, through the use of signals.
- Leading the top of touching cards is one form of signal … it tells partner that we don't have the next higher-ranking card but do have the next lower-ranking card.
- Attitude is another important type of signal. When we have a choice of cards to play to a trick, a high card says we like the suit and a low card says we don't like the suit.
- Attitude signals can be used when following suit or when discarding … if we discard a high card, for example, we are suggesting that partner lead that suit.
- There's a lot to the art of defensive signaling. For now, a key point is to watch the cards that partner plays to each trick … partner might be trying to communicate some information.

***

At this point, the students will have played the four deals for the first time and everyone has had an opportunity to be declarer. It's a reasonable point to take a break. Or, if the class is only one hour in length, make a summary of what has been learnt so far and bring the lesson to a conclusion.

***

Exercise Seven – 1NT Opening Bid

Introduce the requirements for an opening bid of 1NT.

Student Textbook Reference: pages 37-39.

Instructions

- Let's look at how the players, without seeing all 52 cards, can bid to a good contract.

- When choosing among possible opening bids, the first priority is to see if the hand meets the requirements for an opening bid of 1NT.
- The requirements for an opening bid of 1NT are very precise. It is limited to a narrow three-point range and specific distribution. This usually makes it easy for the partnership to find the best contract.
- ☞ There are various ranges that can be used for a 1NT opening bid. We're going to use a range that has become popular in North America and many other areas of the world: **15 – 17 points**.
- ☞ The second requirement for opening 1NT is that the hand is balanced. **A balanced hand has: no voids – a void is zero cards in a suit; no singletons – a singleton is one card in a suit; no more than one doubleton – a doubleton is two cards in a suit.**
- Any hand that has a void, a singleton, or more than one doubleton is considered unbalanced and we usually open by suggesting a trump suit instead of notrump.
- ☞ In summary, **the requirements for opening 1NT are: 15, 16, or 17 valuation points; a balanced hand**.
- Here's the second verse of the Bidding Song to help remember the first priority when making an opening bid. It's on page 194 of your text and it goes like this:

"Bid, bid, bid your cards,
With a balanced hand,
If you have a three-point range (15-17)
One notrump's your stand."

- Let's see some examples of 1NT opening bids.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs. Sort each suit by rank.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards.

In spades: the ♠K and two low cards.
In hearts: the ♥Q and two low cards.
In diamonds: the ♦A, ♦J, and two low cards.
In clubs: the ♣K, ♣Q, and a low card.

Only one hand is face up. All the other cards are face down on the table, not in your hand.

NORTH
♠ K x x
♥ Q x x
♦ A J x x
♣ K Q x

Does this hand meet the requirements for an opening bid of 1NT? Discuss with the others at your table.

Give the students a moment to discuss the hand.

Q. How many valuation points is the hand worth?
A. 15.
- There are 15 points, all in high cards.
- If our range for opening 1NT is 15-17, this hand meets the requirements.

Q. Is the hand balanced?
A. Yes.
- This hand is as balanced as we can get. There are no voids, singletons, or doubletons.
- There is one four-card suit and three three-card suits, so this distribution, or pattern, is sometimes referred to as 4-3-3-3 … this has nothing to do with high-card points.

Q. What would North open with this hand?
A. 1NT.
- The hand meets both the strength and distribution requirements for a 1NT opening bid.

- Let's change the hand.

In hearts: add the ♥J.
In clubs: take away a low club.

NORTH
♠ K x x
♥ Q J x x
♦ A J x x
♣ K Q

Q. Does this hand also qualify for an opening bid of 1NT?
A. Yes.
- There are 16 high-card points in this balanced hand.

- This hand has two four-card suits, one three-card suit, and a doubleton. The pattern is sometimes referred to as 4-4-3-2.

- Let's try another hand.

In hearts: take away a low heart.
In diamonds: add a low diamond.

NORTH
♠ K x x
♥ Q J x
♦ A J x x x
♣ K Q

Q. What is the value of this hand?
A. 17 points.
- There are 16 high-card points plus 1 length point for the five-card suit, for a total of 17 valuation points.

Q. Is the hand balanced?
A. Yes.
- The hand has no voids, no singletons, and only one doubleton, so it meets the requirements for a balanced hand … even though it contains a five-card suit.
- This hand has a five-card suit, two three-card suits, and a doubleton. The pattern is sometimes referred to as 5-3-3-2.

Q. What would North open with this hand?
A. 1NT.
- The hand meets both the strength and distribution requirements for a 1NT opening bid.

- Let's change the hand.

In spades: take away a low spade.
In hearts: add two low hearts.
In diamonds: take away a low diamond.

NORTH
♠ K x
♥ Q J x x x
♦ A J x x
♣ K Q

Q. Does this hand meet the criteria for a 1NT opening bid?
A. No.
- The hand is worth 17 points … 16 high-card points plus 1 length point for the five-card suit … putting it in the right strength range.
- There are two doubletons, however, so the hand is not balanced.
- North would open 1♥ instead of 1NT, suggesting a trump suit. North might also suggest diamonds if partner doesn't like hearts.

- Let's change the hand.

In hearts: take away the ♥Q.
In clubs: add a low club.

NORTH
♠ K x
♥ J x x x
♦ A J x x
♣ K Q x

Q. Does this hand qualify for a 1NT opening bid?

A. No.

- The hand is balanced, with no voids or singletons and only one doubleton.
- There are only 14 valuation points, however. That makes the hand too weak to open 1NT since partner would expect at least 15 points.
- Instead, North would open in a suit (1♦) and perhaps suggest notrump later in the auction if a suitable trump fit can't be found.

- Let's change the hand.

In spades: add the ♠A.
In hearts: take away a low heart.

NORTH
♠ A K x
♥ J x x
♦ A J x x
♣ K Q x

Q. Does this hand meet the requirements for a 1NT opening bid?

A. No.

- The hand is balanced, with no voids, singletons, or doubletons.
- There 18 valuation points, however, all in high cards. That makes the hand too strong for an opening bid of 1NT since partner will expect at most 17 points.
- Instead, North will open in a suit (1♦), hoping to show the extra strength and balanced distribution at the next opportunity.

Review

Summarize the following points:

- When opening the bidding, the first priority is to consider whether the hand qualifies for an opening bid of 1NT.
- An opening bid of 1NT shows a balanced hand and 15, 16, or 17 valuation points.

Exercise Eight – Responding to 1NT With 0-7 Points

Introduce the basic idea of responding to an opening bid of 1NT, using the concepts of HOW HIGH and WHERE. Responses with 0-7 points are discussed.

Student Textbook Reference: pages 40-43, 45.

Instructions

Distribute the Cue Cards (see Appendix) to each table if they are available.

- Let's assume that North opens the bidding 1NT and East passes.

Put the 1NT Cue Card in front of North and a Pass Cue Card in front of East.

- South, the partner of the opening bidder, is the responder.
- Responder knows about opener's strength … 15-17 points … and opener's distribution … a balanced hand with at least two cards in every suit, likely three or four.
- Responder is in a position to determine the combined strength of the partnership hands and can often decide whether the partnership belongs in a trump suit or in notrump.
- ☞ Basically, responder has two decisions to make: **HOW HIGH the partnership should bid; WHERE the contract should be played**.
- Responder first considers HOW HIGH and decides whether the partnership has enough combined strength to get to a bonus level. This is a matter of addition.
- Let's look at an example.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards.

In spades: three low cards.
In hearts: the ♥K and three low cards.
In diamonds: the ♦J and two low cards.
In clubs: three low cards.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ x x x
♥ K x x x
♦ J x x
♣ x x x

North opens the bidding 1NT and the next player passes. HOW HIGH does the partnership belong if South holds this hand? About 25-26 points are required for a game. What call should South make? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points does South have?
A. 4.

Q. What is the maximum combined strength of the partnership?
A. 21.
- North has at most 17 points, so the partnership total is at most 21 points.
- Since North has 15-17 points, the combined partnership total is 19-21.

Q. HOW HIGH does the partnership belong?
A. Partscore.
- With fewer than 25 combined points, the partnership should stop in partscore.

Responder's second decision is WHERE the partnership belongs. Discuss with the others at your table the best strain for the partnership if this is responder's hand.

Q. What call does South make?
A. Pass.
- The partnership is high enough in partscore. South doesn't want to take the partnership any higher and risk being defeated.
- Since South has a balanced hand, North's suggestion of notrump as the strain seems reasonable.

There is no need to discuss the possibility of a 4-4 fit in hearts at this point. If someone asks, point out that South would have to take the partnership higher on the Bidding Ladder to investigate the possibility and, if no fit is found, the partnership might be too high.

- Let's change the hand.

In diamonds: take away the ♦J; add the ♦A.

SOUTH
♠ x x x
♥ K x x x
♦ A x x
♣ x x x

Q. What would South respond with this hand if North opened the bidding 1NT and the next player passed?

A. Pass.

- Although South has 7 high-card points, the maximum combined strength of the partnership hands is 24 points … and the combined strength could be only 22 points.
- South has the answer to HOW HIGH … partscore.

Q. What is the maximum strength South can have and be sure that the partnership doesn't have enough combined strength to go for the game bonus?

A. 7 points.

- When responder holds 8 or more points, the partnership could belong in game. If opener has 17 points, the combined total would be 25.
- With 0-7 points, responder can be fairly sure the partnership belongs in partscore, not game.

- Let's try another hand.

In hearts: add two low hearts.
In diamonds: take away ♦A and a low diamond.

SOUTH
♠ x x x
♥ K x x x x x
♦ x
♣ x x x

Q. HOW HIGH does the partnership belong if this is South's hand and North opens 1NT?

A. Partscore.

- South has 3 high-card points plus 2 length points for the six-card suit, for a total of 5. The combined partnership strength is 20-22 points, only enough for partscore.

Responder's second decision is WHERE the partnership belongs. Discuss with the others at your table the best strain for the partnership if this is responder's hand.

Give the students a couple of minutes to discuss the hand.

Q. How many hearts does the partnership have in the combined hands?

A. 8 or more.

- Opener has a balanced hand with no void or singletons, so opener must hold at least two hearts.
- Opener is likely to have three or four hearts … and could possibly have five.
- An eight-card or longer combined suit will make a good trump suit, especially when the partnership is going to play in a partscore contract.
- When responder holds a six-card or longer suit, an eight-card fit is guaranteed, so responder's decision on WHERE is usually to play in the known eight-card fit.

Q. What call does responder make with this hand in response to an opening bid of 1NT?

A. 2♥.

- Responder knows HOW HIGH … partscore … and WHERE … hearts. Putting the two together, responder bids 2♥, putting the partnership in a partscore contract with hearts as trumps.

If any of the students are advanced enough to have heard of transfer bids, agree that responder could transfer opener to partscore in hearts but explain that, for now, no conventional responses are being discussed.

Q. What will opener do after responder bids 2♥?

A. Pass.

- Opener respects responder's decision for the partnership to stop in a partscore contract with hearts as the trump suit. Remember, responder knows more about the combined strength and distribution than opener.
- The bidding "message" being sent by the 2♥ bid is 'STOP'.

If any of the students aren't convinced that responder should bid 2♥ with this hand, try the following exercise. Leave the South hand as it is and construct a 1NT opening bid in front of North with only a doubleton heart, such as ♠A-x-x ♥A-x ♦A-x-x-x ♣A-x-x-x. Have the students randomly deal the East-West hands. Then play the hand out, first with North as declarer in a notrump contract and then South as declarer in a heart contract. Compare the number of tricks taken in each case.

- Let's try another hand.

In hearts: take away two low hearts; add ♥Q.
In diamonds: add a low diamond.

SOUTH
♠ x x x
♥ K Q x x x
♦ x x
♣ x x x

North opens 1NT. Discuss with the others at your table what South would respond with this hand.

Give the students a couple of minutes to discuss the hand.

Q. HOW HIGH does the partnership belong if this is South's hand and North opens 1NT?

A. Partscore.

- South has 5 high-card points plus 1 length point for the five-card suit, for a total of 6. The combined partnership strength is 21-23 points, only enough for partscore.

Q. Does the partnership have an eight-card or longer fit in hearts?

A. Maybe.

- There is no guarantee because North could have only a doubleton heart for the 1NT opening, leaving the partnership with a seven-card fit.
- If North has three or more hearts, the partnership has an eight-card or longer fit.
- In general, with a five-card or longer suit, responder will choose to play with that suit as trumps when the partnership belongs in partscore.
- Experience has shown that this usually works best and there is no room on the Bidding Ladder to discover whether opener has three or more hearts without risking getting the partnership too high.
- There is one exception. The response of 2♣ is a reserved bid that is assigned a special meaning … beyond the scope of this course. As a result, responder only bids 2♦, 2♥, or 2♠ with a five-card or longer suit. With five or more clubs, responder usually passes and plays partscore in notrump.

- Let's change the hand.

In hearts: take away a low heart.
In diamonds: add a low diamond.

SOUTH
♠ × × ×
♥ K Q × ×
♦ × × ×
♣ × × ×

Q. What is South's response with this hand if North opens 1NT?

A. Pass.

- The answer to HOW HIGH is partscore since South has 5 points and the partnership has at most 22 combined points.
- Although North could have four or five hearts, it's more likely North has two or three and the partnership doesn't have an eight-card fit in hearts.
- In general, with no five-card or longer suit, responder will choose to play in notrump when the partnership belongs in partscore.

Review

Summarize the following points:

- Responder makes two decisions when partner opens the bidding 1NT: HOW HIGH and WHERE.
- Responder decides HOW HIGH by adding together the combined strength of the partnership. With fewer than 25 combined points, the partnership should stop in partscore. With 25 or more combined points, the partnership should go for a game bonus.
- The decision on WHERE is also a matter of addition. If the partnership belongs in partscore and responder has a five-card or longer suit … except clubs … responder bids 2♦, 2♥, or 2♠; otherwise, responder passes.

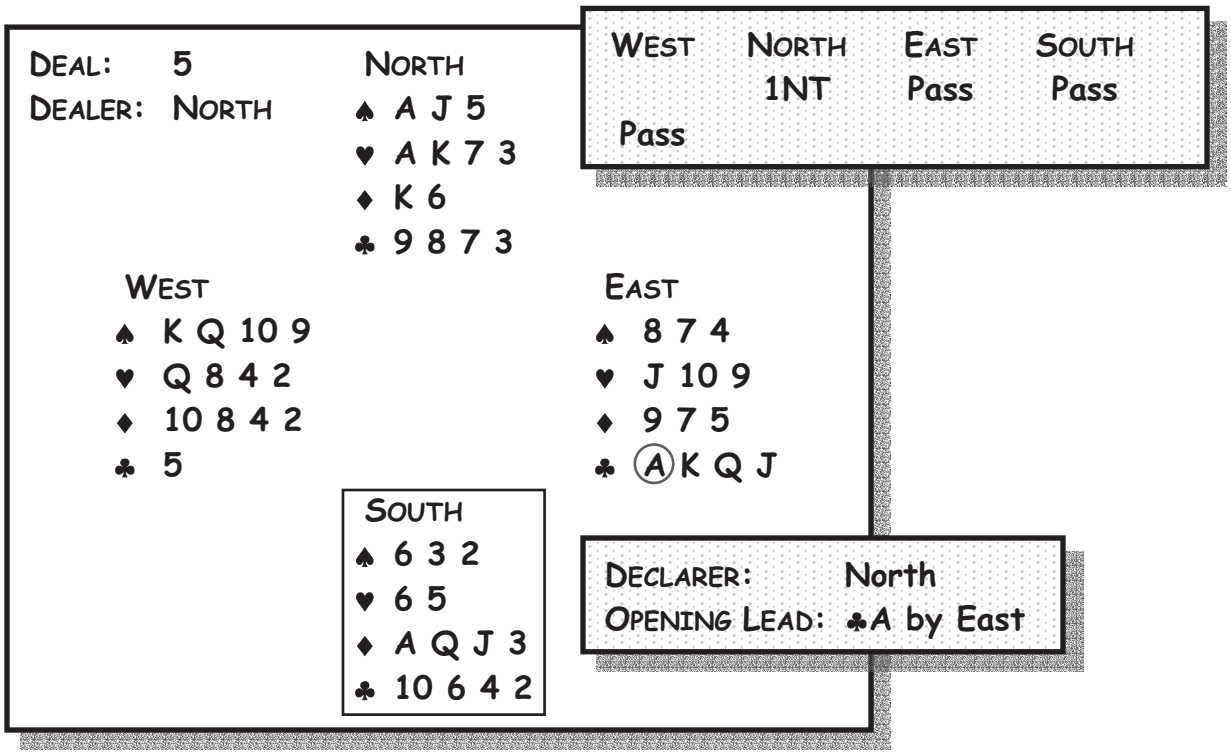
Exercise Nine – Deal #5: Bidding to a 1NT Contract

The students review Deal #5, referring to the deal in the textbook.

Deal #5: pages 64-65.

Instructions

Turn to Deal #5 on page 64.



The Opening Bid

Q. North is the dealer. What is North's opening call?

A. 1NT.

- North has 15 high-card points and a balanced hand.

Q. After North opens 1NT, what does East say?

A. Pass.

- East has 11 high-card points, not enough to enter the auction at the two level.

The Response

Q. What is South's role in this auction?

A. Responder.

- As responder, South determines HOW HIGH and WHERE the partnership belongs.

Q. What is South's response to the 1NT opening bid?

A. Pass.

- With 7 high-card points South knows HOW HIGH, partscore.
- With no five-card or longer suit, South knows WHERE, notrump.
- By passing, South leaves the partnership in its best contract.

Q. After South passes, what call does West make?

A. Pass.

- With 7 high-card points, West doesn't have enough to enter the auction.

The Declarer

Q. Which player is declarer?

A. North.

- North first mentioned the strain of the contract.

Q. What is the contract?

A. 1NT.

Exercise Ten – Responding to 1NT With 10 or More Points

Continue with the concepts of HOW HIGH and WHERE after an opening bid of 1NT. Responses with 10+ points are discussed.

Student Textbook Reference: pages 43-44.

Instructions

- Let's assume that North opens the bidding 1NT and East passes.

Put the 1NT Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards.

In spades: the ♠A and two low cards.
In hearts: the ♥K and two low cards.
In diamonds: the ♦A and two low cards.
In clubs: four low cards.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ A x x
♥ K x x
♦ A x x
♣ x x x x

North opens the bidding 1NT and the next player passes. HOW HIGH does the partnership belong if South holds this hand? What call should South make? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points does South have?
A. 11.

Q. What is the minimum combined strength of the partnership?
A. 26.
- North has at least 15 points, so the partnership total is at least 26 points.
- Since North has 15-17 points, the combined partnership total is 26-28.

Q. HOW HIGH does the partnership belong?
A. Game.
- With 26 or more combined points, the partnership should go for the game bonus.

Q. WHERE does the partnership belong?
A. Notrump.
- South has a balanced hand, so notrump would seem to be the best strain for the partnership.

Q. What does South respond?
A. 3NT.
- South takes the partnership right to the game bonus level.

Q. What will North do when South bids 3NT?
A. Pass.
- South has decided HOW HIGH and WHERE the partnership belongs. North doesn't have any reason to overrule South's decision.
- The bidding message being sent by responder is 'STOP'.

- Let's change the hand.

In clubs: take away a low club and add the ♣A.

SOUTH
♠ A x x
♥ K x x
♦ A x x
♣ A x x x

Q. How many valuation points does South have?
A. 15.

Q. What is the minimum combined strength of the partnership?
A. 30.
- North has at least 15 points, so the partnership total is at least 30 points.
- Since North has 15-17 points, the combined partnership total is 30-32.

Q. HOW HIGH does the partnership belong?
A. Game.
- With 25 or more combined points, the partnership should go for the game bonus. The partnership needs about 33 or more points to consider going for a slam bonus.

Q. WHERE does the partnership belong?
A. Notrump.
- South has a balanced hand, so notrump would seem to be the best strain for the partnership.

Q. What does South respond?
A. 3NT.
- South takes the partnership right to the game bonus level. There's no need to bid any higher since 3NT is enough for the game bonus.

- Let's change the hand again.

In spades: add the ♠Q and two low spades. **In diamonds: take away the ♦A.** **In clubs: take away the ♣A and a low club.**

SOUTH
♠ A Q x x x x
♥ K x x
♦ x x
♣ x x

Q. How many valuation points does South have?

A. 11.

- South has 9 high-card points plus 2 length points for the six-card suit.

Q. What is the minimum combined strength of the partnership?

A. 26.

- North has at least 15 points, so the partnership total is at least 26 points.
- Since North has 15-17 points, the combined partnership total is 26-28.

Q. HOW HIGH does the partnership belong?

A. Game.

- With 26 or more combined points, the partnership goes for the game bonus.

Q. WHERE does the partnership belong?

A. Spades.

- North has at least two spades, so the partnership has an eight-card or longer fit in a major suit.
- If the partnership belongs at the game bonus level and there is an eight-card or longer fit in a major suit, experience has shown that it is usually better to play game in the major suit than in notrump.
- Although 3NT requires only nine tricks and 4♥ or 4♠ requires ten tricks, the trump fit will usually produce at least one extra trick, and sometimes two or more.

Q. What does South respond?

A. 4♠.

- South takes the partnership right to the game bonus level in spades.

- Let's make one more change.

In spades: take away ♠Q and three low spades.
In diamonds: add ♦Q and three low diamonds.

SOUTH
♠ A x
♥ K x x
♦ Q x x x x x
♣ x x

Q. How many valuation points does South have?
A. 11.
- South has 9 high-card points plus 2 length points for the six-card suit.

Q. What is the minimum combined strength of the partnership?
A. 26.
- North has at least 15 points, so the partnership total is at least 26 points.
- Since North has 15-17 points, the combined partnership total is 26-28.

Q. HOW HIGH does the partnership belong?
A. Game.
- With 26 or more combined points, the partnership wants to try for a game bonus.

Look at the Bidding Ladder on page 41. WHERE does the partnership belong if South holds this hand? What call should South make? Discuss with the others at your table.

Give the students a couple of minutes to discuss WHERE the contract should be played.

Q. WHERE does the partnership belong?
A. Notrump.
- North has at least two diamonds, so the partnership has an eight-card or longer fit in a minor suit.
- However, it requires about 29 or more combined points to make game in a minor suit since eleven tricks are required.
- A contract of 3NT requires only 9 tricks and experience has shown that it is usually better to play game in 3NT even when there is a minor suit fit.
- Although having a trump suit is likely to produce at least one more trick than in notrump, 5♣ or 5♦ requires two more tricks, making 3NT a better choice unless the combined hands are very unbalanced.

Q. What does South respond?
A. 3NT.
- South knows HOW HIGH … game … and WHERE … notrump. South takes the partnership right to the most likely game contract.

Review

Summarize the following points:

- When partner opens the bidding 1NT and responder has 10-15 valuation points, responder immediately knows HOW HIGH … game.
- With more than 15 points, responder can consider going for a slam bonus, but that's a topic for a later course.
- If the partnership belongs at the game level, responder next has to decide WHERE. When there is an eight-card or longer major suit fit, responder puts the partnership in game in the major suit, 4♥ or 4♠. If there is no major suit fit, responder puts the partnership in 3NT, even if there might be a minor suit fit.

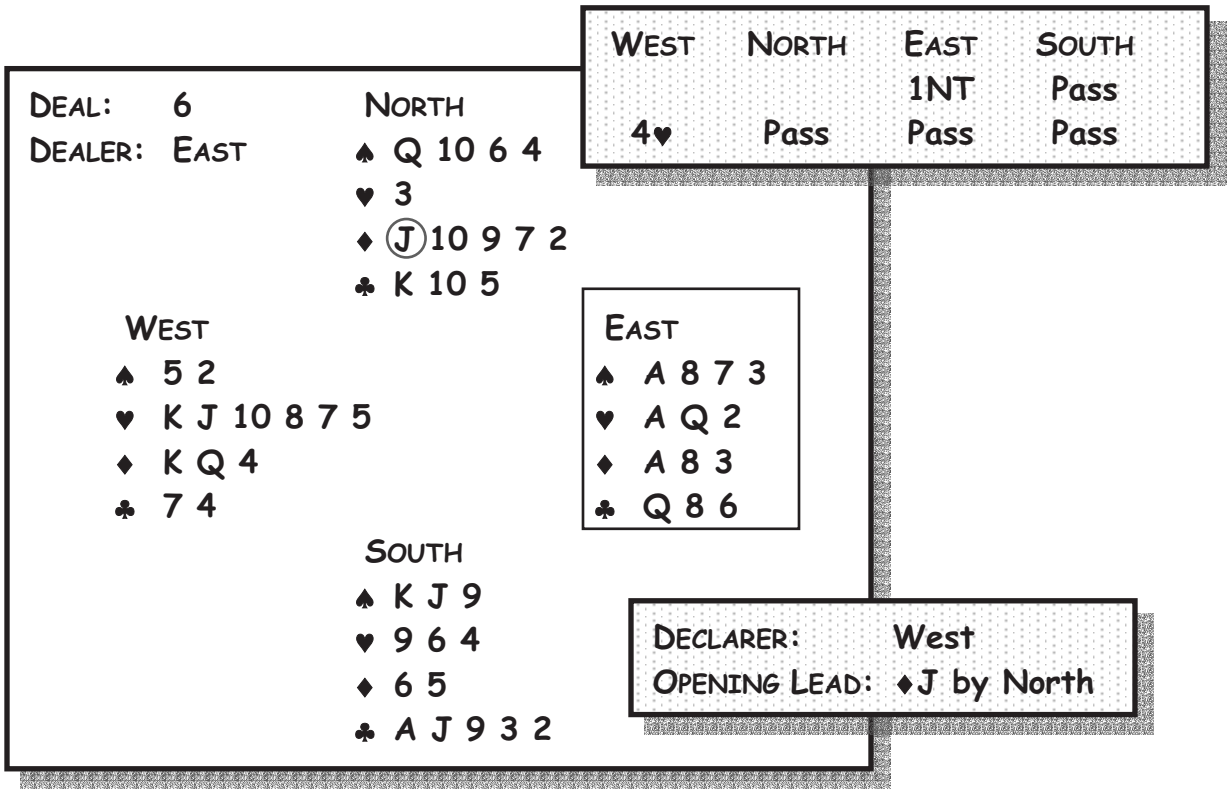
Exercise Eleven – Deal #6: Bidding to a 4♥ Contract

The students review Deal #6, referring to the deal in the textbook.

Deal #6: pages 66-67.

Instructions

Turn to Deal #6 on page 66.



The Opening Bid

Q. East is the dealer. What is East's opening call?

A. 1NT.

- East has 16 high-card points and a balanced hand.

Q. After East opens 1NT, what does South say?

A. Pass.

- South has 9 high-card points plus 1 length point for the five-card suit, not enough to enter the auction at the two level.

The Response

Q. What is West's role in this auction?
A. Responder.
- As responder, West determines HOW HIGH and WHERE the partnership belongs.

Q. What is West's response to the 1NT opening bid?
A. 4♥.
- With 9 high-card points plus 2 length points for the six-card suit, West knows HOW HIGH, game.
- With a six-card major suit, West knows there is an eight-card major suit fit since East must have at least two hearts. So West knows WHERE, hearts.
- West takes the partnership directly to the game bonus level in hearts.

Q. After West bids 4♥, what call does North make?
A. Pass.
- With 6 high-card points plus 1 length point, North isn't coming to the auction at this level!

The Opener's Rebid

Q. What call does East make after West's response of 4♥?
A. Pass.
- West's 4♥ response says the partnership belongs at the game bonus level with hearts as the trump suit. East has no reason to overrule this decision.

Q. What call does South make?
A. Pass.
- South passes and the auction is over.

The Declarer

Q. Which player is declarer?
A. West.
- West first mentioned the strain of the contract, hearts.

Q. What is the contract?
A. 4♥.

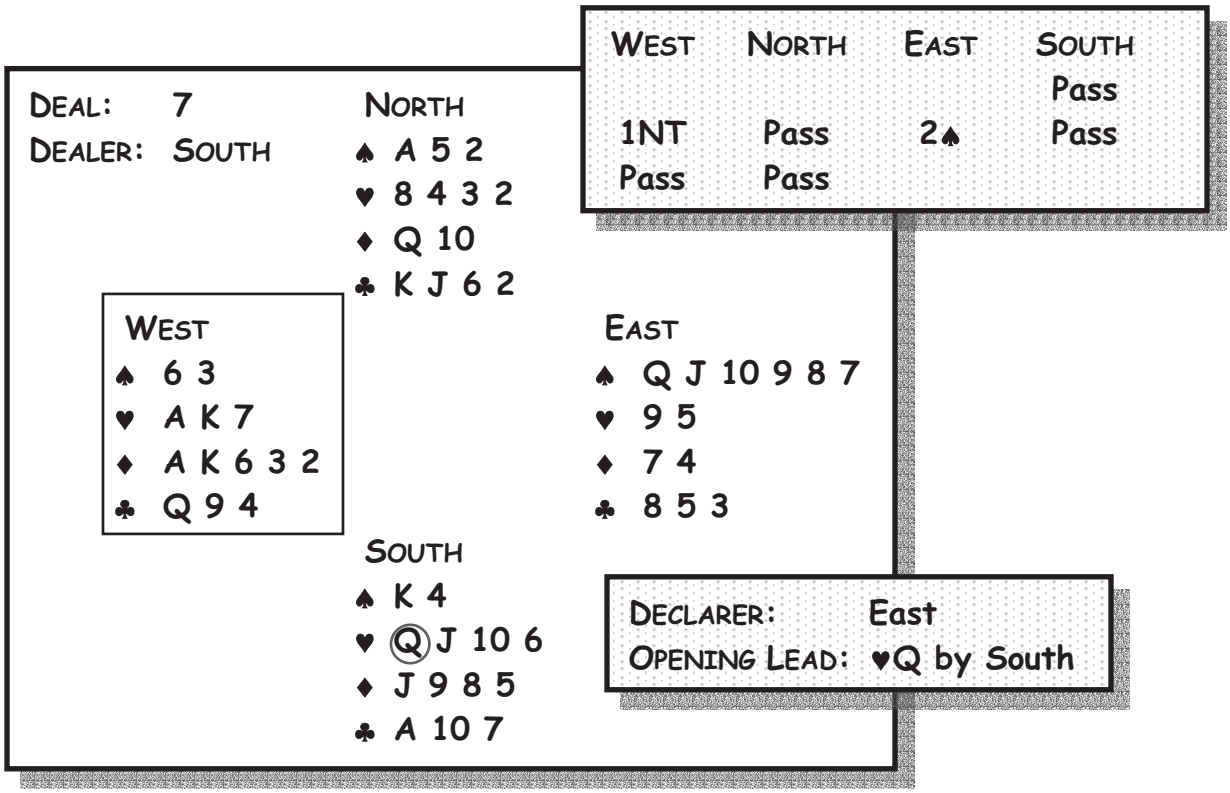
Exercise Twelve – Deal #7: Bidding to a 2♠ Contract

The students review Deal #7, referring to the deal in the textbook.

Deal #7: pages 68-69.

Instructions

Turn to Deal #7 on page 68.



The Opening Bid

Q. South is the dealer. What is South's opening call?

A. Pass.

- South has 11 high-card points, not enough to open the bidding.

Q. After South passes, what call does West make?

A. 1NT.

- West has a balanced hand … no voids or singletons and only one doubleton.
- West has 16 high-card points plus 1 length point for the five-card suit. The total of 17 valuation points puts the hand in the range for a 1NT opening bid.

Q. After West opens 1NT, what call does North make?

A. Pass.

- North has 10 high-card points, not enough to enter the auction at the two level.

The Response

Q. What is East's role in this auction?

A. Responder.

- As responder, East determines HOW HIGH and WHERE the partnership belongs.

Q. What is East's response to the 1NT opening bid?

A. 2♠.

- East has 3 high-card points plus 2 length points for the six-card suit. With a total of 5 points the combined partnership strength is from 20 to 22 points. East knows HOW HIGH, partscore.
- With a six-card major suit, East knows there is an eight-card major suit fit since West must have at least two spades. So East knows WHERE, spades.
- East puts the partnership in partscore in spades by responding 2♠.

Q. After East bids 2♠, what call does South make?

A. Pass.

The Opener's Rebid

Q. What call does West make after East's response of 2♠?

A. Pass.

- East's 2♠ response says the partnership belongs at the partscore level with spades as the trump suit. West has no reason to overrule this decision.

Q. What call does North make?

A. Pass.

- North passes and the auction is over.

The Declarer

Q. Which player is declarer?

A. East.

- East first mentioned the strain of the contract, spades.

Q. What is the contract?

A. 2♠.

Exercise Thirteen – When Responder Doesn't Know HOW HIGH or WHERE

Cover the situations in which responder is uncertain about HOW HIGH or WHERE.

Student Textbook Reference: pages 46-47.

Instructions

- Let's assume that North opens the bidding 1NT and East passes.

Put the 1NT Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards.

In spades: two low cards.
In hearts: the ♥A and two low cards.
In diamonds: the ♦K and three low cards.
In clubs: the ♣Q and three low cards.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ x x
♥ A x x
♦ K x x x
♣ Q x x x

North opens the bidding 1NT and the next player passes. HOW HIGH does the partnership belong if South holds this hand? What call should South make? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points does South have?
A. 9.

Q. What is the minimum combined strength of the partnership?
A. 24.

- North has at least 15 points, so the partnership total is at least 24 points.

Q. What is the maximum combined strength of the partnership?
A. 26.

- North has at most 17 points, so the partnership total could be 26 points.

Q. HOW HIGH does the partnership belong?
A. Maybe game.

- If opener has only 15 points, the partnership belongs in partscore.
- If opener has 16 or 17 points, the partnership should go for the game bonus.

Q. WHERE does the partnership belong?
A. Notrump.

- South has a balanced hand, so notrump would seem to be the best strain for the partnership.

Q. How does South move toward the game level without committing the partnership to game?
A. 2NT.

- South can move toward game by bidding 2NT.
- This shows a hand of about 8 or 9 points. With 0-7 points, responder would pass; with 10 or more points, responder would go right to 3NT.

Q. What would opener be expected to do if responder bids 2NT?
A. Pass or bid 3NT.

- Opener can pass with a minimum of 15 points and continue to 3NT with a maximum of 17 points. With exactly 16 points, opener can either pass or bid game … it's 50-50.

- Let's change the hand.

In hearts: add the ♥J and a low heart.
In diamonds: take away two low diamonds.

SOUTH
♠ x x
♥ A J x x x
♦ K x
♣ Q x x x

Q. How many valuation points does South have?
A. 11.
- South has 10 high-card points plus 1 length point for the five-card suit.

Q. HOW HIGH does the partnership belong?
A. Game.
- The partnership has at least 26 combined points.

Discuss with the others at your table WHERE the partnership belongs.

Give the students a couple of minutes to discuss the hand.

Q. Does the partnership have an eight-card fit in hearts?
A. Maybe.
- If opener has three or more hearts, the partnership has an eight-card or longer fit.
- If opener has only a doubleton heart, the partnership doesn't have an eight-card fit in hearts.

Q. What call could responder make to ask if opener has three or more hearts?
A. 3♥.
- A response of 2♥ would say that responder wants to play in partscore with hearts as the trump suit.
- A response of 4♥ would say that responder wants to play at the game level with hearts as the trump suit.
- A response of 3♥ asks opener to choose between 3NT and 4♥.
- With three or more hearts, opener bids 4♥; with only two hearts, opener bids 3NT.

Review

Summarize the following points:

- Even with the accurate description given by the 1NT opening bid, responder will sometimes be uncertain HOW HIGH or WHERE the partnership belongs.
- With 8 or 9 points, responder is uncertain HOW HIGH the partnership belongs. Responder can move toward game by bidding 2NT.
- With a five-card major suit and enough strength for a game contract, responder is uncertain WHERE the partnership belongs. Responder can jump to 3♥ or 3♠ to ask opener to choose between game in the major suit or 3NT.

Exercise Fourteen – Opener's Rebid and the Bidding Messages

Cover opener's rebid after a 1NT opening and the use of the bidding messages.

Student Textbook Reference: pages 47-49.

Instructions

- Let's assume that North opens the bidding 1NT and East passes.

Put the 1NT Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards.

In spades: the ♠K, ♠J, and a low card.
In hearts: the ♥Q and a low card.
In diamonds: the ♦A, ♦Q and two low cards.
In clubs: the ♣K and three low cards.

Only one hand is face up. All the other cards are face down.

NORTH
♠ K J x
♥ Q x
♦ A Q x x
♣ K x x x

The Signoff Bid

Q. What would North open with this hand?

A. 1NT.

- North has 15 high-card points and the hand is balanced … no voids or singletons and only one doubleton.
- It meets the requirements for an opening bid of 1NT.

Q. We open 1NT with this hand, the next player passes, and our partner, the responder, bids 3NT. After West passes, what call do we make?

A. Pass.

- Opener's second bid is called opener's rebid.
- In this auction, responder has immediately decided HOW HIGH the contract belongs … game … and WHERE … notrump.
- We have already described the hand accurately with the 1NT opening bid, so we have no reason to overrule responder's decision to play game in notrump.
- Every bid carries a message and responder's 3NT is called a signoff bid … responder isn't expecting to hear from us again.

Q. Suppose we open 1NT and responder bids 2♥. What is our rebid?

A. Pass.

- Again, responder has decided the contract … a partscore contract with hearts as the trump suit.

Q. What is the message sent by responder's 2♥ bid?

A. Signoff.

- Responder isn't expecting to hear from us again.
- A signoff bid is similar to a red traffic light … stop.

Q. Suppose we open 1NT and responder bids 4♠. What message is responder sending and what do we do on our rebid?

A. Signoff; pass.

- Based on our 1NT opening, responder wants to sign off in game with spades as the trump suit.
- After a 1NT opening bid, most of responder's bids are signoff bids because responder knows HOW HIGH and WHERE.

The Invitational Bid

Q. Now suppose we open 1NT and responder bids 2NT. Is this a signoff bid?

A. No.

- If responder wanted to stop in partscore in notrump, responder would have passed.
- If responder was certain the partnership should go for the game bonus, responder would have jumped to 3NT.
- Instead, responder's 2NT bid is invitational … asking whether or not we want to go for the game bonus.
- Responder isn't sure HOW HIGH. Responder has 8 or 9 points … too much to pass but not enough to commit the partnership to the game level.
- An invitational bid is like the yellow light on a traffic signal … telling us to think about stopping or to proceed with caution.

Q. What is our rebid after responder's invitational bid of 2NT?

A. Pass.

- North has only 15 high-card points, the bottom of the range for 1NT.
- North should pass and turn down the invitation, stopping in partscore.
- Even if responder has 9 points, the combined total will only be 24, not enough to try for the game bonus.

The Forcing Bid

Q. Now suppose we open 1NT and responder jumps to 3♠. What does responder's bid mean?

A. Choose between 4♠ and 3NT.

- Responder has 10 or more points and knows HOW HIGH … game.
- If responder had a six-card spade suit, responder would also know WHERE and have bid 4♠.
- The 3♠ response shows exactly five spades. Responder is uncertain about WHERE … spades or notrump. If we have three or more spades there is an eight-card fit; if we have only a doubleton spades, there is no eight-card major suit and the contract should be played in notrump.
- Responder's jump to 3♠ is the third type of bidding message. It is forcing. Responder expects us to bid again.
- A forcing bid is like the green light on a traffic signal … go.

Q. What is our rebid after responder's forcing 3♠ response?

A. 4♠.

- With three spades we know there is an eight-card fit and can put the partnership in game in the major suit fit.

Q. Finally, suppose we open 1NT and responder bids 3♥. What is our rebid?

A. 3NT.

- The 3♥ response is forcing, asking us to choose between 4♥ and 3NT.
- With only two hearts, we prefer to play in notrump since there is no eight-card major suit fit.

Review

Summarize the following points:

- Every bid carries one of three messages … signoff, invitational, or forcing.
- If partner makes a signoff bid, we are expected to pass.
  - After a 1NT opening, responder can make a signoff bid to stop in partscore by bidding 2♦, 2♥, or 2♠. Responder can make a signoff bid to play in game by bidding 3NT, 4♥, or 4♠ … or even 5♣ or 5♦.
- If partner makes an invitational bid, we have the choice of passing or bidding higher.
  - After a 1NT opening, responder can make an invitational bid by bidding 2NT.
- If partner makes a forcing bid, we are expected to bid again.
  - After a 1NT opening bid, responder can make a forcing bid by jumping to 3♥ or 3♠, asking us to bid 3NT or game in the major suit.
- Knowing the messages carried by various bids is a key to successful bidding by the partnership.

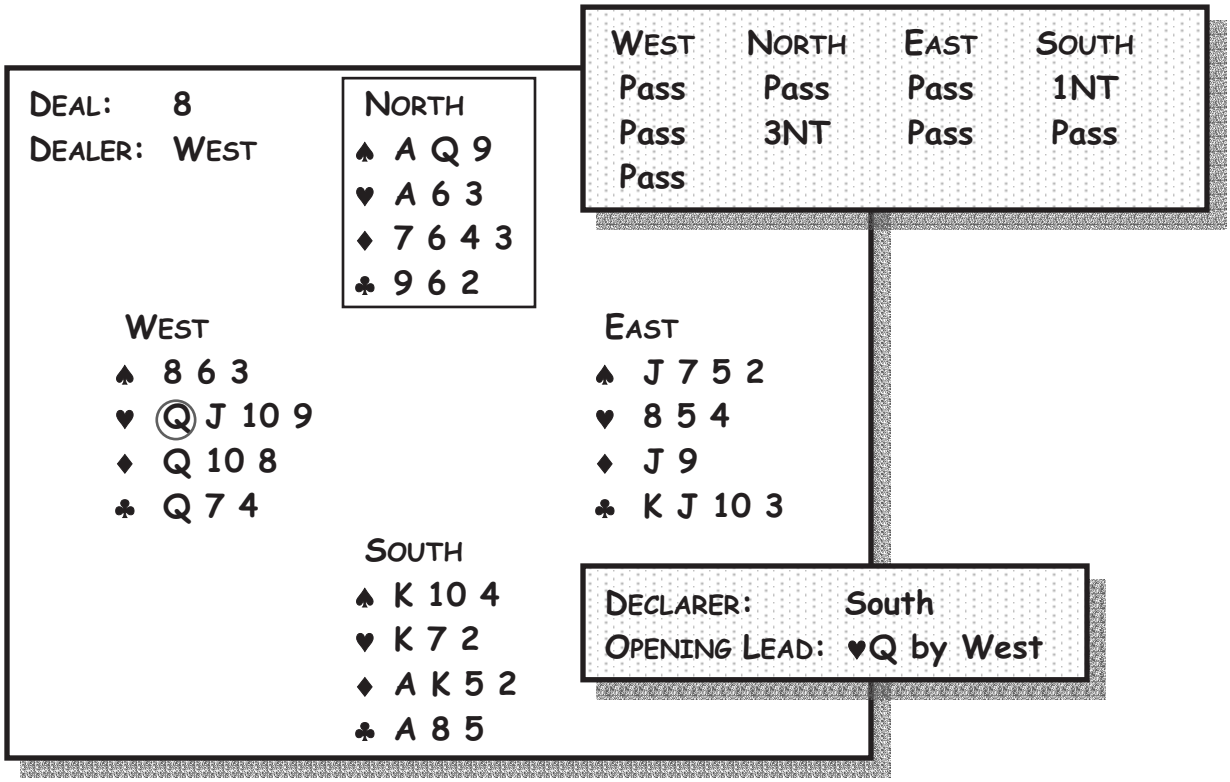
Exercise Fifteen – Deal #8: Bidding to a 3NT Contract

The students review Deal #8, referring to the deal in the textbook.

Deal #8: pages 70-71.

Instructions

Turn to Deal #8 on page 70.



The Opening Bid

Q. West is the dealer. What is West's opening call?

A. Pass.

- West has 7 high-card points, not enough to open the bidding.

Q. After West passes, what is North's call?

A. Pass.

- North has 10 high-card points, not enough to open the bidding.

Q. What is East's first call?

A. Pass.

- East has 6 high-card points, not enough to open the bidding.

Q. After East passes, what call does South make?
A. 1NT.
- South has a balanced hand … the most balanced hand possible.
- South has 17 high-card points, putting the hand in the range for a 1NT opening bid.

Q. After South opens 1NT, what call does West make?
A. Pass.

The Response

Q. What is North's role in this auction?
A. Responder.
- As responder, North determines HOW HIGH and WHERE the partnership belongs.

Q. What is North's response to the 1NT opening bid?
A. 3NT.
- North has 10 high-card points, so the combined partnership total is from 25 to 27 points. North knows HOW HIGH … game.
- With a balanced hand, North also knows WHERE, notrump.
- North puts the partnership in game in notrump by responding 3NT.

Q. After North bids 3NT, what call does East make?
A. Pass.

The Opener's Rebid

Q. What is the message sent by North's 3NT bid?
A. Signoff.
- North, as responder, has decided HOW HIGH and WHERE the partnership belongs. South isn't expected to bid again.

Q. What call does South make?
A. Pass.

Q. What call does West make?
A. Pass.
- West passes and the auction is over.

The Declarer

Q. Which player is declarer?
A. South.
- South first suggested notrump as the strain of the contract.

Q. What is the contract?
A. 3NT.

Final Review

Make sure the students are familiar with the following points:

- An opening bid of 1NT shows 15-17 valuation points and a balanced hand … no void or singleton, and at most one doubleton.
- The responder to the 1NT opener determines HOW HIGH and WHERE the partnership belongs by adding together the combined assets of the partnership:
  - With 0-7 points, responder bids 2♦, 2♥, or 2♠ with a five-card or longer suit; otherwise, responder passes.
  - With 8-9 points, responder can bid 2NT with a balanced hand, inviting opener to game.
  - With 10 or more points, responder can bid 4♥ or 4♠ with a six-card suit and 3♥ or 3♠ with a five-card suit; otherwise, responder bids 3NT.
- Every bid carries one of three messages:
  - Signoff … partner is expected to pass.
  - Invitational … partner can bid again or pass.
  - Forcing … partner is expected to bid again.

Conclude with the following points:

- You might want to try the exercises at the end of Chapter Two in your textbook.

Make sure this is just a suggestion. Many students have no time to spend on the game outside the class.

- The game has much to offer … it's puzzling at times. This seems like a good time to close with this quote:

  "The most beautiful thing we can experience is the mysterious."

  —Albert Einstein

- I look forward to seeing you in the next class for more adventure and mystery as we continue to explore the world's most popular card game.
- Remember to bring your textbooks to the next class.

Lesson 3

Major Suit Opening Bids and Responses

Lesson Three: Major Suit Opening Bids and Responses

Preparation

On Each Table:	A guide card (Teacher's Guide Card); pencils; Contract Cards or paper; **Deal #9**. A Better Bridge Bookmark for each player, if available (see Appendix).
On Separate Table:	**Deals #10-12** (Coded Cards, duplicate boards, or Teacher's Deal Records). Cue Cards (see Appendix). A few extra class copies of the textbook for those who forgot to bring their copy.

Content

Part I

Exercise One	**Deal #9:** Deciding HOW HIGH and WHERE; Length
Exercise Two	**Deal #10:** Deciding HOW HIGH and WHERE; Trumping in Dummy
Exercise Three	Dummy Points
Exercise Four	**Deal #11:** Deciding HOW HIGH and WHERE; Trumping in Dummy – Taking the Losses Early
Exercise Five	**Deal #12:** Deciding HOW HIGH and WHERE; Combining Techniques
Exercise Six	Defenders' Tip: Using the Trump Suit

Break

Part II

Exercise Seven	Opening the Bidding in a Major Suit
Exercise Eight	Responder's Priority: Showing Support
Exercise Nine	**Deal #9:** Bidding to a 2♠ Contract
Exercise Ten	Opener's Rebid After Responder Raises
Exercise Eleven	**Deal #10:** Bidding to a 4♥ Contract
Exercise Twelve	Responder's Other Choices: A New Suit or 1NT
Exercise Thirteen	More On Opener's Rebid
Exercise Fourteen	**Deal #11:** Bidding to a 4♠ Contract
Exercise Fifteen	**Deal #12:** Offering a Choice of Trump Suit

A note to the teacher

In the first hour of the lesson, the students choose the contract by looking at all four hands and a play concept - trumping in dummy - is taught. The six exercises in Part I can comfortably be completed in the first hour of the class.

In the second hour of the lesson, the opening bids of 1♥ and 1♠ and the subsequent auction are presented. The four deals from the first part of the lesson are reviewed again in the student text from the point of bidding. The hands don't need to be replayed because the students have already had the opportunity to play them in the first part of the lesson. The Cue Cards (see Appendix) are again used as an aid to the bidding.

The concepts introduced are:

- *1♥ and 1♠ opening bids*
- *Trump support and dummy points*
- *Responding to 1♥ or 1♠*
    - *Raising opener's major suit*
    - *Responding in a new suit*
    - *Responding in notrump*
- *Opener's rebid*
    - *After a raise*
    - *After a new suit*
    - *After 1NT*

Lesson Introduction

Welcome the participants back to the class.

- There's a quote from Shakespeare that applies to bridge:

  "The play's the thing."

- We'll look at two hands and count the sure tricks. Then we'll try to find extra tricks hidden among the cards.

- Let's start by looking at Deal #9.

Exercise One – Deal #9: Deciding HOW HIGH and WHERE; Length

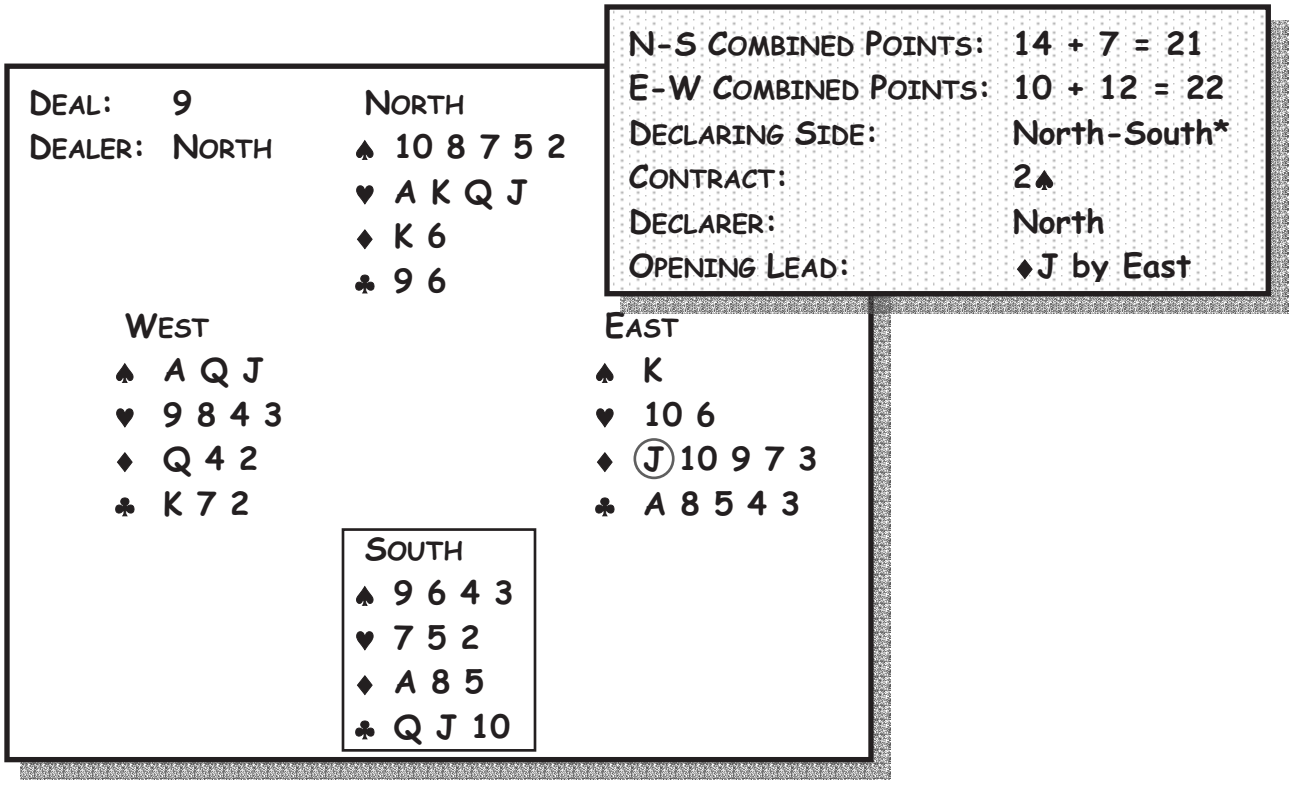
☞ *The partnership with more combined points will not always win the auction is introduced.*

Play Points: Developing extra winners through length; drawing trumps before taking winners in the other suits. The deal is played in the agreed contract.

Deal #9: Pages 102-103.

Instructions

Let's look at Deal #9.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points. Don't yet decide on a contract.

The Contract – Part A

**Note: This hand is an exception to the general guideline for having the side with the more combined points playing the contract.*

The students can continue to use the Contract Card, or record the information on blank paper.

Q. Which partnership has more combined points?

A. East-West.

- North has 13 high-card points and 1 length point for the five-card suit. South has 7 high-card points. North-South has a combined total of 21.
- East has 8 high-card points plus 1 length point for each five-card suit for a total of 10 points. West has 12 high-card points, giving East-West a total of 22 points.

- The partnership with more combined points will usually win the auction … but not always.
- Here are some of the reasons that North-South might win the auction with this hand.

    - North-South has an advantage because North is the dealer and has the first opportunity to open the bidding.
    - When the strength is fairly evenly divided between the two sides, either side might win the auction. A 1 or 2 point difference is not that significant.
    - North is the only player at the table who has enough strength to open the bidding. East-West might never get into the auction.
    - North-South have the majority of cards in the major suits; East-West have the majority in the minor suits. The partnership with the major suit fit, especially when it is spades, can often compete more effectively. They can don't have to increase the level to suggest the suit as trumps. For example, if East-West were to bid to 2♦, North-South could compete by bidding 2♠. East-West would now have to go to the three level to make their suit trumps … and that might be too much.

- Let's suppose North-South will win the auction on this hand.

East and West, turn your cards face down.

Only 26 cards are face up on the table … the North and South hands. Focus on the North-South hands.

WHERE should North-South play the contract? Discuss with the others at the table.

NORTH
♠ 10 8 7 5 2
♥ A K Q J
♦ K 6
♣ 9 6

WEST **EAST**

SOUTH
♠ 9 6 4 3
♥ 7 5 2
♦ A 8 5
♣ Q J 10

Give the students a couple of minutes to discuss WHERE the contract should be played. This is likely to generate considerable discussion. They may choose hearts, spades, or notrump. Your role is to convince them that choosing the longest combined suit will be best, even though it contains no high cards.

- Let's start by counting the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. None.

Q. How many sure tricks in the heart suit?
A. Four: the ♥A, ♥K, ♥Q, and ♥J.

Q. How many sure tricks in the diamond suit?
A. Two: the ♦A and ♦K.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Six: four hearts and two diamonds.

- Now let's see if there are any opportunities for extra tricks.

Q. Is there any possibility of getting more than four tricks in the heart suit?
A. No. There are only the four sure tricks.

Turn the North and South hearts face down.

Q. Is there any possibility of getting more than two tricks in the diamond suit?
A. No. There are only the two sure tricks.

Turn the North and South diamonds face down.

Q. Is there any possibility of developing an extra trick in clubs?
A. Yes.

- It is possible to develop one extra trick through promotion by driving out the defenders' ♣K and ♣A.

Turn the North and South clubs face down.

Play Point - Length

There are only 9 cards face up on the table … the North-South spades.

NORTH
♠ 10 8 7 5 2

WEST EAST

SOUTH
♠ 9 6 4 3

- It may not look as if the spades offer much possibility, but let's see how you might get extra tricks when you have a long combined suit without any high cards.
- When you have a long suit, you can keep leading the suit until the defenders have none left. Your remaining cards in the suit will now be winners.
- This is called developing tricks through length.
- ☞ The key is how the missing cards – the cards in the defenders' hands – are divided. You can't know for sure, but you can use the following guideline:

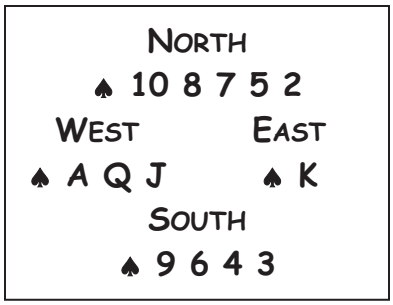
    - An even number of missing cards are likely to divide slightly unevenly;
    - An odd number of missing cards are likely to divide as evenly as possible.

Q. How many spades are missing ?
A. 4: the ace, king, queen, and jack.

Q. If an even number of missing spades is likely to be divided *slightly* unevenly, how are the four missing spades likely to be divided?
A. 3-1.

Turn the East and West spades face up.

There are only 13 cards face up on the table … all the spades.

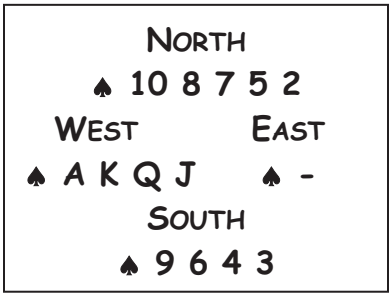


Q. How many spade tricks can be developed through length on the actual layout?

A. Two.

- If North-South lead spades three times, North's remaining two spades will be winners.
- Of course, the East-West spades don't have to be divided slightly unevenly.

East, give the ♠K to West.

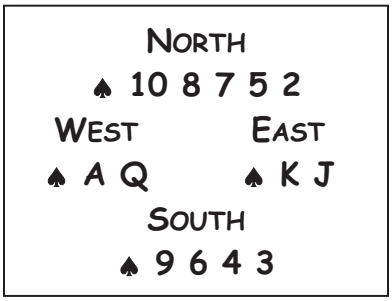


Q. How many spade tricks can be developed if West holds all the missing spades?

A. One.

- The suit would have to be led four times, but eventually North's remaining spade would be a winner through length.
- The East-West spades might also be divided more favorably than expected.

West, give the ♠K and ♠J to East.



Q. How many spade tricks can be developed if the missing spades are divided 2-2 between the East-West hands?

A. Three.

- After the suit has been led twice, North-South will have three winners through length.
- So, the spade suit could provide anywhere from one to three winners through length, with two being the most likely number.

The Contract – Part B

East, give the ♠J back to West.

Turn all four hands face up.

All 52 cards are face up on the table.

Q. If North and South choose to play with spades as the trump suit, how many tricks are they likely to take?

A. Eight.

- In addition to the six sure tricks, two tricks can be developed through length in spades.
- If the defenders establish winners in the diamond suit, they won't be able to take them because of the trump suit.

Q. After winning the first diamond trick, which suit should declarer lead first?

A. Spades.

- In a trump contract, it's usually a good idea to start by drawing trumps, even if it means giving up the lead.
- If declarer tries to take all the heart winners right away, the defenders may get all their trumps separately and take four spade tricks instead of three.

Q. If North and South can take eight tricks with spades as trumps, what would be a reasonable contract?

A. 2♠.

Q. Which partner is more likely to suggest spades as the trump suit?

A. North.

- North has a five-card spade suit.

- Let's try an experiment and see how many tricks North can take with spades as the trump suit.

The Opening Lead

Q. If North is declarer, which player will make the opening lead?
A. East.

North, South, and West, turn your hands face down.

There should be thirteen cards face up on the table, the East hand.

EAST
♠ K
♥ 10 6
♦ J 10 9 7 3
♣ A 8 5 4 3

Q. What would be East's opening lead?
A. ♦J, top of the solid sequence.

The Play

Everyone pick up your hand.

East, place the ♦J face up on the table as the opening lead.

South, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 2♠. North is the declarer. North, try to take eight tricks with spades as trumps.

You have about five minutes to play as many tricks as you can.

NORTH (Declarer)

WEST **EAST**
♦J

SOUTH (Dummy)
♠ 9 6 4 3
♥ 7 5 2
♦ A 8 5
♣ Q J 10

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- The partnership usually wants the longest combined suit as trumps, not the strongest.
- Any eight-card or longer combined fit will usually make a good trump suit, even if tricks have to be lost in that suit.
- In the second stage of Declarer's Plan … Browse Declarer's Checklist … developing tricks through length is an important technique.
- Developing tricks through length will often apply in the trump suit since that will usually be declarer's "long" suit.
- When it comes to the third stage of Declarer's Plan in a suit contract … Consider the Order … drawing trumps is usually a good idea, even if one or more tricks must be lost in the process.

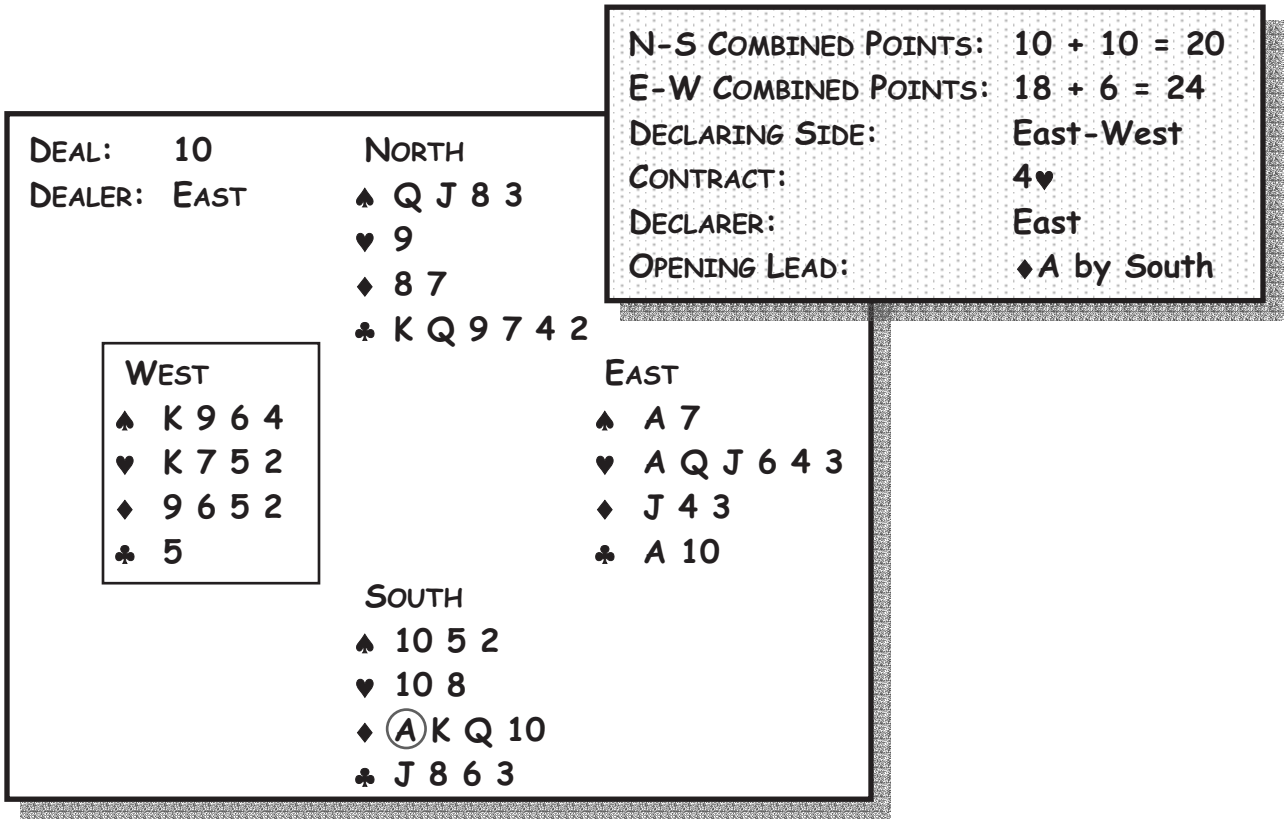
Exercise Two – Deal #10: Deciding HOW HIGH and WHERE; Trumping in Dummy

Play Point: Gaining a trick by trumping in dummy. The deal is played in the agreed contract.

Deal #10: Pages 104-105. Student Textbook Reference: pages 90-92.

Instructions

Let's look at Deal #10.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract – Part A

Q. Which partnership has more combined points?

A. East-West.

- East has 16 high-card points plus 2 length points for the six-card suit. West has 6 high-card points. East-West have a total of 24.
- North has 8 high-card points plus 2 length points for the six-card suit. South has 10 high-card points. North-South have a total of 20.

Avoid any discussion of dummy points. These will be introduced in the next exercise.

Q. Which partnership is likely to win the auction?

A. East-West.

- East-West has significantly more strength than North-South.

North and South, turn your hands face down.

Only 26 cards are face up on the table … the East and West hands. Focus on the East-West hands.

NORTH

WEST	EAST
♠ K 9 6 4	♠ A 7
♥ K 7 5 2	♥ A Q J 6 4 3
♦ 9 6 5 2	♦ J 4 3
♣ 5	♣ A 10

SOUTH

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. Two: the ♠A and ♠K.

Q. How many sure tricks in the heart suit?

A. Six: the ♥A, ♥K, ♥Q, ♥J, ♥6, and ♥4.

- After the ♥A, ♥K, ♥Q, and ♥J have taken tricks, East's remaining two hearts will be winners through length.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. One: the ♣A.

Q. How many sure tricks in total?

A. Nine: two spades, six hearts, and one club.

Q. Do East and West have a suitable trump suit?

A. Yes … hearts.

- With ten combined hearts in the two hands, East-West can make that suit trumps.

Q. Which player is more likely to be declarer?

A. East.

- With a six-card heart suit, East is most likely to suggest hearts as the trump suit.

Play Point – Trumping in Dummy

Q. Is there any possibility of getting an extra trick from the spade suit?

A. No.

- At best, the seven missing spades will be divided 4-3, so an extra trick can't be developed through length.

East and West, turn the spade suit face down.

Q. Is there any possibility of getting an extra trick from diamonds?

A. Unlikely.

- The defenders have the three top cards in the suit.
- Unless the six missing diamonds are divided exactly 3-3, which is unlikely, it won't be possible to develop an extra trick through length.

East and West, turn the diamond suit face down.

Only 13 cards are face up on the table … the East-West hearts and clubs.

NORTH

WEST (Dummy)	EAST (Declarer)
♠	♠
♥ K 7 5 2	♥ A Q J 6 4 3
♦	♦
♣ 5	♣ A 10

SOUTH

Q. Is there any possibility of getting an extra trick from clubs?

A. Yes.

- Since hearts are trumps, declarer could win a trick with the ♣A and then lead the ♣10 and trump (ruff) it with one of dummy's trumps.
- If declarer were to simply take all the heart winners there would only be six tricks from the trump suit.
- By trumping (ruffing) a club in the dummy, declarer gains a trick. Declarer wins a trick with one of dummy's trumps and still has the six heart winners in declarer's hand, for a total of seven.

☞ • This is another technique that can be added to Declarer's Checklist: **trumping in dummy is a way to develop extra tricks**.

Avoid the term "trumping (ruffing) a loser" in dummy. The concept of counting and eliminating losers in a trump contract has not been introduced in this course. It is left until the book on DECLARER PLAY.

Q. If declarer is planning to trump in dummy, should declarer draw trumps first?

A. Maybe.

☞ • It is always a good idea to draw trumps first but **when planning to trump in dummy, keep enough trumps to do the job**.
• On this deal declarer can afford to draw trumps, even if one defender has all three of the missing trumps because there will still be a trump left in dummy.
• Declarer can't afford to take all the heart winners before trumping a club in dummy, only enough to draw the defenders' trumps.

The Contract – Part B

Q. With the possibility of taking ten tricks, what is a good choice of contract for East-West?

A. 4♥.

• East-West can take enough tricks to go for the game bonus. With hearts as trumps, the bonus level is 4♥.

The Opening Lead

Q. If East is declarer, which player will make the opening lead?

A. South.

East and West, turn your cards face down.

South, turn your hand face up.

There should be thirteen cards face up on the table, the South hand.

SOUTH
♠ 10 5 2
♥ 10 8
♦ A K Q 10
♣ J 8 6 3

Q. What would South lead?

A. ♦A, top of the solid sequence.

The Play

Everyone pick up your hand.

South, place the ♦A face up on the table as the opening lead.

West, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 4♥. East is the declarer. East, try to take ten tricks with hearts as trumps.

You have about five minutes to play as many tricks as you can.

NORTH

WEST (Dummy) **EAST (Declarer)**
♠ K 9 6 4
♥ K 7 5 2
♦ 9 6 5 2
♣ 4

SOUTH
♦A

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- When declarer doesn't have enough sure tricks in a trump contract and moves to the second stage of Declarer's Plan … Browse Declarer's Checklist … trumping in dummy is an important technique.
- Look for suits in which there are fewer cards in the dummy than in declarer's hand.
- When it comes to the third stage of Declarer's Plan in a suit contract … Consider the Order … be sure to keep enough trumps in the dummy if you are planning on ruffing in dummy.
- Sometimes you may have to delay drawing trumps when you plan to trump in dummy. Also, keep in mind that the defenders may lead trumps to try to prevent you from ruffing in the dummy.

Exercise Three – Dummy Points

Discuss the value of short suits in the dummy and introduce the concept of dummy points.

Student Textbook Reference: page 77.

Instructions

Q. On the previous deal, East-West were able to go for the game bonus in hearts with a combined total of only 24 valuation points. Since the partnership usually needs about 26 or more points to go for the game bonus in a major suit, what feature of dummy's hand allowed declarer to make an extra trick?

A. Club shortness.

- Because East had only a singleton club, declarer was able to trump a club in dummy and gain a trick.

Q. If you like partner's suggested trump suit, what might be even more valuable than a singleton?

A. A void.

- If partner has three or four low cards in the suit, partner may be able to trump three or four times in your hand, gaining several tricks.

Q. What other holding in a side suit might have some value for trumping losers in the dummy?

A. A doubleton.

- If the dummy has only two cards in a suit and declarer has three or more, declarer may be able to trump in the dummy.

Review

- When you like partner's suggested trump suit, short suits may add value to your hand.
- ☞ In addition to your high-card points, you can add valuation points using the following guideline for **Dummy Points:**

    - **Void – 5 points** ... more powerful than an ace;
    - **Singleton – 3 points** ... about as valuable as a king;
    - **Doubleton – 1 point** ... not quite as valuable as a queen.

- These are referred to as dummy points because your hand will be the dummy if partner has suggested the trump suit.
- Only count dummy points if you have a fit of three or more cards for partner. You want to have enough so that partner will still be able to trump in dummy even if the defenders lead trumps one or more times.
- Count dummy points instead of length points. If you are short in one suit, you will be long in others. Counting both length and shortness would tend to count the same values twice.
- Only the hand that will be the dummy adds valuation points for shortness. Trumping in declarer's hand will not usually gain a trick.

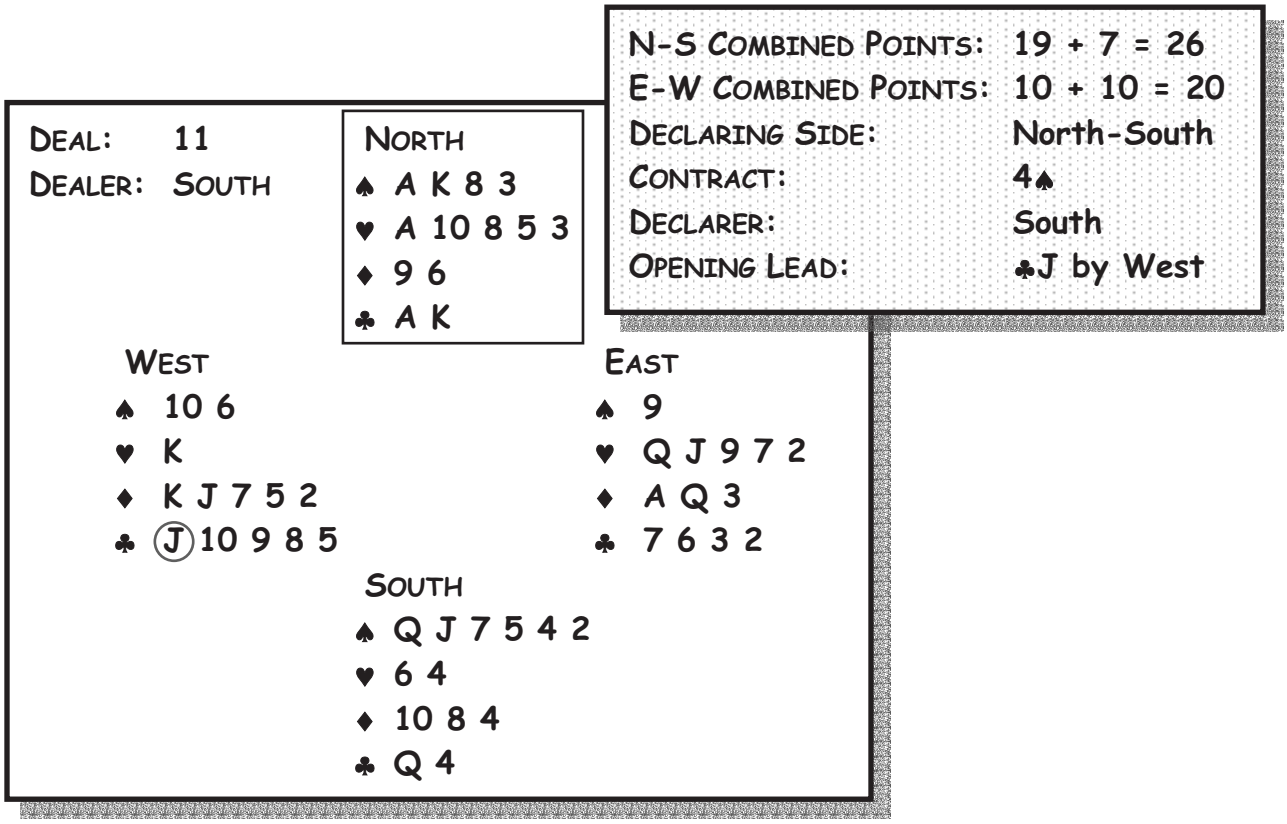
Exercise Four – Deal #11: Deciding HOW HIGH and WHERE; Trumping in Dummy – Taking the Losses Early

Play Point: Trumping in dummy after giving up the lead twice. The deal is played in the agreed contract.

Deal #11: Pages 106-107.

Instructions

Let's look at Deal #11.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?

A. North-South.

- North has 18 high-card points plus 1 length point for the five-card suit. South has 5 high-card points plus 2 length points. The partnership has a combined total of 26.
- East has 9 high-card points plus 1 length point and West has 8 high-card points plus 1 length point for each five-card suit. East-West have a combined total of 20.

Q. Which partnership is most likely to win the auction?

A. North-South.

- Although there are only 40 high-card points in the deck, distribution will increase the overall total.
- Even though East-West have 20 points, they have considerably fewer than North-South.

East and West, turn your hands face down.

Only 26 cards are face up on the table … the North and South hands. Focus on the North-South hands.

NORTH (Dummy)
♠ A K 8 3
♥ A 10 8 5 3
♦ 9 6
♣ A K

WEST **EAST**

SOUTH (Declarer)
♠ Q J 7 5 4 2
♥ 6 4
♦ 10 8 4
♣ Q 4

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. Six: the ♠A, ♠K, ♠Q, ♠J, ♠7 and ♠5.

- After the top spades are played, South's remaining two spades will be winners through length.

Q. How many sure tricks in the heart suit?

A. One: the ♥A.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. Two: the ♣A and ♣K.

- South's ♣Q will fall under North's ♣A-K.

Q. How many sure tricks in total?

A. Nine: six spades, one heart, and two clubs.

Q. Do North-South have a suitable trump fit?

A. Yes, spades.

- With ten spades between the combined hands, the partnership has a more than adequate major suit fit.

Q. With 26 combined points and a suitable fit in spades, what would be a reasonable contract for North-South?

A. 4♠.

- With ten spades between the combined hands, the partnership has a more than adequate major suit fit.
- With 26 combined valuation points, the partnership should go for the game bonus.

Q. Which player would likely be declarer?

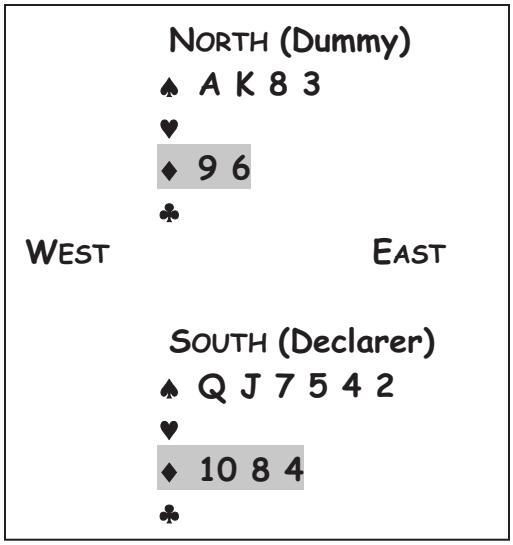
A. South.

- Although North has the majority of the strength, South has the longer spade suit.

Play Point – Taking the Losses Early

Q. Which suit provides the possibility of a tenth trick?
A. Diamonds[2].

> **North and South, turn your hearts and clubs face down.**
>
> **Only 15 cards are face up on the table … the North-South spades and diamonds.**



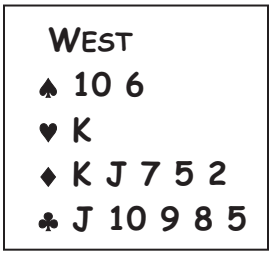
Q. What does declarer have to do to get an extra trick in diamonds?
A. Trump in dummy.

- There are more diamonds in declarer's hand than in the dummy, providing an opportunity to trump a diamond in the dummy.
- To do this, declarer will have to first lose two tricks in diamonds.
- Declarer will also need to keep at least one trump in the dummy for this purpose.

The Opening Lead

Q. If South is declarer, which player will make the opening lead?
A. West.

> **North and South, turn all your cards face down.**
>
> **West, turn your hand face up.**
>
> **There should be thirteen cards face up on the table, the West hand.**



Q. What would be West's opening lead?
A. ♣J, top of the solid sequence.

- Although the diamonds are stronger, the clubs are safer.

[2] There is also the possibility of developing a trick through length in hearts but there's no need to bring this up unless a student suggests it.

The Play

Everyone pick up your hand.

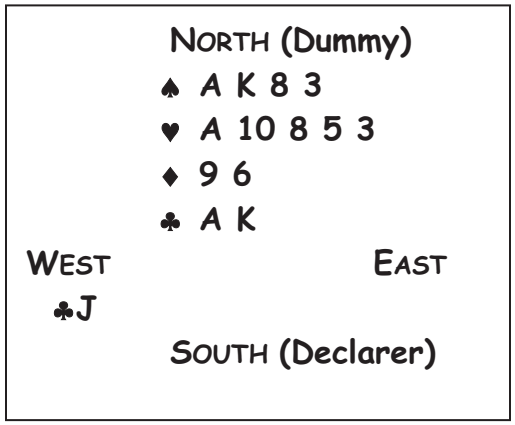
West, place the ♣J face up on the table as the opening lead.

North, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 4♠. South is the declarer. South, try to take ten tricks with spades as trumps.

You have about five minutes to play as many tricks as you can.



If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

- With an eight-card or longer fit in a major suit and 26 or more combined valuation points, the partnership should go for the game bonus in the major suit, 4♥ or 4♠.
- When planning to trump in dummy, declarer may need to give up the lead one or more times until dummy is void in the suit.
- This is an example of taking the losses early, before playing out all the trumps. Declarer must make sure there are enough trumps left in dummy with which to ruff.

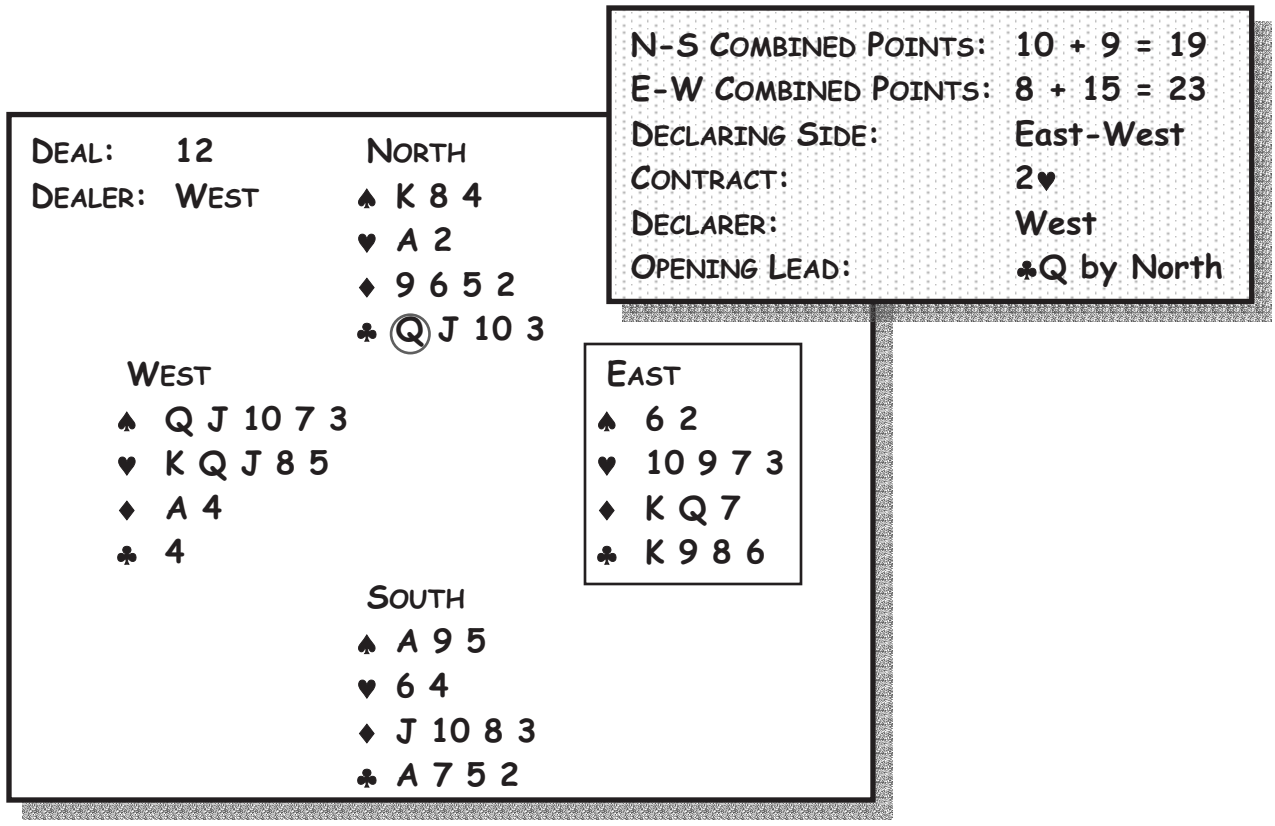
Exercise Five – Deal #12: Deciding How High and Where; Combining Techniques

Play Point: Combining methods for developing tricks in a single suit. The deal is played in the agreed contract.

Deal #12: Pages 108-109.

Instructions

Let's look at Deal #12.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?
A. East-West.
- East has 8 high-card points and West has 13 high-card points plus 1 length point for each five-card suit. The partnership has a total of 23.
- North has 10 high-card points and South has 9 high-card points for a combined total of 19.

Q. Which partnership is more likely to win the auction?
A. East-West.
- Not only do East-West have the majority of points, they also have more cards in the major suits.

North and South, turn your hands face down.

Only 26 cards are face up on the table … the East and West hands. Focus on the East-West hands.

NORTH

WEST	EAST
♠ Q J 10 7 3	♠ 6 2
♥ K Q J 8 5	♥ 10 9 7 3
♦ A 4	♦ K Q 7
♣ 4	♣ K 9 8 6

SOUTH

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. None.

Q. How many sure tricks in the heart suit?
A. None.

Q. How many sure tricks in the diamond suit?
A. Three: the ♦A, ♦K, and ♦Q.

Q. How many sure tricks in the club suit?
A. None.

Q. How many sure tricks in total?
A. Three: three diamonds.

Q. Do East and West have a suitable trump fit?

A. Yes, hearts.

- With nine hearts between the combined hands, the partnership has a more than adequate major suit fit.

Q. Should the partnership be in a game contract or a partscore contract?

A. Partscore.

- With only 23 combined points, the partnership should stop in a partscore contract.

Q. Who is likely to be the declarer?

A. West.

- West is more likely to suggest hearts as the trump suit.

East and West, turn the spades, diamonds, and clubs face down … leaving the hearts face up.

There should be 9 cards face up … the East-West hearts.

NORTH

WEST ♥ K Q J 8 5

EAST ♥ 10 9 7 3

SOUTH

Q. How many tricks can declarer develop in the heart suit?

A. Four.

- Four tricks can be promoted by driving out the ♥A.

East and West, turn your hearts face down and turn your spades face up.

There should be 7 cards face up … the East-West spades.

NORTH

WEST ♠ Q J 10 7 3

EAST ♠ 6 2

SOUTH

Q. How many tricks can be promoted in the spade suit?

A. One.

- Declarer can use the ♠Q-J-10 to drive out the defenders' ♠A and ♠K to promote one winner.

Q. Is there a possibility of developing more than one trick in the spade suit?

A. Yes.

- Declarer may be able to develop one or more tricks through length.
- After three rounds have been played, driving out the ♠A and ♠K and taking the promoted winner, declarer's remaining two spades will be winners if the defenders' spades are divided 3-3.

- If, as is more likely, the defenders' spades are divided 4-2, another trick could be given up to develop the remaining spade through length.
- Another possibility is trump one or more spades in the dummy.
- In summary, two spade tricks must be lost but declarer should be able to get three tricks from the suit through a combination of promotion, length, and trumping in the dummy.

Avoid discussing the possibility of tricks from the club suit since the finesse will not be introduced until the next lesson.

- On this deal, a partscore contract of 2♥ or 3♥ would be high enough for East-West.

The Opening Lead

Q. If West is declarer, which player will make the opening lead?
A. North.

East, West, and South, turn your hands face down. **There should be thirteen cards face up on the table, the North hand.**

NORTH
♠ K 8 4
♥ A 2
♦ 9 6 5 2
♣ Q J 10 3

Q. What would be North's opening lead?
A. ♣Q, top of the solid sequence.
- Although the diamonds are stronger, the clubs are safer.

The Play

Everyone pick up your hand.

North, place the ♣Q face up on the table as the opening lead.

East, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 2♥. West is the declarer.

West, try to take eight tricks with hearts as trumps. You have about five minutes to play as many tricks as you can.

NORTH
♣Q

WEST (Declarer) **EAST (Dummy)**
♠ 6 2
♥ 10 9 7 3
♦ K Q 7
♣ K 9 8 6

SOUTH

Review

- When it comes to the second stage of Declarer's Plan … Browse the Checklist … declarer looks at the possibilities in each suit.
- Often techniques may need to be combined within a suit, such as promotion and length.
- Declarer may not be able to take advantage of all the possibilities and will sometimes have to choose among the alternatives.

Exercise Six – Defender's Tip – Using the Trump Suit

Discuss the defenders use of the trump suit to get a ruff.

Student Textbook Reference: page 92.

Instructions

Take the cards and sort them into suits.

Take only the heart suit and distribute it as follows around the table:

North: ♥Q, ♥8, ♥3
East: ♥9, ♥2
South: ♥J, ♥10, ♥6
West: ♥A, ♥K, ♥7, ♥5, ♥4

NORTH
♥ Q 8 3
WEST EAST
♥ A K 7 5 4 ♥ 9 2
SOUTH
♥ J 10 6

Q. Suppose South is declarer and spades are trumps. How many sure tricks do the defenders have in hearts?

A. Two.
- The ♥A and ♥K.
- Declarer can win the third round with the ♥Q.
- The defenders are unlikely to take any heart tricks through length because declarer will likely be able to trump with a spade.

Q. How might the defenders get a third trick in the suit?

A. With a trump (ruff).
- After the ♥A and ♥K have been played, if West leads a third round, East might be able to trump the third round with a spade.
- This assumes that East has at least one spade. It will be too late if declarer has already drawn trumps … one of the reasons declarer wants to draw trumps as soon as possible.

Q. If West is the opening leader and leads the ♥A, how can East encourage partner to continue leading the suit?

A. By playing the ♥9.
- The defenders can use attitude signals in this situation: a high card is encouraging; a low card is discouraging.
- If East did not make an encouraging signal, West might not see any reason for leading a third round of the suit since dummy's ♥Q is a winner.
- If East held three hearts … or didn't have any spades … East could make a discouraging signal by playing a low heart on partner's ♥A.

Q. Suppose North were declarer with spades as trumps. How would the defenders take three tricks?

A. East would lead the ♥9.

- East could lead the ♥9, top of a doubleton.
- After West wins the first trick, West can assume that East has a short suit and continue by taking a second heart winner and playing a third round.

Review

- Like declarer, the defenders can take advantage of the trump suit to gain a trick.
- A defender sometimes leads a short suit … a singleton or doubleton … in the hope of trumping one or more of declarer's winners.
- The defenders will usually have to get their trump trick(s) early in the hand. Once declarer gains the lead, declarer will usually start by drawing the defenders' trumps.

***

At this point, the students will have played the four deals for the first time and everyone has had an opportunity to be declarer. It's a reasonable point to take a break. Or, if the class is only one hour in length, make a summary of what has been learnt so far and bring the lesson to a conclusion.

***

Exercise Seven – Opening the Bidding in a Major Suit

Introduce the requirements for an opening bid of 1♥ or 1♠.

Student Textbook Reference: pages 73-75.

Instructions

Let's start by referring to the Bidding Ladder on page 12.

- In this lesson, we're going to look at how the partnership handles the auction after an opening bid in a major suit, 1♥ or 1♠. These opening bids cover a much wider range of strength and distribution, so there are some new challenges.

☞
- The range for an opening bid is much wider for 1♥ or 1♠ than for 1NT: **13-21 points**.
- Hands of about 22 or more points are opened at the two level. Such hands are rare, however, and will be left for a future course.
- As we'll see shortly, this wide range will make it more challenging for the partnership to decide HOW HIGH it belongs right away.

☞
- The second requirement is **a five-card or longer suit**.
- In some areas of the world, only a four-card suit is required. In North America, however, the requirement for a five-card or longer suit is very popular and this approach is referred to as five-card majors.
- The requirement for a five-card or longer major suit will often help the partnership decide WHERE it belongs fairly quickly. If responder has three or more cards in opener's major, a suitable trump fit has been found right away.

☞
- In summary, **the requirements for opening 1♥ or 1♠ are 13-21 valuation points and a five-card or longer suit**.
- If opener has two five-card or longer suits, the higher-ranking is opened.

- Here's the third verse of the Bidding Song to help remember the guideline for opening a major suit. It's on page 194 of your text and it goes like this:

"Bid, bid, bid your hand,
You don't need charades,
But you'll need a five-card suit
To start with hearts or spades."

- Let's see some examples of major suit opening bids.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. It's a good idea to prompt the player with the spades to be ready:

Q. The player with the spades, are you ready?

In spades: three low cards.
In hearts: the ♥A, ♥K, ♥J and two low cards.
In diamonds: the ♦A, ♦J, and two low cards.
In clubs: one low card.

Only one hand is face up. All the other cards are face down.

NORTH
♠ x x x
♥ A K J x x
♦ A J x x
♣ x

Does this hand meet the requirements for an opening bid of 1♥? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?
A. 14.
- There are 13 high-card points plus 1 length point, for a total of 14.

Q. What would North open with this hand?
A. 1♥.
- With a five-card heart suit, the hand meets both the strength and distribution requirements for an opening bid in a major suit.

- Let's change the hand.

In spades: add a low spade.
In diamonds: take away a low diamond.

NORTH
♠ × × × ×
♥ A K J ×
♦ A J × ×
♣ ×

Q. Does this hand also qualify for an opening bid in a major suit?
A. No.
- This hand has 13 high-card points, putting it in the range for an opening bid.
- However, there is no five-card major suit.

Q. What would you guess North would open with this hand?
A. 1♦.
- The hand doesn't meet the requirements for an opening bid of 1NT because there are only 13 valuation points and the hand is unbalanced.
- The hand doesn't meet the requirements for an opening bid of 1♥ or 1♠ because there is no five-card major suit.
- As we'll discuss in more detail in the next lesson, the only remaining option is to open in a minor suit. This hand would be opened 1♦.

- Let's try another hand.

In spades: add the ♠Q.
In hearts: take away a low heart.

NORTH
♠ Q x x x x
♥ A K J x
♦ A J x
♣ x

What would North open with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?
A. 16.
- There are 15 high-card points plus 1 length point for the five-card spade suit.

Q. What would North open with this hand?
A. 1♠.
- With a five-card spade suit, the hand meets both the strength and distribution requirements for an opening bid in a major suit.
- The quality of the five-card suit doesn't matter. The partnership is usually looking to make the longest combined suit into the trump suit, not the strongest.
- If spades become the trump suit, the ♥A-K and ♦A will still take tricks. The low spades will also have value because they can be used to trump the defenders' winners or to establish tricks through length.

- Let's change the hand.

In hearts: add a low heart.
In diamonds: take away a low diamond.

NORTH
♠ Q x x x x
♥ A K J x x
♦ A J
♣ x

Q. What is the value of this hand?
A. 17 points.
- There are 15 high-card points plus 1 length point for each five-card suit.

Q. What would North open with this hand?
A. 1♠.
- With two five-card suits, the guideline is to open the higher-ranking.
- As we'll see later, this will usually make it easier to show both suits during the auction to give responder a choice of trump suit.

It will not be productive to get into a detailed discussion of why the higher-ranking suit is opened.

- Let's change the hand.

In hearts: take away the ♥K and a low heart.
In clubs: add the ♣K and ♣J.

NORTH
♠ Q x x x x
♥ A J x
♦ A J
♣ K J x

What would North open with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?
A. 17.
- There are 16 high-card points plus 1 length point for the five-card spade suit.

Q. What would North open with this hand?
A. 1NT.
- Although there is a five-card major suit, opener's first priority is to consider whether the hand meets the criteria for a 1NT opening bid.
- This hand falls into the range for 1NT and it is balanced … no voids or singletons and only one doubleton.

Review

Summarize the following points:

- When opening the bidding, the first priority is to consider whether the hand qualifies for an opening bid of 1NT.
- The second priority is to consider whether the hand qualifies for an opening bid in a major suit.
- An opening bid of 1♥ or 1♠ shows a five-card or longer suit and 13 or more points … up to about 21 points.

Exercise Eight – Responder's Priority – Showing Support

Introduce the basic idea of responding to an opening bid of 1♥ or 1♠ when responder has support for opener's major.

Student Textbook Reference: pages 75-78.

Instructions

Distribute the Cue Cards (see Appendix) to each table if they are available.

- Let's assume that North opens the bidding 1♥ and East passes.

> **Put the 1♥ Cue Card in front of North and a Pass Cue Card in front of East.**

- An opening bid of 1♥ or 1♠ promises a five-card suit or longer.
- Holding three or more cards in opener's major suit is referred to as *support* for opener's major. The partnership will have at least eight cards in the major suit.
- With support for opener's major, the decision on WHERE the partnership belongs is immediately resolved … opener's major.

> **When responder has support for opener's major suit, can responder decide HOW HIGH the partnership belongs? Discuss with the others at your table.**

Give the students a couple of minutes for discussion.

Refer the students to the Bidding Ladder on page 41 or the Better Bridge Bookmark.

Q. Suppose responder has 10 valuation points and support for opener's major suit. Does responder know HOW HIGH the partnership belongs?

A. No.
- Opener can have anywhere from 13 to 21 points, so the partnership has anywhere from 23 to 31 combined points.
- The partnership could belong in partscore or in game.

Q. Suppose responder has 13 valuation points and support for opener's major suit. Does responder know HOW HIGH the partnership belongs?

A. No.
- Although responder knows the partnership has at least 26 combined points, enough to go for the game bonus, the partnership could have as many as 33 or 34 points, enough to go for a slam bonus.

Q. Suppose responder has 3 valuation points and support for opener's major suit. Does responder know HOW HIGH the partnership belongs?

A. Yes.

- Since opener has at most 21 points, the partnership has at most 24 points and belongs in partscore.
- In fact, the partnership could have as few as 16 combined points and already be too high at the one level.
- In summary, the only time responder can be certain that the partnership belongs in partscore is when responder has a very weak hand.
- Otherwise, responder can't be sure HOW HIGH the partnership belongs.
- So, even when responder knows WHERE, responder's approach is different than when the opening bid is 1NT.

☞ • In addition to showing support for opener's major, **responder shows the strength of the hand by raising opener's suit to the appropriate level using the following guideline: 0-5 points – pass; 6-10 points – raise to the two level; 11-12 points – raise to the three level; 13+ points – get to at least game**.

- All of responder's raises are invitational. Opener can determine the combined strength of the partnership hands and decide whether to stop in partscore, go for the game bonus, or go for a slam bonus.
- The only signoff call responder can make is to pass. Passing with as many as 5 points risks missing the occasional game bonus since opener could have the top of the range, 20 or 21 points. However, opener is more likely to hold 13 or 14 points, so the partnership will usually get overboard if responder raises.
- Let's look at some examples.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: the ♠K and a low card.
In hearts: the ♥Q and two low cards.
In diamonds: four low cards.
In clubs: the ♣K and three low cards.

SOUTH
♠ K x
♥ Q x x
♦ x x x x
♣ K x x x

North opens the bidding 1♥ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?

A. Yes.

- Since opener has promised at least five hearts, the partnership has an eight-card or longer fit.

Q. How many valuation points does South have?

A. 9.

- Responder has 8 high-card points.
- Responder can also count dummy points when raising opener's major suit since responder will be the dummy.
- Responder can add 1 dummy point for the doubleton in spades.

Q. What call does South make?

A. 2♥.

- By raising, South shows three-card or longer support for opener's major.
- By raising to the two level, South shows a hand worth about 6-10 valuation points.
- It will now be up to opener to decide whether to stop in partscore or to go for the game bonus.

- Let's change the hand.

In hearts: add the ♥K.
In diamonds: take away a low diamond.

SOUTH
♠ K x
♥ K Q x x
♦ x x x
♣ K x x x

Q. What would South respond with this hand if North opened the bidding 1♥ and the next player passed?

A. 3♥.

- South has 11 high-card points plus 1 dummy point for the doubleton spade.
- A jump raise to the three level is highly invitational, but it allows opener to stop in partscore by passing with a very minimal opening bid.

There is no need to get into any discussion about other ways to show three-card support and an invitational hand. That can be left for a future lesson series. If there are more experienced players in the group, they can be referred to the footnote in the chart on page 76 that says it is preferable to have four-card support for a jump raise.

- Let's try another hand.

In spades: take away the ♠K.
In diamonds: add a low diamond.

SOUTH
♠ x
♥ K Q x x
♦ x x x x
♣ K x x x

Q. What is South's response with this hand if North opens 1♥ and the next player passes?

A. 3♥.

- Although there are only 8 high-card points, South can add 3 dummy points for the singleton spade. That's enough to raise to the three level.
- The singleton spade is likely to be useful since opener will be able to trump one or more spades in the dummy.

- Let's try another hand.

In diamonds: add the ♦Q.
In clubs: take away a low club.

SOUTH
♠ x
♥ K Q x x
♦ Q x x x x
♣ K x x

Q. HOW HIGH does South want to raise with this hand if North opens 1♥ and the next player passes?

A. 4♥.

- South has 10 high-card points plus 3 dummy points for the singleton spade.
- The partnership belongs at least at the game level.

At this point, other methods for reaching the game level do not need to be discussed. The concept that the partnership is going to at least game is what's important.

Review

Summarize the following points:

- With three-card or longer support for partner's major suit, responder has the answer to WHERE the partnership belongs
- To determine HOW HIGH the partnership belongs, responder raises to the appropriate level, describing the strength of the hand and leaving the next decision to opener.
- When supporting opener's major suit, responder values the hand using dummy points in place of length points.
- With 0-5 valuation points, responder passes; with 6-10, responder raises to the two level; with 11-12, responder raises to the three level; with 13 or more, responder gets the partnership to at least the game level.

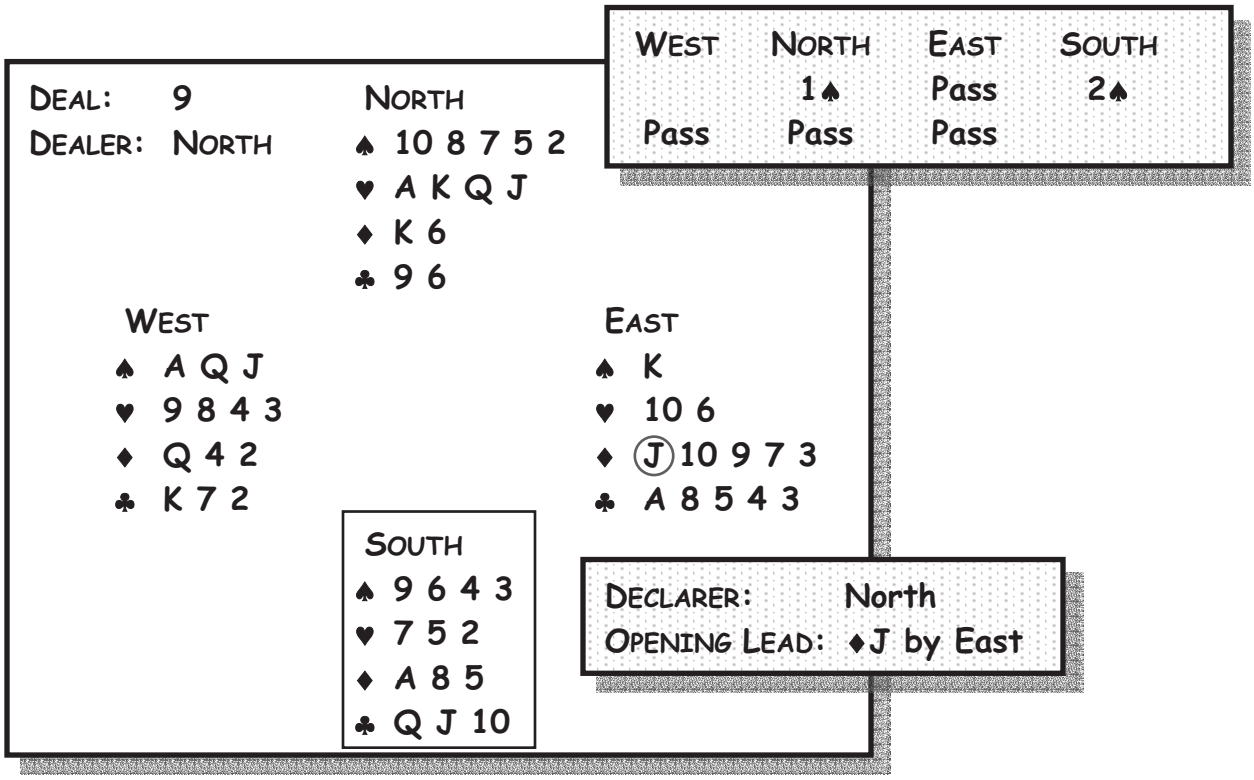
Exercise Nine – Deal #9: Bidding to a 2♠ Contract

The students review Deal #9, referring to the deal in the textbook. They have already played the deal once. Now they are given practice reading a deal.

Deal #9: pages 102-103.

Instructions

Turn to Deal #9 on page 102.



The Opening Bid

Q. North is the dealer. What is North's opening call?

A. 1♠.

- North has 13 high-card points plus 1 length point for the five-card suit.
- North has a five-card spade suit. The quality of the suit is unimportant.

Q. After North opens 1♠, what does East say?

A. Pass.

- East has 8 high-card points plus 1 point for each of the five-card suits. That isn't enough to enter the auction at the two level.

The Response

Q. What is South's response to the 1♠ opening bid?

A. 2♠.

- South has 7 high-card points.
- By raising, South shows the support for opener's major.
- By making a simple raise to the two level, South is showing about 6-10 points.

Q. After South bids 2♠, what call does West make?

A. Pass.

- Although West has 12 high-card points, that isn't enough to enter the auction, especially since any suit bid would be at the three level.

The Opener's Rebid

Q. Does North know HOW HIGH and WHERE the partnership belongs?

A. Yes.

- South's raise has agreed on spades as the trump suit.
- South is limited to at most 10 points, so the partnership has at most 24 combined points and belongs in partscore.

Q. What call does North make after West passes?

A. Pass.

- By passing, North stops the partnership in partscore in the agreed trump suit.

Q. What call does East make after North passes?

A. Pass.

- East's pass ends the auction.

The Declarer

Q. Which player is declarer?

A. North.

- North first mentioned the strain of the contract.

Q. What is the contract?

A. 2♠.

Exercise Ten – Opener's Rebid After Responder Raises

Discuss opener's rebid after responder raises opener's suit.

Student Textbook Reference: pages 82-84.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: the ♠A, ♠J, and three low cards.
In hearts: two low cards.
In diamonds: the ♦K, ♦J, and two low cards.
In clubs: the ♣K and a low card.

Only one hand is face up. All the other cards are face down.

NORTH
♠ A J x x x
♥ x x
♦ K J x x
♣ K x

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 13 valuation points … 12 high-card points plus 1 length point.
- The hand is unbalanced since there are two doubletons.
- There is a five-card major suit.

Q. North opens 1♠, East passes, and South raises to 2♠. West passes. What is North's second call?

A. Pass.

- South's response shows support for spades and about 6-10 points.
- The partnership has at most 23 combined points, so it should stop in partscore.

- Let's change the hand.

In spades: add the ♠Q.
In diamonds: take away a low diamond.
In clubs: take away a low club; add the ♣A.

NORTH
♠ A Q J x x x
♥ x x
♦ K J x
♣ A K

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 20 valuation points … 18 high-card points plus 2 length points for the six-card suit.
- The hand is unbalanced since there are two doubletons.
- There is a six-card major suit.

Q. North opens 1♠, East passes, and South raises to 2♠. West passes. What is North's rebid?

A. 4♠.

- South's response shows support for spades and about 6-10 points.
- The partnership has at least 26 combined points, so it belongs at the game level.

- Let's change the hand again.

In clubs: take away the ♣K; add a low club.

NORTH
♠ A Q J x x x
♥ x x
♦ K J x
♣ A x

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 17 valuation points … 15 high-card points plus 2 length points for the six-card suit.
- The hand is unbalanced since there are two doubletons.
- There is a six-card major suit.

If South raises to 2♠, what would be North's rebid? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does North know WHERE the partnership belongs?

A. Yes.

- South has shown support for spades, so the partnership has found a suitable major suit fit.

Q. Does North know HOW HIGH the partnership belongs?

A. No.

- If South has only 6, 7, or 8 points for the raise, the partnership should stop in partscore.
- If South has 9 or 10 points, the partnership has enough to go for the game bonus.

Q. What call can North make to send this message to responder?

A. 3♠.

- By raising to 3♠, North shows too much to pass and stop in partscore but not quite enough to commit to a game contract.

Q. What would South be expected to do after North raises to 3♠?

A. Pass with a minimum; bid game with a maximum.

- With a bare minimum of 6 or 7 points, South would pass, leaving the partnership in partscore.
- With the top of the range for raising to 2♠, 9 or 10 points, South would accept North's invitation and continue to game.
- With 8 points, South would be on the borderline and have to choose between passing and continuing to game … it's a close call. The bidding can never be 100% accurate … just a reasonable approximation.

- Let's make one more change.

In spades: take away the ♠J.
In diamonds: add a low diamond.

NORTH
♠ A Q x x x
♥ x x
♦ K J x x
♣ A x

Q. What would North open?

A. 1♠.

- South has 14 high-card points plus 1 length point for the five-card suit.

Q. If South raises to 2♠, what would North rebid?

A. Pass.

- The partnership has at most 25 combined points and could have as few as 21.

Q. If South raises to 3♠, what would North rebid?

A. 4♠.

- South's jump to 3♠ shows about 11-12 points.
- The partnership has 26 or 27 combined points, so it should go for the game bonus.

Review

Summarize the following points:

- The opening bid of 1♥ or 1♠ shows a wide range of about 13-21 points. As a guideline, opener puts the hand in one of three ranges:

13-16 points	Minimum strength opening bid
17-18 points	Medium strength opening bid
19-21 points	Maximum strength opening bid

- If responder makes a minimum raise to the two level, opener passes with a minimum hand, raises to the three level with a medium hand, and goes to game with a maximum hand.
- If responder makes a jump raise to the three level, opener continues to game except with a "minimum minimum" of about 13 or 14 points.
- In effect, the more opener has, the more opener bids.

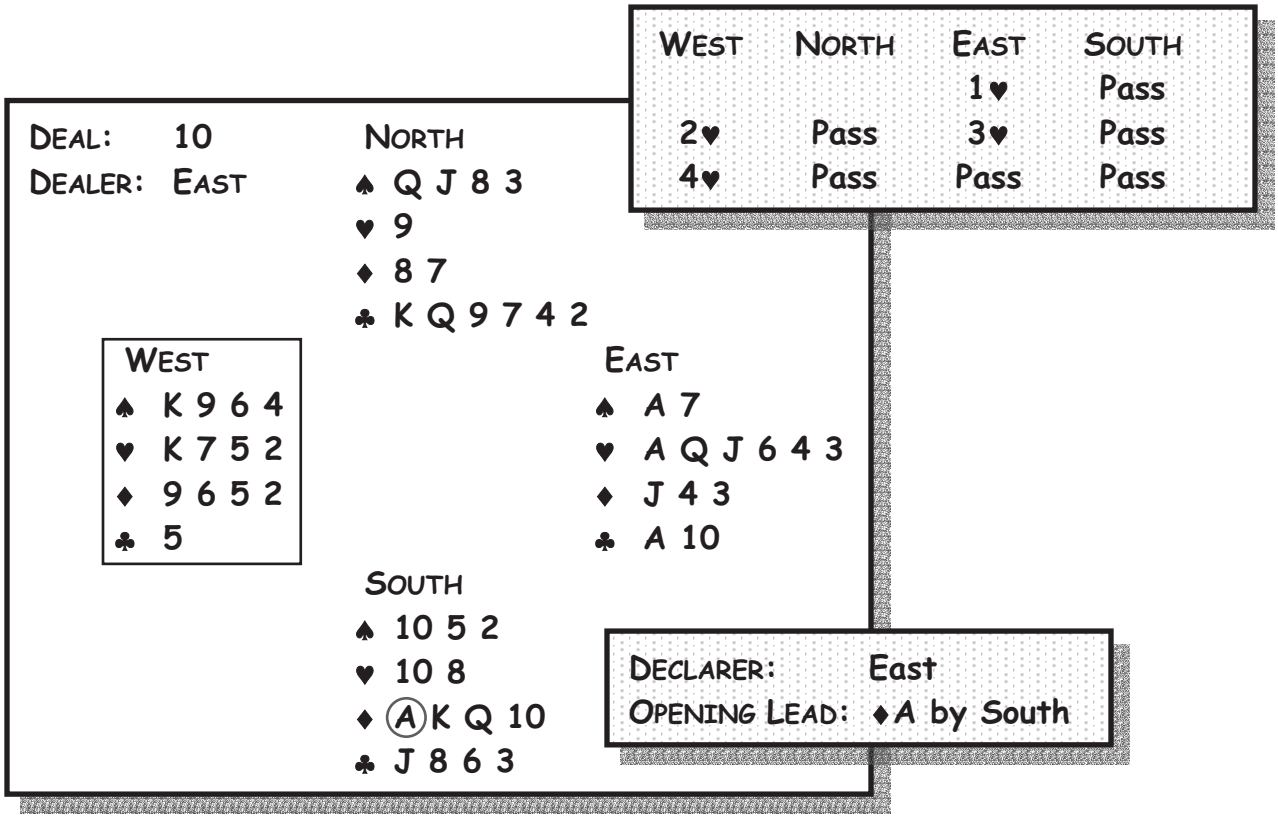
Exercise Eleven – Deal #10: Bidding to a 4♥ Contract

The students review Deal #10, referring to the deal in the textbook.

Deal #10: pages 104-105.

Instructions

Turn to Deal #10 on page 104.



The Opening Bid

Q. East is the dealer. What is East's opening call?

A. 1♥.

- East has 16 high-card points plus 2 length points for the six-card suit.
- East has a six-card major suit.

Q. After East opens 1♥, what does South say?

A. Pass.

- South has 10 high-card points. That isn't enough to enter the auction, especially if a suit would have to be bid at the two level.

The Response

Q. What is West's response to the 1♥ opening bid?

A. 2♥.

- West has support for opener's major suit.
- West has 6 high-card points and can add 3 dummy points for the singleton club.
- By making a simple raise to the two level, West is showing about 6-10 points.

Q. After West bids 2♥, what call does North make?

A. Pass.

- North has 8 high-card points plus 2 length points for the six-card suit.
- To suggest clubs as the trump suit, North would have to bid at the three level and North doesn't have enough strength.

North might actually bid in a competitive game, but pass is certainly reasonable.

The Opener's Rebid

Q. After North passes, what is East's rebid?

A. 3♥.

- With 18 points East has too much to pass and settle for partscore but not quite enough to commit the partnership to game.
- By raising to the three level, East is inviting partner to bid game.

The Responder's Rebid

Q. After South passes, what is West's call?

A. 4♥.

- With 9 points, close to the maximum for the raise to 2♥, West can accept the invitation.
- East is showing a medium-strength hand of about 17 or 18 points.

The Declarer

Q. After everyone passes, which player is declarer?

A. East.

- East first mentioned the strain of the contract.

Q. What is the contract?

A. 4♥.

Exercise Twelve – Responder's Other Choices: A New Suit or 1NT

Discuss responder's choices without support for opener's suit: a new suit at the one or two level or 1NT.

Student Textbook Reference: pages 78-82.

Instructions

- Let's assume that North opens the bidding 1♥ and East passes.

Put the 1♥ Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: four low cards.
In hearts: two low cards.
In diamonds: the ♦J and three low cards.
In clubs: the ♣K and two low cards.

SOUTH
♠ x x x x
♥ x x
♦ J x x x
♣ K x x

Q. Suppose North opens 1♥. Does South know HOW HIGH the partnership belongs?
A. Yes, partscore.
- Even if opener has as many as 21 points, the partnership is unlikely to have enough combined strength for game … and opener could have as few as 13 points.

Q. What call would South make in response to North's 1♥ opening?
A. Pass.
- Although South isn't keen on having hearts as the trump suit, any call South makes is likely to get the partnership too high on the Bidding Ladder and doesn't guarantee that it will improve the contract.

☞ • As a guideline: **with 0-5 points, responder passes after an opening bid of 1♥ or 1♠.**

- Let's change the hand.

In spades: take away a low spade; add the ♠A.

SOUTH
♠ A x x x
♥ x x
♦ J x x x
♣ K x x

North opens the bidding 1♥ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?
A. No.
- Since opener has promised only five hearts, there is no guarantee that there is an eight-card or longer fit.
- There could be a fit, but only if opener has a six-card or longer suit … which responder doesn't know at this point.

Q. Could there be a major suit fit in spades?
A. Yes.
- Opener could have a four-card spade suit in addition to the five-card heart suit.

Q. Could the partnership have enough combined strength for game?
A. Yes.
- South has 8 high-card points and North could have 18 or more. Even 17 points in the North hand might be enough for a game contract in notrump.

Q. What call could South make?
A. 1♠.
- A response of 1♠ keeps the auction going and suggests spades as a possible trump suit.
- Although opener needs a five-card or longer suit to open 1♠, responder needs only a four-card suit to respond 1♠.
- If neither partner could bid a four-card major suit, the partnership would never uncover an eight-card fit when both partners hold four cards in the suit.

- Let's change the hand.

In spades: add the ♠K.
In diamonds: take away two low cards; add ♦K.

SOUTH
♠ A K x x x
♥ x x
♦ K J x
♣ K x x

Q. Suppose North opens 1♥. Does South know HOW HIGH the partnership belongs?

A. Yes, game … or higher.

- South has 14 high-card points plus 1 length point for the five-card suit.
- The partnership has at least 27 combined points, enough for a game contract.

Q. Does South know WHERE the partnership belongs?

A. No.

- The partnership could have a major suit fit in spades if opener has three or more, or in hearts if opener has six or more.
- The partnership may belong in 3NT if there is no fit in a major suit.

Q. What call would South make in response to North's 1♥ opening?

A. 1♠.

- South can start off by suggesting spades as the trump suit and see what North says next.
- ☞ The key is that **a new suit by responder is forcing**.
- Opener can't pass responder's change of suit.
- A response in a new suit at the one level shows 6 *or more* points.

- Let's try another hand.

In spades: take away ♠A, ♠K, and a low spade.
In diamonds: add ♦A, ♦Q, and a low diamond.

SOUTH
♠ x x
♥ x x
♦ A K Q J x x
♣ K x x

Q. What is South's response with this hand if North opens 1♥ and the next player passes?

A. 2♦.

- South has 13 high-card points plus 2 length points for the six-card suit.
- There is enough combined strength for a game contract, but South is unsure WHERE the partnership belongs.
- A new suit at the two level by responder is also forcing after an opening bid of 1♥ or 1♠. Responder will be in a better position to decide WHERE the partnership belongs after hearing opener's rebid.

- Let's try one more hand.

In spades: add the ♠Q.
In diamonds: take away the ♦A and ♦K.
In clubs: add a low club.

SOUTH
♠ Q x x
♥ x x
♦ Q J x x
♣ K x x x

North opens the bidding 1♥ and the next player passes. What call could South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?
A. No.

Q. Is it is still possible that the partnership has enough combined strength for a game contract?
A. Yes.
- South has 8 high-card points, so the partnership could have enough combined strength for game if opener has about 17 or more points.
- In general, responder wants to keep the auction going after an opening bid of 1♥ or 1♠ with 6 or more points in case the partnership belongs at the game level.

Q. Why might it not be a good idea for responder to bid a new suit at the two level, either 2♣ or 2♦?
A. A new suit is forcing.
- A response of 2♣ or 2♦ would be forcing and opener would have to bid again.
- The partnership is likely to get too high on the Bidding Ladder if opener has a minimum-strength opening bid … and there is no guarantee that a suitable trump fit will be found.

Q. What is responder's final option?
A. 1NT.
- A response of 1NT keeps the auction going without getting the partnership too high if opener has a minimum-strength opening bid.
- It shows:
  - 6 or more points;
  - a hand unsuitable for raising opener's major;
  - a hand with no suit that can be bid at the one level;
  - a hand too weak to bid a new suit at the two level.

Review

Summarize the following points:

- With 6 or more points but no support for opener's major suit, responder has the option of bidding a new suit or notrump.
- A new suit at the one level, 1♠ over 1♥, shows a four-card or longer suit and 6 or more points. It is forcing.
- The exact strength for a new suit response at the two level varies depending on the partnership methods. For this course, we'll use a guideline of about 11 or more points, although some partnerships require responder to have 13 or more points. A new suit response at the two level is forcing.
- If responder can't raise opener's major, can't bid a new suit at the one level, and doesn't have enough strength to bid a new suit at the two level, the last option is to respond 1NT.
- The exact strength for a 1NT response depends on the strength required for a new suit at the two level. For now, we'll use a range of about 6-10 points, although some partnerships use a wider range of 6-12 points or more.

Exercise Thirteen – More on Opener's Rebid

Discuss opener's rebid when responder bids a new suit or 1NT.

Student Textbook Reference: pages 84-89.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: the ♠Q and three low cards.
In hearts: the ♥A, ♥K, and three low cards.
In diamonds: the ♦K and a low card.
In clubs: two low cards.

Only one hand is face up. All the other cards are face down.

NORTH
♠ Q x x x
♥ A K x x x
♦ K x
♣ x x

Q. What would North bid with this hand as dealer?
A. 1♥.
- The hand is worth 13 valuation points … 12 high-card points plus 1 length point.
- There is a five-card major suit.

Q. North opens 1♥, East passes, and South responds 1♠. What is North's second call?
A. 2♠.
- North can't pass because a new suit response is forcing.
- North has support for responder's suit.
- With a minimum-strength opening bid, opener raises to the cheapest level.

- Let's change the hand.

In diamonds: add two low diamonds.
In clubs: take away both low clubs.

NORTH
♠ Q x x x
♥ A K x x x
♦ K x x x
♣ -

Q. What would North bid with this hand as dealer?

A. 1♥.

- The hand is worth 13 valuation points … 12 high-card points plus 1 length point for the five-card suit.

Q. What would North rebid if South responded 1♠?

A. 3♠.

- With support for responder's suit, opener can revalue the hand using dummy points.
- The hand is worth 17 valuation points … 12 high-card points plus 5 dummy points for the club void … putting it in the medium-strength category.
- With a medium-strength hand, North makes a medium-sounding rebid by jumping a level to 3♠.
- This shows more than a minimum opening bid but not enough to commit the partnership to a game contract if responder has only 6 or 7 points.

- Let's change the hand again.

In spades: take away a low spade; add the ♠K.
In diamonds: take away two low diamonds; add ♦Q.
In clubs: add a low club.

NORTH
♠ K Q x x
♥ A K x x x
♦ K Q x
♣ x

Q. What would North open with this hand as dealer?

A. 1♥.

- The hand is worth 18 valuation points … 17 high-card points plus 1 length point for the five-card suit.

Q. What would North rebid if South responded 1♠?

A. 4♠.

- With support for responder's suit, opener revalues the hand using dummy points.
- The hand is worth 20 points in support of spades … 17 high-card points plus 3 dummy points for the singleton club.
- With a maximum-strength hand, opener takes the partnership right to the game level.

- Let's make another change.

In spades: take away the ♠K and ♠Q.
In diamonds: add two low diamonds.

NORTH
♠ x x
♥ A K x x x
♦ K Q x x x
♣ x

Q. What is North's opening call?
A. 1♥.
- North has 12 high-card points plus 1 length point for each five-card suit.
- With two five-card suits, North opens the higher-ranking, hearts.

Q. If South responds 1♠, what is North's rebid?
A. 2♦.
- Having already shown the five-card heart suit, North can suggest diamonds as a trump suit.

Q. If South were to respond 1NT, what is North's rebid?
A. 2♦.
- Again, with an unbalanced hand, North can show the second suit.

- Let's make another change.

In diamonds: take away the ♦Q and a low diamond.
In clubs: add the ♣Q and a low club.

NORTH
♠ x x
♥ A K x x x
♦ K x x
♣ Q x x

Q. What is North's opening call?
A. 1♥.
- North has 12 high-card points plus 1 length point for the five-card suit.

Q. If South responds 1♠, what is North's rebid?
A. 1NT
- North has already shown the five-card heart suit and doesn't have a second four-card or longer suit to show.
- Without support for spades, North can rebid 1NT.
- This shows a balanced hand too weak to open 1NT. With a balanced hand and 15-17 points, North would have opened 1NT.

- Let's make one last change.

In hearts: add the ♥J.
In clubs: take away the ♣Q.

NORTH
♠ x x
♥ A K J x x x
♦ K x x
♣ x x

Q. What is North's opening call?
A. 1♥.
- North has 11 high-card points plus 2 length points for the six-card suit.

Q. If South responds 1♠, what is North's rebid?
A. 2♥.
- North can't support responder's suit, doesn't have a second suit to show, and doesn't have a balanced hand.
- The last option is to rebid the original suit, showing the extra length in the suit.
- This will let responder know there is an eight-card fit if responder has only a doubleton heart.

Review

Summarize the following points:

- Opener chooses a rebid keeping in mind that a response in a new suit is forcing.
- Opener can:
  - Raise responder's suit.
  - Bid a second suit of four cards or longer.
  - Bid notrump with a balanced hand.
  - Rebid the major suit.
- As a general guideline, the more strength opener has, the more opener bids.
  - With a minimum-strength opening bid, 13-16 points, opener rebids at the cheapest level.
  - With a medium-strength opening bid, 17-18 points, opener can make a jump raise of responder's suit or a jump rebid in opener's suit.
  - With a maximum-strength hand, 19-21 points, opener can take the partnership to game.

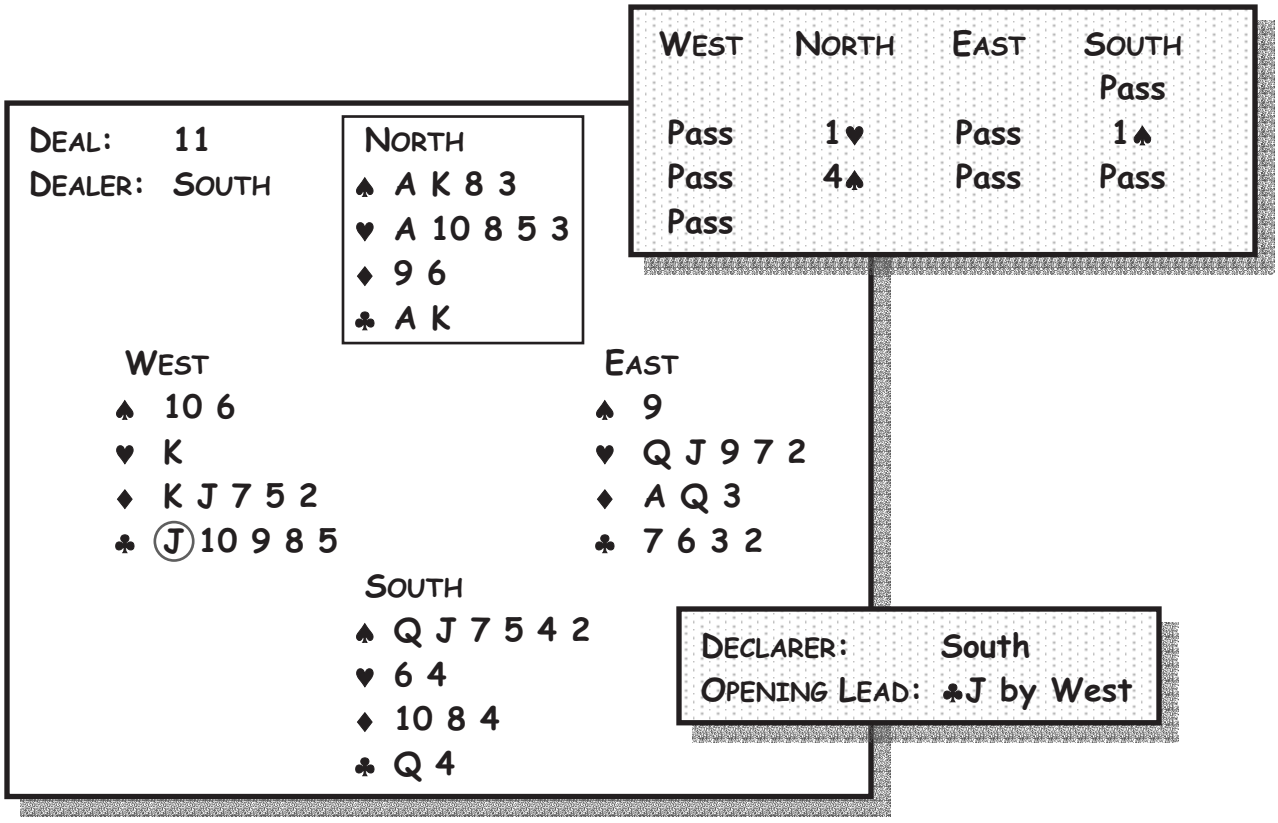
Exercise Fourteen – Deal #11: Bidding to a 4♠ Contract

The students review Deal #11, referring to the deal in the textbook.

Deal #11: pages 106-107.

Instructions

Turn to Deal #11 on page 106.



The Opening Bid

Q. South is the dealer. What is South's opening call?

A. Pass.

- South has 5 high-card points plus 2 length points, not enough to open the bidding at the one level.

Q. After South passes, what does West say?

A. Pass.

- West has 8 high-card points plus 1 length point for each five-card suit. The total of 10 valuation points isn't enough to open the bidding at the one level.

Q. After two passes, what is North's opening call?

A. 1♥.

- North has 18 high-card points plus 1 length point for the five-card suit.
- With a five-card major suit, North opens 1♥.

Q. After North opens 1♥, what is East's call?

A. Pass.

- East has 9 high-card points plus 1 length point for the five-card suit, not enough to enter the auction.

The Response

Q. What is South's response to the 1♥ opening bid?

A. 1♠.

- With 5 high-card points plus 2 length points for the six-card suit, South has too much to pass.
- South can bid a new suit at the one level, showing 6 or more points.

The Opener's Rebid

Q. After West passes, can North also pass?
A. No.
- A new suit by responder is forcing.

Technically, North could pass because South is a passed hand, but there's no need to get into such considerations at this point.

Q. Does North have support for responder's suit?
A. Yes.
- South is promising a four-card or longer spade suit, so the partnership must have at least an eight-card fit in spades.

Q. What is North's hand worth in support of spades?
A. 20 points.
- Since North will be the dummy if spades is the agreed trump suit, North can value the hand using dummy points.
- North has 18 high-card points plus 1 point for each doubleton, for a total of 20 valuation points.

Q. HOW HIGH does the partnership belong?
A. Game … or higher.
- Since responder is promising 6 or more points, the partnership has 26 or more combined points.

Q. Knowing HOW HIGH and WHERE the partnership belongs, what call does North make?
A. 4♠.
- North can take the partnership directly to game in the known major suit fit.

Q. After North's 4♠ call, what does East do?
A. Pass.

The Responder's Rebid

Q. What does South do?
A. Pass.

Q. What does West do?
A. Pass.

The Declarer

Q. Who is declarer?

A. South.

- South first suggested spades as the trump suit.

Q. What is the contract?

A. 4♠.

Exercise Fifteen – Deal #12: Offering a Choice of Trump Suit

The students review Deal #12, referring to the deal in the textbook.

Deal #12: pages 108-109.

Instructions

Turn to Deal #12 on page 108.

WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT	Pass
2♥	Pass	Pass	Pass

DEAL: 12
DEALER: WEST

NORTH
♠ K 8 4
♥ A 2
♦ 9 6 5 2
♣ Q J 10 3

WEST
♠ Q J 10 7 3
♥ K Q J 8 5
♦ A 4
♣ 4

EAST
♠ 6 2
♥ 10 9 7 3
♦ K Q 7
♣ K 9 8 6

SOUTH
♠ A 9 5
♥ 6 4
♦ J 10 8 3
♣ A 7 5 2

DECLARER: West
OPENING LEAD: ♣Q by North

The Opening Bid

Q. West is the dealer. What is West's opening call?

A. 1♠.

- West has 13 high-card points plus 1 length point for each five-card suit.
- With two five-card suits, West opens the higher-ranking.

Q. After West bids 1♠, what is North's call?

A. Pass.

- North has 10 high-card points, not enough to enter the auction.

The Response

Q. What does East respond to West's 1♠ opening bid?

A. 1NT.

- East has 8 high-card points, too much pass.
- East doesn't have support for opener's major suit.
- East can't bid a new suit at the one level.
- East doesn't have enough strength to bid a new suit at the two level.
- East's final option is to respond 1NT.

Q. After East bids 1♠, what is South's call?

A. Pass.

The Opener's Rebid

Q. After South passes, what call does West make?

A. 2♥.

- Having already shown the five-card spade suit, West can show the second suit.
- With a minimum-strength opening bid, West rebids at the cheapest available level.

The Responder's Rebid

Q. After North passes, what call does East make?

A. Pass.

- East prefers hearts to spades as a trump suit.
- Since West hasn't shown any extra strength, it's unlikely the partnership has enough combined strength for game. East can settle for partscore.

Technically, West could have as many as 18 points … just short of a jump shift. In practice, West is more likely to have a minimum opening bid. Unless the students ask, there is no need to get into this discussion at this point. If East were to raise to 3♥, West would likely pass anyway, since East is limited to 10 points.

Q. What call does South make after East passes?

A. Pass.

- South's pass ends the auction.

The Declarer

Q. Which player is declarer?

A. West.

- West first suggested hearts as the strain of the contract.

Q. What is the contract?

A. 2♥.

Final Review

You can give a general overview:

- We've worked together to find sources for extra tricks.
- In this lesson, we focused on opening bids of 1♥ or 1♠ and the responses.

- You might want to try the exercises at the end of Chapter Three in your textbook.
- I look forward to seeing you in the next class.

Lesson 4

Minor Suit Opening Bids and Responses

Lesson Four: Minor Suit Opening Bids and Responses

Preparation

On Each Table:	A guide card (Teacher's Guide Card); pencils; Contract Cards or paper; **Deal #13**. A Better Bridge Bookmark for each player, if available (see Appendix).
On Separate Table:	**Deals #14-16** (Coded Cards, duplicate boards, or Teacher's Deal Records). Cue Cards (see Appendix). A few extra class copies of the textbook for those who forgot to bring their copy.

Content

Part I

Exercise One	**Deal #13:** Finessing Against a King
Exercise Two	**Deal #14**: Finessing Against an Ace
Exercise Three	**Deal #15**: Another Variation of the Finesse
Exercise Four	**Deal #16**: Finessing Against a Queen
Exercise Five	Defenders' Tip: Looking at Dummy

Break

Part II

Exercise Six	Opening the Bidding in a Minor Suit
Exercise Seven	Responder's Priority: Looking for a Major
Exercise Eight	**Deal #13:** Finding a Major Suit Fit
Exercise Nine	Opener's Rebid
Exercise Ten	Responder's Rebid
Exercise Eleven	**Deal #14:** Inviting Game
Exercise Twelve	Responder's Other Choices
Exercise Thirteen	**Deal #15:** Opener's Jump Rebid
Exercise Fourteen	**Deal #16:** Playing in Notrump

A note to the teacher

This is the last lesson in a four-week course and it's important that the students leave feeling confident. Some of the hands might present a challenge. If the students seem to be struggling at all, move along and don't dwell on the finer points.

In the first hour of the lesson, the students choose the contract by looking at all four hands and a play concept is taught – the finesse. Exercise Five, illustrating the defensive finesse, can be skipped if the class is not ready for it.

In the second hour of the lesson, the opening bids of 1♣ and 1♦ and the subsequent auction are presented. The four deals from the first part of the lesson are looked at again from the point of bidding. The hands don't need to be replayed because the students have already had the opportunity to play them in the first part of the lesson.

The concepts introduced are:

- *1♣ and 1♦ opening bids*
- *Responding to an opening bid of 1♣ or 1♦*
    - *Responder's priority – finding a major suit fit*
    - *Responder's other choices:*
        - *Notrump*
        - *Raising opener's minor suit*
- *Opener's rebid*

Lesson Introduction

Welcome the participants back to the class.

- This is a hopeful lesson. We're going to be introduced to the finesse and the premise is that we lead toward the card we hope will take a trick – even when the opponents have a higher card.
- Let's look at Deal #13 and see if we can find a finesse.

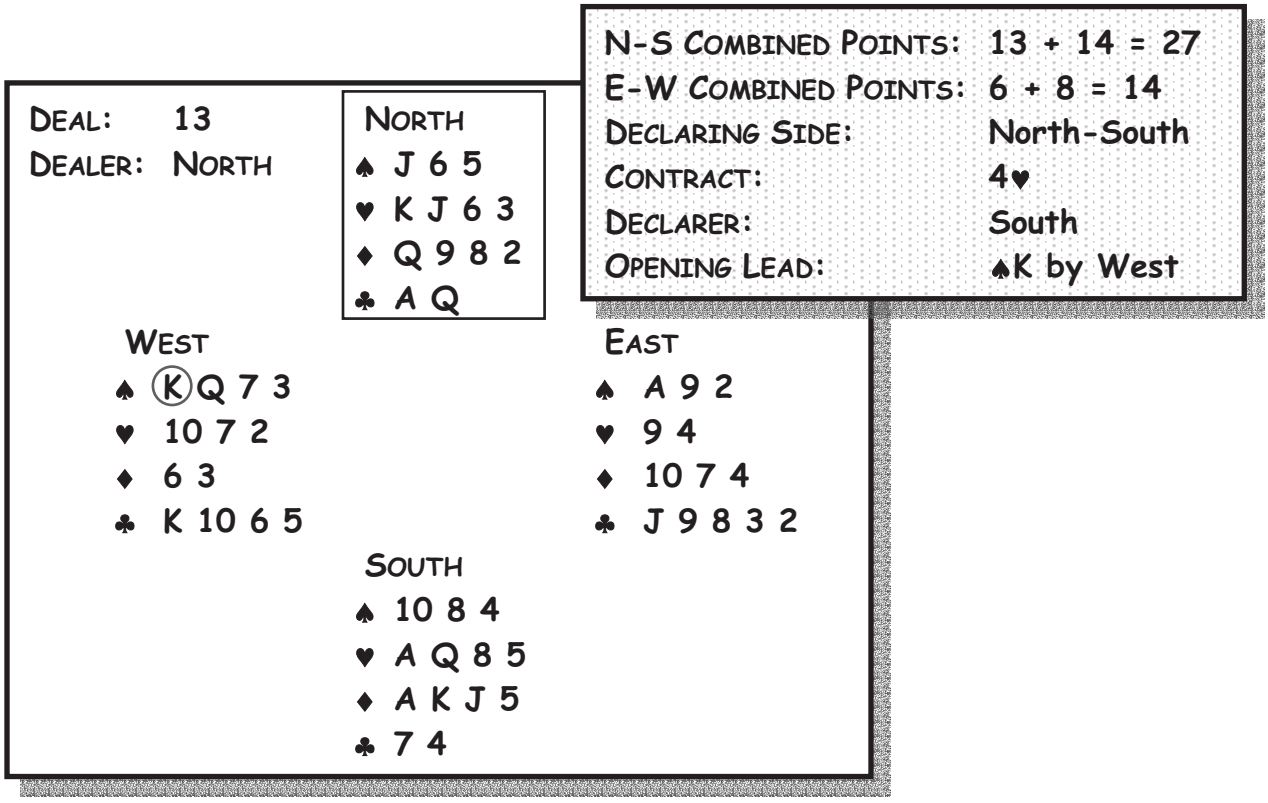
Exercise One – Deal #13: Finessing Against a King

Play Point: The concept of the finesse against a king. The deal is played in the agreed contract.

Deal #13: Pages 142-143. Student Textbook Reference: pages 129-130.

Instructions

Let's look at Deal #13.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?
A. North-South.
- North has 13 high-card points and South has 14 high-card points, for a combined total of 27.
- East has 5 high-card points plus 1 length point for the five-card suit West has 8 high-card points, giving East-West a total of 14 points.

Q. Which partnership is likely to win the auction?
A. North-South.

East and West, turn your hands face down.

Only 26 cards are face up on the table … the North and South hands. Focus on the North-South hands.

NORTH (Dummy)
♠ J 6 5
♥ K J 6 3
♦ Q 9 8 2
♣ A Q

WEST **EAST**

SOUTH (Declarer)
♠ 10 8 4
♥ A Q 8 5
♦ A K J 5
♣ 7 4

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. None.

Q. How many sure tricks in the heart suit?
A. Four: the ♥A, ♥K, ♥Q, and ♥J.

Q. How many sure tricks in the diamond suit?
A. Four: the ♦A, ♦K, ♦Q, and ♦J.

Q. How many sure tricks in the club suit?
A. One: the ♣A.
- The ♣Q is not a sure trick because the opponents have the ♣K.

Q. How many sure tricks in total?
A. Nine: four hearts, four diamonds, and one club.

Q. Do North and South have a suitable trump suit?

A. Yes, hearts.

- The partnership has an eight-card heart fit, a major suit.

Q. Do North and South have enough combined strength to go for the game bonus?

A. Yes.

- The partnership has 27 combined points.

Q. What is a reasonable contract for North-South?

A. 4♥.

- With enough combined strength for a game bonus and a fit in a major suit, North-South should reach 4♥.

A contract of 3NT would also be reasonable and would make with the defenders' spades being divided 4-3. However, for discussion purposes, have the students assume that 4♥ is the contract.

Q. Is it clear which player will be declarer?

A. No.

- Both partners have a four-card heart suit and the strength is fairly evenly divided between the two hands.

Q. North is the dealer. Can North suggest hearts with the opening bid?

A. No.

- A five-card suit is needed to open in a major suit.

- Let's assume South becomes declarer in a heart contract. We'll see how that happens later in the lesson.

You could also use the criteria that South has more strength than North.

Play Point – The Finesse

Q. Can declarer get any more tricks from spades, hearts, or diamonds?
A. No.

North and South, turn your spades, hearts, and diamonds face down.

There are only 4 cards face up on the table … the North-South clubs.

NORTH (Dummy)
♣ A Q

WEST **EAST**

SOUTH (Declarer)
♣ 7 4

How can declarer get a second trick from this combination? Discuss with the others at your table.

Give the students a couple of minutes to discuss the layout.

Q. If declarer simply takes the ♣A and then plays the ♣Q, what will happen?
A. The defenders will win the ♣K.

Q. How can declarer try to get a second trick from this suit?
A. Lead toward the ♣Q.

- Declarer must lead a low club from the South hand and, if West plays a low club, play dummy's ♣Q.
- The ♣Q will win a trick if West holds the ♣K rather than East.
- This is called a finesse and is another technique that can be added to Declarer's Checklist.
- The finesse is an attempt to get a trick with a card when the opponents have one or more higher-ranking cards.
- ☞ The basic principle is to **lead toward the card you hope will take a trick**.
- In this combination, you lead toward the ♣Q … the card you hope will take a trick.

Q. Is the finesse sure to work?
A. No.

- If West has the ♣K, the finesse will work; if East has the ♣K, the finesse will lose.
- In this situation, the finesse has a 50% chance of gaining a trick.

East and West, turn your clubs face up.

There are 13 cards face up on the table … the club suit.

NORTH (Dummy)
♣ A Q
WEST **EAST**
♣ K 10 6 5 **♣ J 9 8 3 2**
SOUTH (Declarer)
♣ 7 4

Q. Does the finesse work on the actual deal?
A. Yes.

- West has the ♣K, so the finesse will work and provide declarer with a tenth trick.
- When it comes to the third stage of Declarer's Plan … Consider the Order … an important consideration when planning to take a finesse is being in the right place at the right time.
- Declarer must plan to take the finesse at some point when the lead is in the South hand.
- That won't be difficult on this deal because there are lots of ways to get to the South hand, but it is often an important consideration.

The term "entry" isn't used in the textbook and isn't discussed in detail until the book on DECLARER PLAY. However, it could be mentioned here without going into a lengthy discussion.

- Another thought when considering the order is drawing trumps.
- Whenever possible, declarer should plan to draw the defenders' trumps before taking tricks in the other suits.

The Opening Lead

Q. If South is declarer, which player will make the opening lead?
A. West.

North, South, and East, turn your cards face down.

West, turn your hand face up.

There should be thirteen cards face up on the table, the West hand.

WEST
♠ K Q 7 3
♥ 10 7 2
♦ 6 3
♣ K 10 6 5

Q. What would be West's opening lead?

A. ♠K, top of the touching high cards.

- Against a suit contract, you can lead the top of two touching high cards. You don't need a three-card or longer sequence.

The Play

Everyone pick up your hand.

West, place the ♠K face up on the table as the opening lead.

North, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 4♥. South is the declarer. South, try to take ten tricks with hearts as trumps.

You have about five minutes to play as many tricks as you can.

NORTH (Dummy)
♠ J 6 5
♥ K J 6 3
♦ Q 9 8 2
♣ A Q

WEST **EAST**
♠K

SOUTH (Declarer)

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- When declarer doesn't have enough tricks to make the contract and moves to the second stage of Declarer's Plan … Browse Declarer's Checklist … the finesse is one of the techniques that is often available.
- The basic idea of a finesse is to lead toward the card you hope will take a trick.

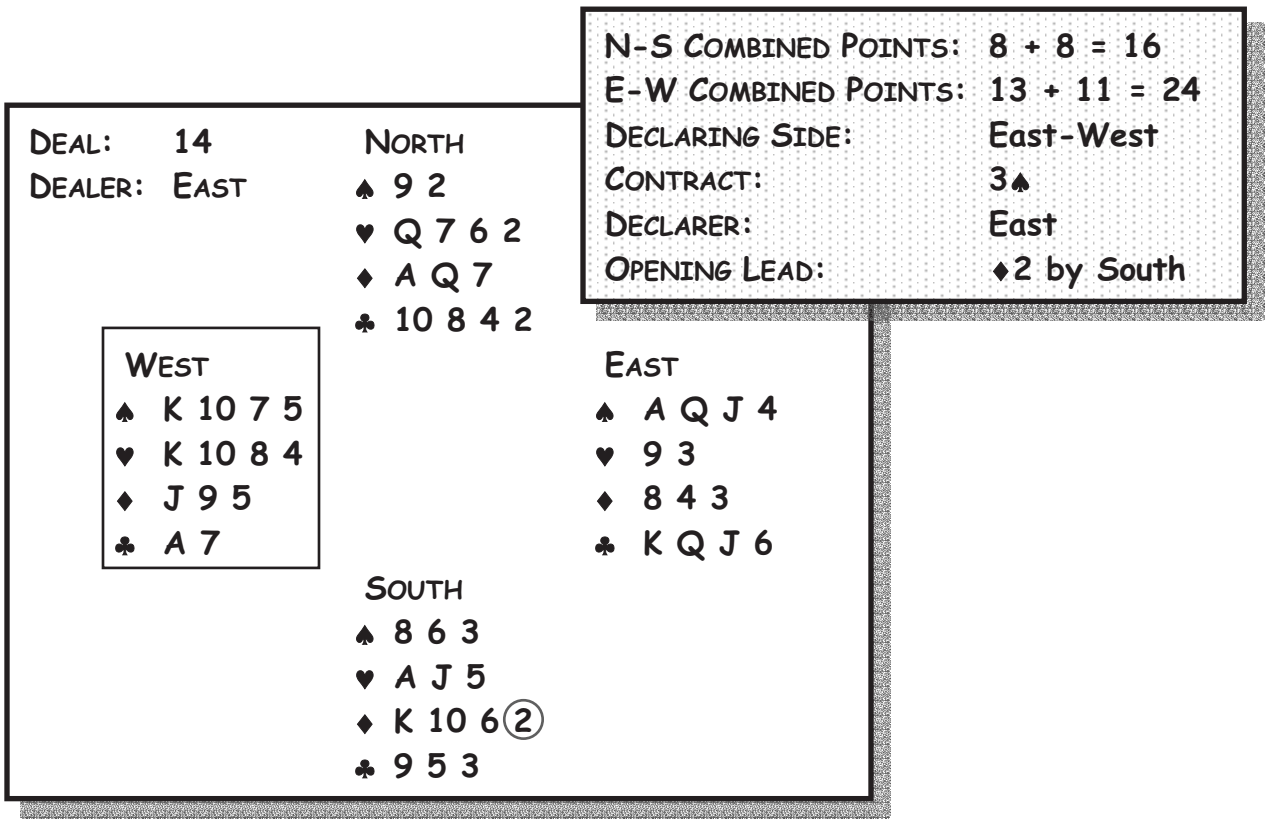
Exercise Two – Deal #14: Finessing Against an Ace

Play Point: Finessing against an ace. There is also a review of playing the high card from the short side first. The deal is played in the agreed contract.

Deal #14: Pages 144-145. Student Textbook Reference: pages 129-130.

Instructions

Let's look at Deal #14.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style, in columns with the highest card in each suit closest to the edge of the table.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract – Part A

Q. Which partnership has more combined points?
A. East-West.
- East has 13 high-card points and West has 11, for a total of 24.
- North has 8 high-card points and South has 8, for a total of 16.

Q. Which partnership is likely to win the auction?
A. East-West.
- East-West have significantly more strength than North-South.

North and South, turn your hands face down.

Only 26 cards are face up on the table … the East and West hands. Focus on the East-West hands.

NORTH

WEST	EAST
♠ K 10 7 5	♠ A Q J 4
♥ K 10 8 4	♥ 9 3
♦ J 9 5	♦ 8 4 3
♣ A 7	♣ K Q J 6

SOUTH

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. Four: the ♠A, ♠K, ♠Q, and ♠J.

Q. How many sure tricks in the heart suit?
A. None.
- The ♥K isn't a sure trick because the opponents have the ♥A.

Q. How many sure tricks in the diamond suit?
A. None.

Q. How many sure tricks in the club suit?
A. Four: the ♣A, ♣K, ♣Q, and ♣J.

Q. How many sure tricks in total?
A. Eight: four spades and four clubs.

Q. Do East and West have a suitable trump suit?
A. Yes, spades.
- The partnership has an eight-card fit in spades, a major suit.

Q. Do East and West have enough combined strength to go for the game bonus?
A. No.
- The partnership has 24 combined points.
- East-West belong in partscore.

Q. Is it clear which player will be declarer?
A. No.
- Both partners have a four-card spade suit and the strength is fairly evenly divided between the two hands.
- Let's assume East becomes declarer in a spade contract. We'll see how that happens later in the lesson.

You could also use the criteria that East has more points than West.

Play Points – High Card from Short Side and the Finesse

Q. How would declarer plan to take the winners in the club suit?
A. ♣A first.
- Declarer starts by playing the high card from the short side first, the ♣A.
- Declarer can then play the ♣7 over to the remaining winners in the East hand.

Q. Should declarer plan on taking the club winners right away after gaining the lead?
A. No.
- In a suit contract, declarer should plan to draw trumps first whenever possible.
- If declarer doesn't draw the defenders' trumps, the defenders may trump one or more of declarer's club winners.

Q. Can declarer develop any extra tricks from spades, diamonds, or clubs?
A. No.

East and West, turn your spades, diamonds, and clubs face down.

There are only 6 cards face up on the table … the East-West hearts.

NORTH

WEST ♥ K 10 8 4

EAST ♥ 9 3

SOUTH

How might declarer get a trick from this combination? Discuss with the others at your table.

Give the students a couple of minutes to discuss the layout.

- Declarer can lead a low heart from the East hand toward the ♥K, the card declarer hopes will take a trick.
- This is another variation of the finesse.
- It will have a 50% chance of being successful. If South has the ♥A, the finesse will work; if North has the ♥A, the finesse won't work.

The Contract – Part B

Q. If declarer has eight sure tricks and maybe a ninth, what would be a good contract for East-West?

A. 2♠.

- The partnership would prefer to stop in a partscore contract that is sure to make.
- Unfortunately, the partnership may sometimes get a little higher than it would like while determining HOW HIGH and WHERE to place the contract.
- If the partnership were to get to 3♠, declarer would need the finesse to help make the contract.

The Opening Lead

Q. If East is declarer, which player will make the opening lead?

A. South.

East and West, turn your cards face down.

South, turn your hand face up.

There should be thirteen cards face up on the table, the South hand.

SOUTH
♠ 8 6 3
♥ A J 5
♦ K 10 6 2
♣ 9 5 3

Q. If South were to choose to lead a diamond, which diamond would South lead?

A. ♦2, fourth highest.

- With no solid sequence, lead a low card.

The Play

Everyone pick up your hand.

South, place the ♦2 face up on the table as the opening lead.

West, put your hand face up on the table as the dummy. Only 14 cards are face up … the opening lead and the dummy.

The contract is 3♠ … to give declarer, East, a challenge. East, try to take nine tricks with spades as trumps.

You have about five minutes to play as many tricks as you can.

NORTH

WEST (Dummy) **EAST (Declarer)**
♠ K 10 7 5
♥ K 10 8 4
♦ J 9 5
♣ A 7

SOUTH
♦2

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- When it comes to the second stage of Declarer's Plan … Browse Declarer's Checklist … there are three techniques that can be used in both a notrump contract and a suit contract:
    - Promotion
    - Length
    - Finesse
- In a suit contract, declarer has an additional option:
    - Trumping in dummy
- When it comes to the third stage of Declarer's Plan … Consider the Order … there are many considerations:
    - Drawing trumps in a suit contract.
    - Playing the high card from the short side when taking sure tricks or promoting winners.
    - Taking the losses early.
    - Being in the right hand at the right time … to take a finesse, for example.

Exercise Three – Deal #15: Another Variation of the Finesse

Play Point: Another example of a finesse against a king. The deal is played in the agreed contract.

Deal #15: Pages 146-147.

Instructions

Let's look at Deal #15.

N-S Combined Points:	10 + 9 = 19
E-W Combined Points:	6 + 17 = 23
Declaring Side:	East-West
Contract:	3♦
Declarer:	West
Opening Lead:	♥A by North

Deal: 15
Dealer: South

North
♠ K 10 6
♥ (A) K 10 4
♦ 9 6 3
♣ 10 7 5

West
♠ A 7 3
♥ 8 7 3
♦ A Q J 10 8 7
♣ A

East
♠ Q 9 2
♥ J 5 2
♦ K 4
♣ 9 8 6 3 2

South
♠ J 8 5 4
♥ Q 9 6
♦ 5 2
♣ K Q J 4

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?
A. East-West.
- East has 6 high-card points and West has 15 plus 2 length points for the six-card suit. The partnership has a combined total of 23.
- North has 10 high-card points and South has 9, for a partnership total of 19.

Q. Which partnership is most likely to win the auction?
A. East-West.

North and South, turn your hands face down.

Only 26 cards are face up on the table … the East and West hands. Focus on the East-West hands.

NORTH

WEST	EAST
♠ A 7 3	♠ Q 9 2
♥ 8 7 3	♥ J 5 2
♦ A Q J 10 8 7	♦ K 4
♣ A	♣ 9 8 6 3 2

SOUTH

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. One: the ♠A.
- The ♠Q is not a sure trick since the opponents have the ♠K.

Q. How many sure tricks in the heart suit?
A. None.

Q. How many sure tricks in the diamond suit?
A. Six: the ♦A, ♦K, ♦Q, ♦J, ♦10, and ♦8.
- After the top diamonds have been taken, West's remaining diamond will be a winner through length.

Q. How many sure tricks in the club suit?
A. One: the ♣A.

Q. How many sure tricks in total?
A. Eight: one spade, six diamonds, and one club.

Q. Do East-West have a suitable trump fit?

A. Yes, diamonds.

- With eight diamonds in the combined hands, there is a minor suit fit.

Q. Does East-West belong in a partscore or a game contract?

A. Partscore.

- With 23 combined valuation points, the partnership doesn't have enough strength to go for the game bonus.
- In a partscore contract, the partnership can play in any fit, including a minor suit.

Q. Which player would likely be declarer?

A. West.

- West would be the player to suggest diamonds as the trump suit.

Play Point – A Finesse Against a King

Q. Which suit provides the possibility of a ninth trick?

A. Spades.

East and West, turn your hearts, diamonds, and clubs face down.

There are only 6 cards face up on the table … the East-West spades.

NORTH

WEST ♠ A 7 3 EAST ♠ Q 9 2

SOUTH

Q. What does declarer have to do to get an extra trick in spades?

A. Lead toward the ♠Q.

- Declarer can take a finesse, hoping North holds the ♠K.

North and South, turn your spades face up.

There are only 13 cards face up on the table … the spade suit.

NORTH ♠ K 10 6

WEST ♠ A 7 3 EAST ♠ Q 9 2

SOUTH ♠ J 8 5 4

Q. Will the finesse succeed?

A. Yes.

- Since North holds the ♠K, the defenders cannot prevent declarer from getting a trick with East's ♠Q.
- If North plays the ♠6 or ♠10 when a low spade is led toward the East hand, the ♠Q will win immediately.
- If North plays the ♠K, the ♠Q will be a winner after declarer regains the lead.

Q. Does declarer have to be concerned about being in the right hand at the right time to take the spade finesse?

A. No.

- The ♠A can be used to get to the West hand and lead a low spade toward the East hand.
- In fact, playing the ♠A before leading toward the ♠Q is a good idea in case the ♠K is singleton in one of the defenders' hands.

Q. Does declarer have any concerns when it comes to considering the order?

A. Take the losses early.

- To develop a trick with the ♠Q, North can gain the lead with the ♠K.
- Declarer will need to regain the lead to take the established ♠Q.
- So, declarer shouldn't take all the winners in other suits before leading toward the ♠Q.
- Declarer wants a way to regain the lead, such as still having a trump to ruff a suit in which the defenders have winners.

- Let's change the North-South spades.

North, give the ♠K to South.
South, give the ♠4 to North.

NORTH
♠ 10 6 4
WEST ♠ A 7 3 EAST ♠ Q 9 2
SOUTH
♠ K J 8 5

Q. Would the finesse work if this were the complete layout of the suit?

A. No.

- When West leads a low spade and North plays a low spade, declarer tries to win a trick by playing … finessing … dummy's ♠Q, but South wins with the ♠K.
- The defenders still have the ♠J and ♠10, so the only trick declarer gets is the ♠A.

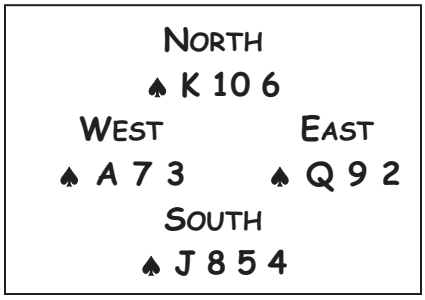
Q. Would it do any good for declarer to lead the ♠Q from dummy instead of leading toward the ♠Q?

A. No.

- If the ♠Q is led from the East hand, South should follow the guideline of covering and honor with an honor and play the ♠K.
- To win the trick, West will have to play the ♠A and now the defenders' ♠J and ♠10 have been promoted into the highest cards in the suit.

☞ • As a general guideline for declarer, **lead toward the card you hope will take a trick**.

North, give the ♠4 to South.
South, give the ♠K to North.



The Opening Lead

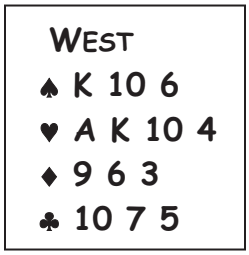
Q. If West is declarer, which player will make the opening lead?

A. North.

North, South, and East, turn your cards face down.

West, turn your hand face up.

There should be thirteen cards face up on the table, the West hand.



Q. What would be North's opening lead?

A. ♥A, top of the touching high cards.

The Play

Everyone pick up your hand.

North, place the ♥A face up on the table as the opening lead.

East, put your hand face up on the table as the dummy.

Only 14 cards are face up … the opening lead and the dummy.

The contract is 3♦ … to give South a challenge as declarer. South, try to take nine tricks with diamonds as trumps.

You have about five minutes to play as many tricks as you can.

NORTH
♥A

WEST (Declarer) **EAST (Dummy)**
♠ Q 9 2
♥ J 5 2
♦ K 4
♣ 9 8 6 3 2

SOUTH

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

- As declarer, lead toward the cards you hope will take a trick.
- Only lead a high card if you can afford to have it covered by a higher card held by the defenders.

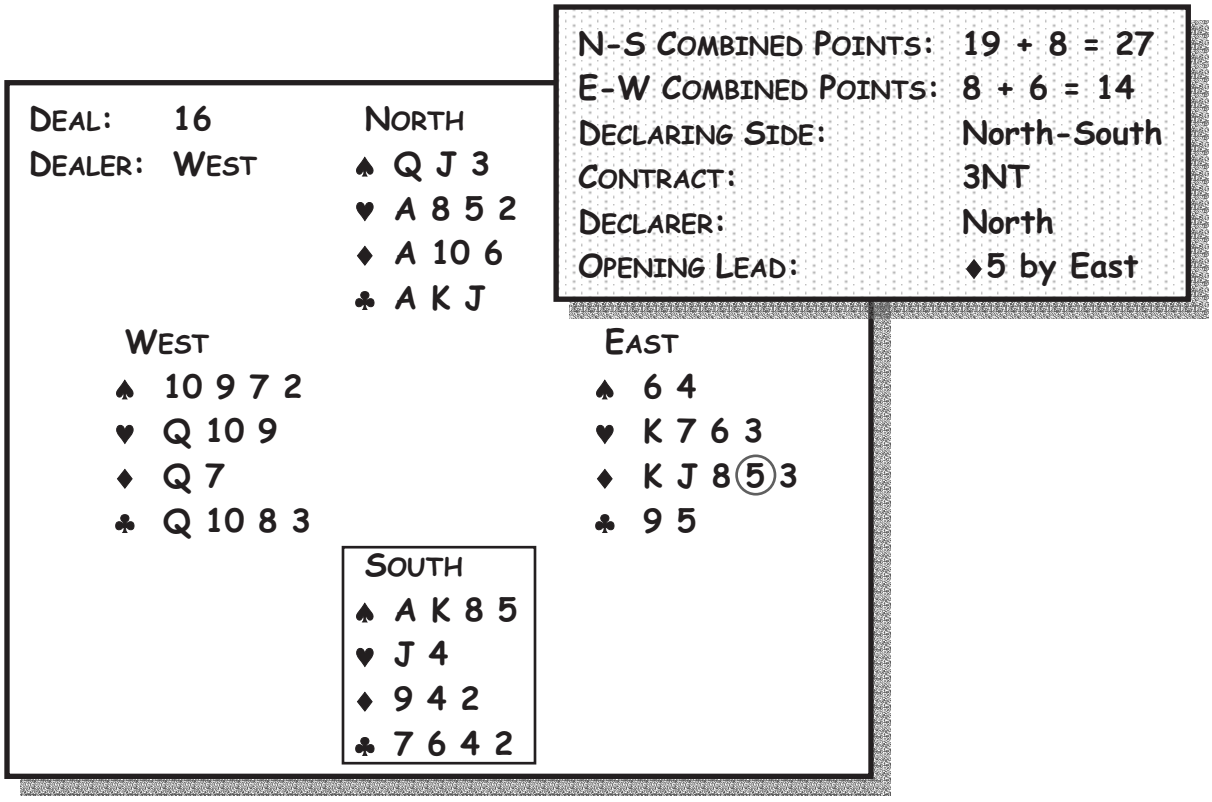
Exercise Four – Deal #16: Finessing Against a Queen

Play Point: An example of a finesse against a queen. The deal is played in the agreed contract. This is a challenging deal since it also requires playing the high card from the short side first.

Deal #16: Pages 148-149.

Instructions

Let's look at Deal #16.



Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?
A. North-South.
- North has 19 high-card points and South has 8 high-card points for a partnership total of 27.
- East has 7 high-card points plus 1 length point for the five-card suit and West has 6 high-card points for a combined total of 14.

Q. Which partnership is more likely to win the auction?
A. North-South.

East and West, turn your hands face down.

Only 26 cards are face up on the table … the North and South hands. Focus on the North-South hands.

NORTH
♠ Q J 3
♥ A 8 5 2
♦ A 10 6
♣ A K J

WEST EAST

SOUTH
♠ A K 8 5
♥ J 4
♦ 9 4 2
♣ 7 6 4 2

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?
A. Four: the ♠A, ♠K, ♠Q, and ♠J.

Q. How many sure tricks in the heart suit?
A. One: the ♥A.

Q. How many sure tricks in the diamond suit?
A. One: the ♦A.

Q. How many sure tricks in the club suit?
A. Two: the ♣A and ♣K.
- The ♣J is not a sure trick since the opponents have the ♣Q.

Q. How many sure tricks in total?
A. Eight: four spades, one heart, one diamond, and two clubs.

Q. HOW HIGH should North-South get in the auction?
A. Game.
- With 27 combined points, the partnership has enough to go for the game bonus.

Q. Do North and South have a suitable trump fit?
A. No.
- North-South don't have an eight-card or longer fit in any suit.

Q. WHERE should the contract be played?
A. Notrump.
- North-South should reach a contract of 3NT.

Q. Who is likely to be the declarer?
A. North.
- North has a balnced hand and the majority of the strength.

It is quite possible that South could become declarer in a notrump contract, but this assumption will suffice for now.

Play Point – A Finesse Against a Queen

Q. How would declarer plan to take the winners in the spade suit?
A. High card from the short side first.
- Start with the ♠Q and ♠J and then lead the ♠3 to dummy's ♠A and ♠K.

Q. Which suit provides an opportunity to develop a ninth trick?
A. Clubs.
- There is the potential to get a trick with the ♣J using the finesse[3].

Q. How will declarer plan to play the club suit?
A. Lead a club from South to the ♣J.
- Declarer will have to hope that West holds the ♣Q.
- Declarer will also need a way to get to the South hand to take the finesse.

Q. How will declarer get to the South hand to take the club finesse?
A. In spades.
- The ♠A or ♠K will provide a way to reach the dummy.

[3] There is also the possibility of developing a club trick through length. However, since an even number of missing clubs will tend to divide slightly unevenly, the odds of a 3-3 club break are less than the 50% odds of the finesse.

Q. When considering the order, how will declarer plan to combine the play in the spade and club suits?

A. Take the spade winners and then take the club finesse.

- Declarer will have to start by taking the four spade winners … high card from the short side first … ending in the dummy.
- Declarer can then take the club finesse.

Technically, declarer should take the ♣A or ♣K early, in case East has a singleton ♣Q, but there is no reason to get into this unless a student brings up the possibility. The hand is challenging enough as it is.

The Opening Lead

Q. If North is declarer, which player will make the opening lead?

A. East.

North and South, turn your hands face down.

East, turn your hand face up.

There should be thirteen cards face up on the table, the East hand.

EAST
♠ 6 4
♥ K 7 6 3
♦ K J 8 5 3
♣ 9 5

Q. What would be East's opening lead?

A. ♦5, fourth from longest and strongest.

- With no sequence in diamonds, East would lead a low card.

The Play

Everyone pick up your hand.

East, place the ♦5 face up on the table as the opening lead. South, put your hand face up on the table as the dummy. Only 14 cards are face up … the opening lead and the dummy.

The contract is 3NT. North is the declarer. North, try to take nine tricks without a trump suit.

You have about five minutes to play as many tricks as you can.

NORTH (Declarer)

WEST **EAST**
♦5

SOUTH (Dummy)
♠ A K 8 5
♥ J 4
♦ 9 4 2
♣ 7 6 4 2

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- The finesse is a very powerful technique.
- You can finesse against an ace, a king, a queen, or even lower-ranking cards.
- When extra tricks are needed, declarer should look for finessing possibilities.
- However, keep in mind that finesses can lose as well as win, so look for other options as well.

Exercise Five – Defender's Tip – Looking at Dummy

Discuss how the defenders can work together to develop tricks, especially when taking a "defensive" finesse.

Student Textbook Reference: pages 132-133.

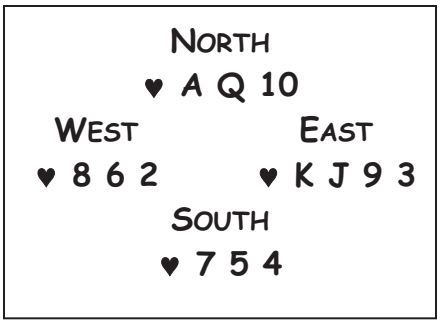
Instructions

Take the cards and sort them into suits.

Take only the heart suit and distribute it as follows around the table:

North: ♥A, ♥Q, ♥10
East: ♥K, ♥J, ♥9, ♥3
South: ♥7, ♥5, ♥4
West: ♥8, ♥6, ♥2

Only 13 cards are face up on the table … all the hearts.



Suppose East and West are defending against a contract and this is the layout of the heart suit. Is it better if East or West leads this suit? Discuss with the others at your table.

Give the students a couple of minutes to discuss the layout.

Q. Will the defenders get a trick if East leads the suit?
A. No.
- If East leads a heart, it can won in the North hand with a higher heart and the defenders will not establish a trick.

Q. Can the defenders develop a trick if West leads the suit?
A. Yes.
- If the ♥A is played from the North hand, East's ♥K is established as a winner.
- If the ♥Q or ♥10 is played from the North hand, East can win with a higher card.
- If West can lead the suit a second time, the defenders will get two tricks in the suit.
- In effect, the defenders are taking a finesse by having West lead the suit … leading toward the card(s) they hope will win a trick.

☞ • A useful guideline for the defenders in this situation is to **lead through strength and up to weakness**.

South, turn your hearts face down.

NORTH (Dummy)
♥ A Q 10

WEST **EAST**
♥ 8 6 2 **♥ K J 9 3**

SOUTH (Declarer)

- If South is declarer and North is the dummy, it should be apparent to East that it is not a good idea to lead a heart … into dummy's strength.
- If West has the lead, West might visualize the possibility for a defensive finesse and lead through the strength in dummy.
- If it turns out the declarer holds the ♥K instead of East, no harm is done. Declarer always has three sure tricks in the suit.

- If North is declarer and South is the dummy, East should recognize that it is risky to lead a heart since it might be into declarer's strength.

South, turn your hearts face up.

North, turn your hearts face down.

NORTH (Declarer)

WEST **EAST**
♥ 8 6 2 **♥ K J 9 3**

SOUTH (Dummy)
♥ 7 5 4

- If West has the lead, West can visualize the possibility for a defensive finesse and lead up to the weakness in dummy.
- If it turns out the declarer holds the ♥K instead of East, again no harm is done. Declarer always has three sure tricks in the suit.

Review

Summarize the following points:

- The defenders must work together to develop and take their tricks.
- The defenders develop tricks in the same fashion as declarer: through promotion, length, and the finesse.
- After the opening lead, the defenders will be able to see the dummy.
- When you have an opportunity to lead during the play, always look at the dummy to help decide which suit to lead.
- Look for opportunites to develop tricks through the finesse, by leading through dummy's strength or up to dummy's weakness.

***

At this point, the students will have played the four deals for the first time and everyone has had an opportunity to be declarer. It's a reasonable point to take a break. Or, if the class is only one hour in length, make a summary of what has been learnt so far and bring the lesson to a conclusion.

***

Exercise Six – Opening the Bidding in a Minor Suit

This exercise introduces the requirements for an opening bid of 1♣ or 1♦.

Student Textbook Reference: pages 111-113.

Instructions

Let's start by referring to the Bidding Ladder on page 12.

- The objective of contract bridge is for the partnership, through the auction, to arrive at the best contract and to then try to take the required number of tricks. If the partnership does not win the auction, it will try to defeat the opponents' contract.
- The general idea is:
    - With fewer than 25 or 26 combined valuation points, the partnership wants to stop in the best partscore;
    - With 25 or more combined valuation points, the partnership wants to reach the best game contract … or possibly a slam with about 33 or more points.
- To determine WHERE to play the contract, the partnership looks for an eight-card or longer fit. At the game level, however, a contract of 3NT is usually preferable even with a fit in a minor suit.
- Let's review opening the bidding, using the song (verse) on page 194 of the textbook.

- Here's the first verse:

"Bid, bid, bid your hand,
But alas, alas,
If you have fewer than 13 points,
I guess you'll have to pass."

- The idea is that when you have an opportunity to open the bidding, you usually pass with fewer than 13 points … for now.

- Here's the second verse:

"Bid, bid, bid your cards,
With a balanced hand,
If you have a three-point range (15-17)
One notrump's your stand."

- This focuses our attention on the priority of looking for a 1NT opening bid.

- Here's the third verse:

"Bid, bid, bid your hand,
You don't need charades,
But you'll need a five-card suit,
To start with hearts or spades."

- If your hand is unsuitable for pass or 1NT, the next priority is to look for a major suit to open.

- Now we'll look at the fourth verse which covers opening the bidding in a minor suit, 1♣ or 1♦. We'll also see how the partnership handles the auction thereafter.

- If the hand is unsuitable for 1NT and doesn't have a five-card or longer major suit, the remaining option is to open in a minor suit, 1♣ or 1♦.

☞ • The range for an opening bid in a minor suit is the same as a major, **13-21 points**.

- Unlike a major suit opening bid, however, a five-card suit is not required. In practice, it will often be necessary to open in a minor suit with a four-card, or even a three-card suit.

☞ • In summary, **the requirements for opening 1♣ or 1♦ are 13-21 valuation points and a three-card or longer suit**.

- The longer minor suit is opened but, with equal length in both minors:
  - Open 1♦ with four or more cards.
  - Open 1♣ with two three-card suits.
- Let's see some examples of minor suit opening bids.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to have them ready.

In spades: the ♠K, ♠Q, and two low cards.
In hearts: two low cards.
In diamonds: the ♦A and two low cards.
In clubs: the ♣A, ♣J, and two low cards.

Only one hand is face up. All the other cards are face down.

NORTH
♠ K Q x x
♥ x x
♦ A x x
♣ A J x x

What would North call with this hand as dealer? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?
A. 14.
- There are 14 high-card points.

Q. Is the hand balanced?
A. Yes.
- There are no voids, singletons, and only one doubleton.

Q. Why is this hand unsuitable for a 1NT opening bid?
A. Too weak.
- 1NT would promise 15-17 points and there are only 14.

Q. Why is this hand unsuitable for a 1♠ opening bid?
A. No five-card major.
- 1♠ would promise five or more spades.

Q. What would North open with this hand?
A. 1♣.
- A minor suit opening is the last option.
- The longer minor suit is opened.
- An opening bid of 1♣ or 1♦ doesn't promise a five-card suit.

- Here's the final verse of the Bidding Song to help remember the guideline for opening a minor suit. It's on page 194 of your text and it goes like this:

"Bid, bid, bid your cards,
Don't sit around and stew,
Open your longer minor suit
With nothing else to do."

You can inform the students that they have now covered all the verses of the song and know how to open the bidding at the one level.

- Let's change the hand.

In hearts: take away a low heart.
In diamonds: add the ♦Q.

NORTH
♠ K Q x x
♥ x
♦ A Q x x
♣ A J x x

Q. What is the value of this hand?
A. 16 points.
- There are 16 high-card points.

Q. Why is this hand unsuitable for an opening bid of 1NT?
A. Unbalanced.
- 1NT promises a balanced hand … no singletons.

Q. What would North open with this hand?
A. 1♦.
- With no five-card major, a minor suit is opened.
- With two four-card minors, the higher-ranking is opened[4].

- Let's try another hand.

In hearts: add the ♥A and two low hearts.
In diamonds: take away the ♦Q.
In clubs: take away the ♣A and a low club.

NORTH
♠ K Q x x
♥ A x x x
♦ A x x
♣ J x

What would North open with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?
A. 14.
- There are 14 high-card points.

Q. What would North open with this hand?
A. 1♦.

[4] Some partnerships open 1♣ with 4-4 in the minors, but this is the suggested guideline that will be used throughout this series.

- Although the hand is balanced, it is too weak to open 1NT.
- There is no five-card major suit.
- "Open the longer minor suit with nothing else to do."
- An opening bid of 1♣ or 1♦ must sometimes be made on a three-card suit.

- Let's change the hand.

In spades: take away a low spade.
In clubs: add the ♣A.

NORTH
♠ K Q x
♥ A x x x
♦ A x x
♣ A J x

Q. What would North open with this hand?

A. 1♣.

- Although the hand is balanced, there are 18 high-card points, too much for an opening bid of 1NT.
- With no five-card major, a minor suit is opened.
- With three cards in both minors, standard practice is to open 1♣.

- Let's change the hand.

In spades: take away the ♠K.
In hearts: take away a low heart.
In diamonds: add two low diamonds.

NORTH
♠ Q x
♥ A x x
♦ A x x x x
♣ A J x

Q. What would North open with this hand?

A. 1NT.

- Although there is a five-card minor suit, the hand is balanced and is worth 16 valuation points … 15 high-card points plus 1 length point for the five-card suit.
- Opener's first priority is to consider whether the hand meets the criteria for a 1NT opening bid.

- Let's try one more hand.

In spades: take away the ♠Q.
In hearts: add two low hearts.
In clubs: take away a low club.

NORTH
♠ x
♥ A x x x x
♦ A x x x x
♣ A J

Q. What would North open with this hand?

A. 1♥.

- The hand is worth 15 valuation points … 13 high-card points plus 1 length point for each five-card suit … but it is unbalanced.
- The second priority is to consider whether the hand qualifies for an opening bid in a major suit.
- Also, there is the guideline that with two five-card suits, the higher-ranking is opened.

Review

Summarize the following points:

- When opening the bidding, the first priority is to consider whether the hand qualifies for an opening bid of 1NT.
- The second priority is to consider whether the hand qualifies for an opening bid in a major suit.
- If the hand doesn't meet either of these criteria, it is opened in the longer minor suit.
- With equal length in both minors:
    - Open 1♦ with four or more cards.
    - Open 1♣ with two three-card suits.
- Ocassionally, a minor suit may be opened with a three-card suit, but it is more likely that opener has four, five, or six or more cards in the suit.

Exercise Seven – Responder's Priority – Looking for a Major

Introduce responder's first priotiy after an opening bid of 1♣ or 1♦. Also, discuss the concept of bidding up the line with four-card suits.

Student Textbook Reference: pages 113-116.

Instructions

Distribute the Cue Cards (see Appendix) to each table if they are available.

- Let's assume that North opens the bidding 1♣ and East passes.

Put the 1♣ Cue Card in front of North and a Pass Cue Card in front of East.

- An opening bid of 1♣ or 1♦ covers a much wider range than opening bids of 1NT or a major suit.
- The strength can vary from about 13 to 21 points.
- Opener could have a balanced hand or a very unbalanced hand.
- Responder has to consider this when deciding what to bid.
- Let's see how responder handles the auction.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to have them ready.

In spades: the ♠Q and two low cards.
In hearts: the ♥J and two low cards.
In diamonds: four low cards.
In clubs: three low cards.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ Q x x
♥ J x x
♦ x x x x
♣ x x x

North opens the bidding 1♣ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points does South have?
A. 3.
- Responder has 3 high-card points.

Q. Does South know HOW HIGH the partnership belongs?
A. Yes.
- Since opener has at most 21 points, the partnership doesn't have the combined strength to go for a game bonus.

Q. What call does South make?
A. Pass.
- Although South doesn't particularly like clubs as a trump suit, any bid risks getting the partnership too high on the Bidding Ladder.
- As with responding to a major suit, responder passes with about 0-5 points.

- Let's give South a better hand.

In spades: add the ♠A.
In clubs: take away a low club.

SOUTH
♠ A Q x x
♥ J x x
♦ x x x x
♣ x x

This time, North opens the bidding 1♦ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points does South have?
A. 7.
- Responder has 7 high-card points.

Q. Does South know HOW HIGH the partnership belongs?

A. No.

- The partnership has anywhere from 20 to 28 points.
- South wants to keep the auction going in case the partnership has enough to go for the game bonus.

Q. Is it possible that the partnership has a fit in a major suit?

A. Yes.

- North could have a four-card spade suit, in which case the partnership would have an eight-card fit.
- Remember, North needs a five-card suit to open 1♠.

Q. What does South respond to the 1♦ opening?

A. 1♠.

☞
- Although South doesn't mind diamonds as a trump suit, responder's first priority is to **look for a moajor suit fit**.
- If opener doesn't have four spades, the partnership can continue looking for WHERE to play.

☞
- **A response in new suit at the one level is *forcing* and shows 6 or more valuation points and a four-card or longer suit**.
- Because a new suit response is forcing, responder will have an opportunity to show the support for diamonds at a later point in the auction.

- Let's try another hand.

In hearts: add the ♥Q and a low heart.
In diamonds: take away two low diamonds.

SOUTH
♠ A Q x x
♥ Q J x x x
♦ x x
♣ x x

Q. What is South's response with this hand if North opens 1♦ and the next player passes?

A. 1♥.

- South has 10 valuation points … 9 high-card points plus 2.
- With a choice of suits to bid at the one level, responder bids the longer.

- Let's try another hand.

In spades: add the ♠J.
In diamonds: take away a low diamond.

SOUTH
♠ A Q J x x
♥ Q J x x x
♦ x
♣ x x

Q. What is South's response with this hand if North opens 1♦ and the next player passes?

A. 1♠.

- With a choice between two five-card suits, responder bids the higher-ranking.

At this point, there's no reason to go into a lengthy discussion of why responder bids the higher-ranking suit first. If a student is curious, you can briefly explain that it will make the subsequent auction more efficient. If a fit in spades is not immediately found, responder plans to bid hearts at the next opportunity, asking opener to choose between the two suits.

- Let's try one more hand.

In spades: take away a low spade.
In hearts: take away a low heart.
In diamonds: add the ♦K and a low diamond.

SOUTH
♠ A Q J x
♥ Q J x x
♦ K x x
♣ x x

Again North opens the bidding 1♦ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South know HOW HIGH the partnership belongs?

A. Yes.

- South has 13 high-card points, so the partnership has at least 26 combined points.
- The partnership should go for the game bonus … or more.

Q. Does South know WHERE the partnership belongs?

A. No.

- The partnership might have an eight-card fit in a major suit and belong in 4♥ or 4♠.
- If the partnership doesn't have a fit in hearts or spades, it probably belongs in 3NT … or possibly in diamonds.

Q. What response would make it easiest to find a fit in either hearts or spades?

A. 1♥.

- If opener has a four-card heart suit, the heart fit will immediately be found.
- If opener doesn't have four hearts but has four spades, there is still room at the one level for opener to bid 1♠ and the fit in spades will be found.
- If responder were to bid 1♠, there would be no room left at the one level for opener to show a four-card heart suit.

☞ • As a guideline, **with a choice of four-card suits to respond at the one level, bid the lower-ranking**.

- This is referred to as "bidding up the line."
- The 1♥ response is forcing. A new suit at the one level shows 6 or more points. So, there is no danger of missing the game bonus. Opener will bid again.

Don't go into too much detail at this point. Just have the students take on faith the guideline that responder bids the higher-ranking of two five-card or longer suits but the lower-ranking of four-card suits. There is also no need to discuss whether to respond in a four-card major ahead of a four-card or longer minor suit …although this is mentioned in the textbook.

Review

Summarize the following points:

- After an opening bid in a minor suit, responder's first priority is to look for a major suit fit when responder has a four-card or longer major suit.
- A new suit response at the one level promises 6 or more points, a four-card or longer suit, and is forcing.
- With a choice of suits to bid at the one level:
    - Bid the longer suit.
    - Bid the higher-ranking of two five-card suits.
    - Bid the lower-ranking of two four-card suits … up the line.

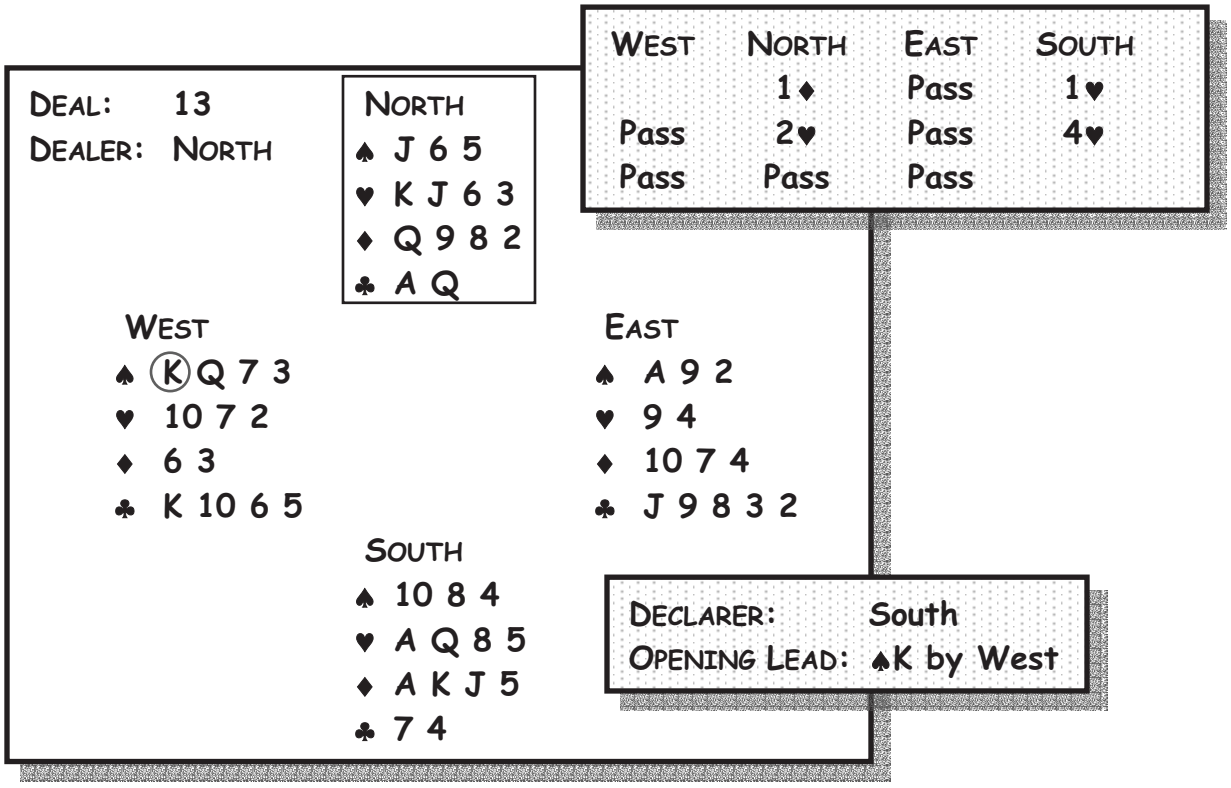
Exercise Eight – Deal 13: Finding a Major Suit Fit

The students review Deal #13, referring to the deal in the textbook.

Deal #13: pages 142-143.

Instructions

Turn to Deal #13 on page 142.



The Opening Bid

Q. North is the dealer. What is North's opening call?

A. 1♦.

- North has 13 high-card points.
- Although the hand is balanced, there is not enough strength to open 1NT.
- With no five-card major suit, North opens in the longer minor suit.

Q. After North opens 1♦, what does East say?

A. Pass.

- East has 5 high-card points plus 1 point for the five-card suit, not enough to enter the auction.

The Response

Q. Does South know HOW HIGH the partnership belongs?

A. Yes, game or higher.

- South has 14 high-card points, so the partnership has at least 27 combined valuation points, enough to go for a game bonus.

Q. Does South know WHERE the partnership belongs?

A. No.

- There may be an eight-card fit in hearts.
- If not, the partnership likely belongs in notrump … or perhaps diamonds.

Q. What is South's priority?

A. To look for a major suit fit.

- After a minor suit opening, responder first looks for a major suit fit.
- Determining the best contract can wait until South hears North's rebid.

Q. What is South's response to the 1♦ opening bid?

A. 1♥.

- A response of 1♥ shows four or more hearts and 6 or more points.
- The 1♥ response is forcing, so the auction won't stop in partscore.

Q. After South responds 1♥, what call does West make?

A. Pass.

- West has 8 high-card points, not enough to enter the auction.

The Opener's Rebid

Q. Does North have a fit for responder's suit?
A. Yes.
- South has promised at least four hearts and North has four, giving the partnership an eight-card fit.

Q. Can North pass responder's 1♥ bid?
A. No.
- A new suit by responder is forcing.
- South has at least 6 points but could have more.

Q. How can North show the support and keep the auction going?
A. 2♥.
- By raising hearts, North lets responder know that the partnership has a fit in that suit.
- We'll look more at opener's rebid shortly, but with a minimum opening bid, opener doesn't want to get the partnership any higher on the Bidding Ladder than necessary.

North can revalue the hand using dummy points and add 1 point for the doubleton club, but still has a minimum hand.

Q. What call does East make after North raises to 2♥?
A. Pass.

The Responder's Rebid

Q. Does South now know WHERE and HOW HIGH the partnership belongs?
A. Yes.
- South now knows that the partnership has an eight-card fit in hearts.
- South also knows the partnership has enough combined strength for game.

Q. What call does South make?
A. 4♥.
- Responder can now show the extra strength by taking the partnership to the game level in the known fit.

Q. What call does West make?
A. Pass.

Q. What call does North make?
A. Pass.
- North has described the hand and South has chosen to go for the game bonus.

Q. What call does East make?
A. Pass.

The Declarer

Q. Which player is declarer?

A. South.

- South first mentioned the strain of the contract.

Q. What is the contract?

A. 4♥.

Exercise Nine – Opener's Rebid

Discuss opener's rebid after responder bids a new suit at the one level.

Student Textbook Reference: pages 120-125.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to have them ready.

In spades: the ♠A, ♠J, and two low cards.
In hearts: two low cards.
In diamonds: the ♦K, ♦Q, and two low cards.
In clubs: the ♣K and two low cards.

Only one hand is face up. All the other cards are face down.

NORTH
♠ A J x x
♥ x x
♦ K Q x x
♣ K x x

Q. What would North open with this hand as dealer?

A. 1♦.

- The hand is worth 13 valuation points, all in high cards.
- It is too weak to open 1NT and there is no five-card major suit, so the longer minor suit is opened.

Q. North opens 1♦, East passes, and South responds 1♠. West passes. What is North's second call?

A. 2♠.

- South's response shows four or more spades and is forcing.
- Since opener has a minimum-strength opening bid, opener makes a raise to the cheapest level. Responder could have as few as 6 points.
- With support for responder's major, opener can revalue the hand using dummy points and add 1 point for the doubleton heart. That still leaves the hand in the minimum-strength category of about 13-16 points.

Q. Suppose North opens 1♦, East passes, and South responds 1♥. West passes. What is North's second call?

A. 1♠.

- North doesn't have a fit for hearts, but it is still possible that the partnership has an eight-card spade fit … responder bids four-card suits up the line.
- Since responder's bid is forcing, North has to bid something.
- Showing the four-card spade suit at the one level is the most convenient rebid.
- Since North didn't open 1♠, responder won't expect a five-card suit.

- Let's change the hand.

In hearts: take away a low heart.
In diamonds: add the ♦J.

NORTH
♠ A J x x
♥ x
♦ K Q J x x
♣ K x x

Q. What would North open with this hand as dealer?

A. 1♦.

- The hand is worth 15 valuation points … 14 high-card points plus 1 length point for the five-card suit.
- The hand is unbalanced and there is no five-card major suit, so North opens the longer minor suit.

Q. North opens 1♦, East passes, and South responds 1♥. West passes. What is North's rebid?

A. 1♠.

- North doesn't have a fit in hearts but can still show the second suit at the one level.

Suppose North opens 1♦ and South responds 1♠, what would be North's rebid? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does North have support for spades?

A. Yes.

- With four spades, North knows the partnership has at least an eight-card fit in the major suit.

Q. Does North have a minimum, medium, or maximum-strength opening bid in support of spades?

A. Medium.

- With support for responder's major, opener can revalue the hand using dummy points.
- North has 14 high-card points plus 3 dummy points for the singleton heart, putting the hand in the medium-strength category for opener of 17-18 points.

Q. What does North rebid to describe this hand?

A. 3♠.

- North can show better than a minimum-strength opening bid by jumping a level when raising responder's suit.
- North doesn't have enough to take the partnership to game, because responder could have as few as 6 points. However, opener wants to make a highly invitational rebid in case South has a little more … 8 or 9 points or more.

- Let's change the hand again.

In hearts: take away a low heart.
In clubs: add the ♣J.

NORTH
♠ A J x x
♥ -
♦ K Q J x x
♣ K J x x

Q. What would North open with this hand as dealer?

A. 1♦.

- The hand is worth 16 valuation points … 15 high-card points plus 1 length point for the five-card suit.
- The hand is unbalanced and there is no five-card major, so North opens in the longer minor suit.

Q. East passes, South responds 1♠, and West passes. What is the North hand worth?

A. 20 points.

- With support for spades, North revalues the hand using dummy points.
- There are 15 high-card points plus 5 dummy points for the void.
- That puts opener's hand in the maximum-strength category, 19-21 points.

Q. What is North's rebid?

A. 4♠.

- Even if South has only 6 points, the partnership will have enough combined strength to try for the game bonus.

- Let's make another change.

In spades: take away the ♠J.
In hearts: add two low hearts.
In diamonds: take away the ♦J.

NORTH
♠ A x x
♥ x x
♦ K Q x x
♣ K J x x

Q. What would North open with this hand as dealer?
A. 1♦.
- The hand is worth 13 valuation points, all in high cards.
- Although it is balanced, it is not strong enough for 1NT.
- With two four-card minor suits, opener bids 1♦.

Suppose North opens 1♦ and South responds 1♥, what would be North's rebid? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does North have support for responder's suit?
A. No.

Q. Does North have a second suit that can be bid at the one level?
A. No.
- Clubs would have to be bid at the two level.

Q. Does North have a balanced hand?
A. Yes.
- There is no void or singleton, and only one doubleton.

Q. How can North send this message to responder?
A. 1NT.
- By rebidding 1NT, North shows a minimum balanced hand, too weak to open 1NT.
- This is more practical than bidding 2♣. That would take the partnership to the two level with no guarantee of finding a fit.

- Let's make one more change.

In spades: take away the ♠A.
In diamonds: add the ♦A and a low diamond.
In clubs: take away a low club.

NORTH
♠ x x
♥ x x
♦ A K Q x x x
♣ K J x

Q. What would North open with this hand as dealer?

A. 1♦.

- The hand is worth 15 valuation points … 13 high-card points plus 2 length points for the six-card suit.
- The hand is unbalanced since there are two doubletons, so North opens the minor suit.

Q. North opens 1♦, East passes, South responds 1♥, and West passes. What is North's rebid?

A. 2♦.

- North can't support responder's suit, doesn't have a balanced hand, and doesn't have a second suit to show.
- The remaining option is to rebid the original suit.
- With a minimum-strength opening bid, opener rebids at the cheapest level.

Review

Summarize the following points:

- If responder bids a new suit, opener has to find a rebid.
- Opener puts the hand in one of three strength categories:
    - 13-16 points Minimum-strength opening bid
    - 17-18 points Medium-strength opening bid
    - 19-21 points Maximum-strength opening bid
- With support for responder's suit, opener raises following the guideline that the more opener has, the more opener bids.
- Without support, opener can show a second suit, show a balanced hand by bidding notrump, or rebid the original suit.

Exercise Ten – Responder's Rebid

Discuss responder's rebid after opener raises or bids a new suit.

Student Textbook Reference: page 128.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to have them ready.

In spades: the ♠K, ♠J, and two low spades.
In hearts: two low hearts.
In diamonds: the ♦Q and two low diamonds.
In clubs: the ♣Q and three low clubs.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ K J x x
♥ x x
♦ Q x x
♣ Q x x x

Q. North opens 1♦ and East passes. What does South respond?
A. 1♠.
- With 8 high-card points, South has enough to bid.
- South's first priority is to look for a major suit fit.

Q. South responds 1♠, West passes, and North raises to 2♠. What is South's second call?
A. Pass.
- The partnership has found a fit in spades.
- North's raise to the the cheapest available level shows a minimum-strength opening bid, so the partnership doesn't have enough combined strength to go for a game bonus.
- South knows HOW HIGH … partscore … and WHERE … spades. So South can pass and leave the partnership in it's best contract.

Q. Suppose North opens 1♦, South responds 1♠, and North rebids 1NT. What is South's rebid?

A. Pass.

- North is showing a minimum-strength balanced hand, too weak to open 1NT.
- The partnership doesn't have enough strength to go for a game bonus and doesn't have a major suit fit.
- 1NT would appear to be the best partscore. Bidding 2♣ might get the partnership too high on the Bidding Ladder with no guarantee of finding a fit

- Let's change the hand.

In spades: add the ♠Q.
In clubs: take away a low club.

SOUTH
♠ K Q J × ×
♥ × ×
♦ Q × ×
♣ Q × ×

Q. North opens 1♦ and East passes. What would South respond?

A. 1♠.

- South shows the major suit at the one level.

Q. West passes and North raises to 2♠. Does South know WHERE the partnership belongs?

A. Yes, spades.

Q. Does South know HOW HIGH the partnership belongs?

A. No.

- North's raise to the cheapest level shows a minimum-strength opening bid of about 13-16 points.
- South's hand is worth 11 points … 10 high-card points plus 1 length point for the five-card suit.
- If opener has 13 or 14 points, the partnership doesn't have enough to try for the game bonus.
- If opener has 15 or 16 points, the partnership will have enough to go for the game bonus.

Q. How can South send this message to North?

A. 3♠.

- By raising to the three level, South invites opener to bid game with the upper range for the minimum-strength opening bid.
- With a "minimum minimum" North can pass and the partnership will stop in partscore.

- Let's make one more change.

In spades: add a low spade.
In hearts: take away a low heart.
In clubs: take away two low clubs; add the ♣K.

SOUTH
♠ K Q J x x x
♥ x x
♦ Q x x
♣ K Q

Q. North opens 1♦ and East passes. What does South respond?

A. 1♠.

- The 1♠ response is forcing … showing 6 or more points.

Q. West passes and North raises to 2♠. East passes. What is South's rebid?

A. 4♠.

- South now knows WHERE … spades … and HOW HIGH … game.

Q. Suppose North opens 1♦, South responds 1♠, and North rebids 1NT. What is South's rebid?

A. 4♠.

- North is showing a minimum-strength balanced hand and must have at least two spades, so the partnership has an eight-card major suit fit.
- South has 15 points … 13 high-card points plus 2 length points for the six-card suit … so South knows HOW HIGH … game.
- South can put the partnership in a reasonable contract.

Review

Summarize the following points:

- After opener's rebid, responder will usually have enough information to decide HOW HIGH and WHERE the partnership belongs.
- If opener describes a minimum-strength hand, responder can stop in a suitable partscore with about 6-10 points, invite opener to game with about 11-12 points, and put the partnership in game with 13 or more points.

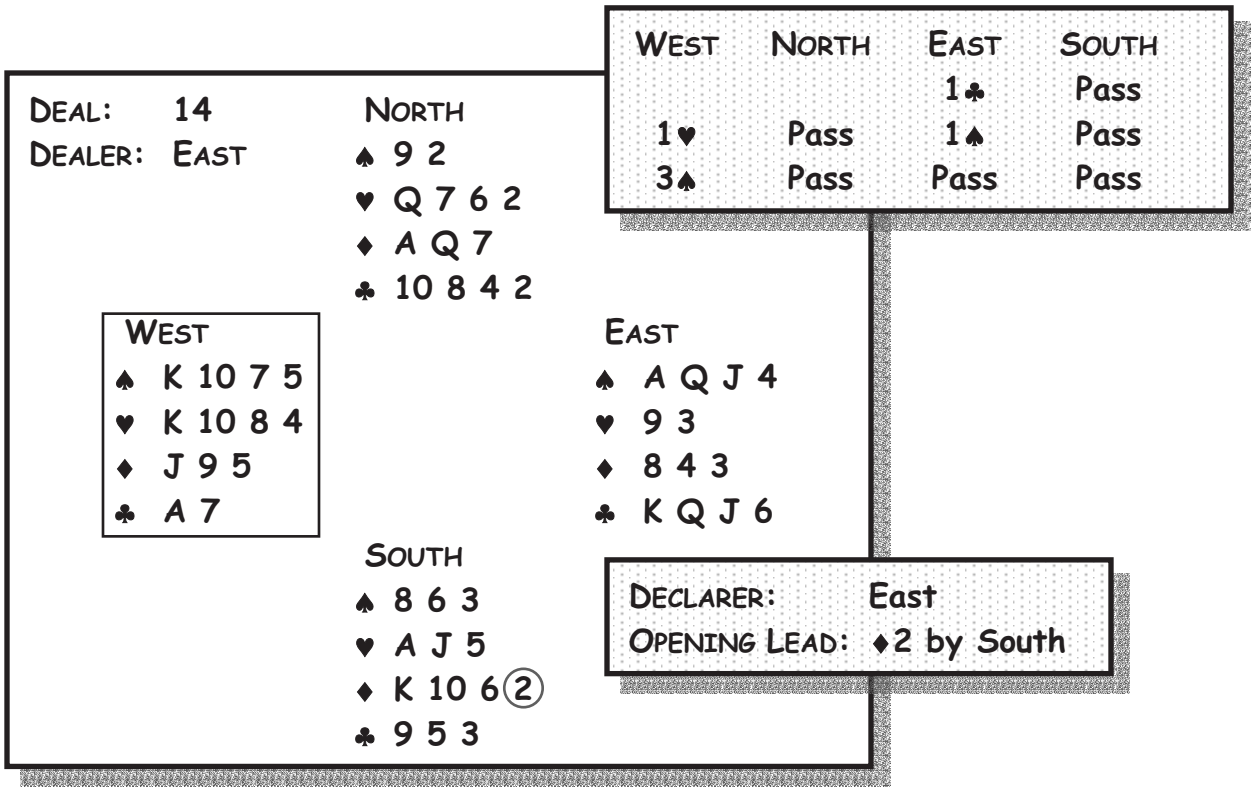
Exercise Eleven – Deal 14: Inviting Game

The students review Deal #14, referring to the deal in the textbook.

Deal #14: pages 144-145.

Instructions

Turn to Deal #14 on page 144.



The Opening Bid

Q. East is the dealer. What is East's opening call?

A. 1♣.

- East has 13 high-card points.
- With no five-card major, East opens the longer minor.

Q. After East opens 1♣, what does South say?

A. Pass.

- South has 8 high-card points, not enough to enter the auction.

The Response

Q. What is West's response to the 1♣ opening bid?

A. 1♥.

- West has 11 high-card points, more than enough to respond.
- With a choice of four-card suits to bid at the one level, West bids the lower-ranking, bidding "up the line."

Q. After West responds 1♥, what call does North make?

A. Pass.

- North has 8 high-card points, not enough to come into the auction.

The Opener's Rebid

Q. After North passes, what is East's rebid?

A. 1♠.

- East doesn't have support for responder's major.
- There is still room at the one level for East to show the second suit. The partnership might have an eight-card fit in spades.
- Since East didn't open 1♠, West will be expecting a four-card suit, not a five-card suit.

The Responder's Rebid

Q. After South passes, does West know WHERE the partnership belongs?
A. Yes, spades.
- The partnership has found an eight-card fit in spades.

Q. Does West know HOW HIGH the partnership belongs?
A. No.
- West has 11 high-card points … and can add 1 dummy point for the doubleton club now that a fit has been found.
- East hasn't promised more than a minimum-strength opening bid of about 13-16 points.
- If East has 13 or 14 points, the partnership belongs in partscore.
- If East has 15 or more points, the partnership should try for the game bonus.

Q. How can West send this message?
A. 3♠.
- A raise to the two level would show about 6-10 points; a raise to the three level is more invitational, showing about 11-12 points; a raise to the game level would show 13 or more points.

This may be a challenging concept for the students to follow at this point. Don't get into too much discussion.

The Opener's Third Bid

Q. After North passes, does East have enough to accept West's invitation?
A. No.
- East has a "minimum minimum" for the opening bid.

Q. What is East's final call?
A. Pass.
- East declines the invitation by passing.

The Declarer

Q. After South passes, the auction is over. Which player is declarer?
A. East.
- East first mentioned spades, the strain of the contract.

Q. What is the contract?
A. 3♠.

Exercise Twelve – Responder's Other Choices

Discuss responder's choices without a major suit to bid at the one level.

Student Textbook Reference: pages 116-120.

Instructions

- Let's assume that North opens the bidding 1♦ and East passes.

Put the 1♦ Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to have them ready.

In spades: the ♠Q and two low spades.
In hearts: the ♥K and two low hearts.
In diamonds: the ♦J and two low diamonds.
In clubs: the ♣Q and three low clubs.

Only one hand is face up. All the other cards are face down.

SOUTH
♠ Q x x
♥ K x x
♦ J x x
♣ Q x x x

North opens the bidding 1♦ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have enough to respond?
A. Yes.
- South has 8 high-card points.

- Even though North could have as few as 13 points, North could also have as many as 21 points.
- South wants to keep the auction going in case the partnership belongs at the game bonus level.

Q. Can South bid a new suit at the one level?

A. No.

- South doesn't have a four-card or longer suit that can be bid at the one level.
- To bid clubs, South would have to go to the two level.

Q. Does South have enough strength to bid a new suit at the two level?

A. No.

- As when responding to a major suit, responder needs 11 or more points to bid a new suit at the two level … 13 or more in some partnerships.

Q. Does South have support for North's diamond suit?

A. No.

- Although a major suit opening bid promises a five-card or longer suit, a minor suit opening bid can be made on a four-card suit, or even a three-card suit on occasion.

Q. What is South's remaining option?

A. 1NT.

- A response of 1NT to opener's minor suit shows about 6-10 points and no suit that can be bid at the one level.

- Let's change the hand.

In spades: take away a low spade; add the ♠A.
In hearts: take away a low heart; add the ♥Q.

SOUTH
♠ A Q x
♥ K Q x
♦ J x x
♣ Q x x x

Q. North opens 1♦ and East passes. Does South know HOW HIGH the partnership belongs?

A. At least game.

- South has 14 high-card points and North has at least 13, so the partnership has enough to go for a game bonus.

Q. Does South know WHERE the partnership belongs?

A. Likely notrump.

- It's unlikely there is a major suit fit. Even if North has a four-card major, there is at best a seven-card fit.
- Even if there is a fit in a minor suit, it will usually be easier to make game in 3NT than in a minor.

Q. What call could South make?

A. 3NT

- With 13 or more points, responder wants to make sure the partnership gets to game.
- A response of 3NT shows a balanced hand and about 13-15 points[5].

- Let's change the hand.

In hearts: take away the ♥K; add a low heart.

SOUTH
♠ A Q x
♥ Q x x
♦ J x x
♣ Q x x x

Q. North opens 1♦ and East passes. Does South know HOW HIGH the partnership belongs?

A. No.

- South has 11 high-card points and opener has 13 or more.
- If opener has a "minimum minimum", the partnership belongs in partscore.
- If opener has a little extra, the partnership can go for a game bonus.

Q. Does South know WHERE the partnership belongs?

A. Yes.

- With no likely fit in a major suit, notrump looks best, even if there is a minor suit fit.

Q. What call would South make in response to North's 1♦ opening?

A. 2NT.

- A 2NT response shows about 11-12 points and a balanced hand, highly invitational to game[6].
- It shows a hand too strong for 1NT but not quite strong enough for 3NT.

- Let's try another hand.

In spades: take away the ♠A and ♠Q.
In diamonds: add the ♦Q and a low diamond.

SOUTH
♠ x
♥ Q x x
♦ Q J x x x
♣ Q x x x

[5] Some partnerships use a different range for this response, such as 16-17. However, this will be the range used in this series.

[6] Some partnerships use this bid to show 13-15 points, but this is the style that will be used in this series.

Q. What is South's response with this hand if North opens 1♦ and the next player passes?

A. 2♦.

- With 7 high-card points and 1 length point for the five-card suit, South has enough to respond.

Q. Can South bid a new suit?

A. No.

- South doesn't have a four-card or longer suit that can be bid at the one level.
- South doesn't have enough strength to bid a new suit at the two level.

Q. Is South's hand balanced?

A. No.

- South has a singleton spade.

Q. Does South have support for opener's suit?

A. Yes.

- With five-card support, even if opener has a three-card suit there will be an eight-card fit.

Q. What does South respond?

A. 2♦.

- Raising opener's minor suit is the last option if responder can't bid a new suit or notrump.
- With about 6-10 points, responder raises to the two level; with about 11-12, responder can make a jump raise to the three level.

The students may be curious whether South would revalue the hand using dummy points when holding support for opener's minor suit. This is a difficult point. Since the partnership may still end in a notrump contract, responder generally avoids counting dummy points. If the hand is very unbalanced, however, and responder has no intention of playing in notrump, dummy points can be counted. This is discussed in the textbook but can probably be avoided here if there is no question.

Review

Summarize the following points:

- With no major suit to bid at the one level, responder can bid notrump with a balanced hand:
  - 6-10 points 1NT
  - 11-12 points 2NT
  - 13-15 points 3NT
- If responder can't bid a new suit and doesn't have a balanced hand, responder can raise opener's minor suit … to the two level with 6-10 points and the three level with 11-12 points.

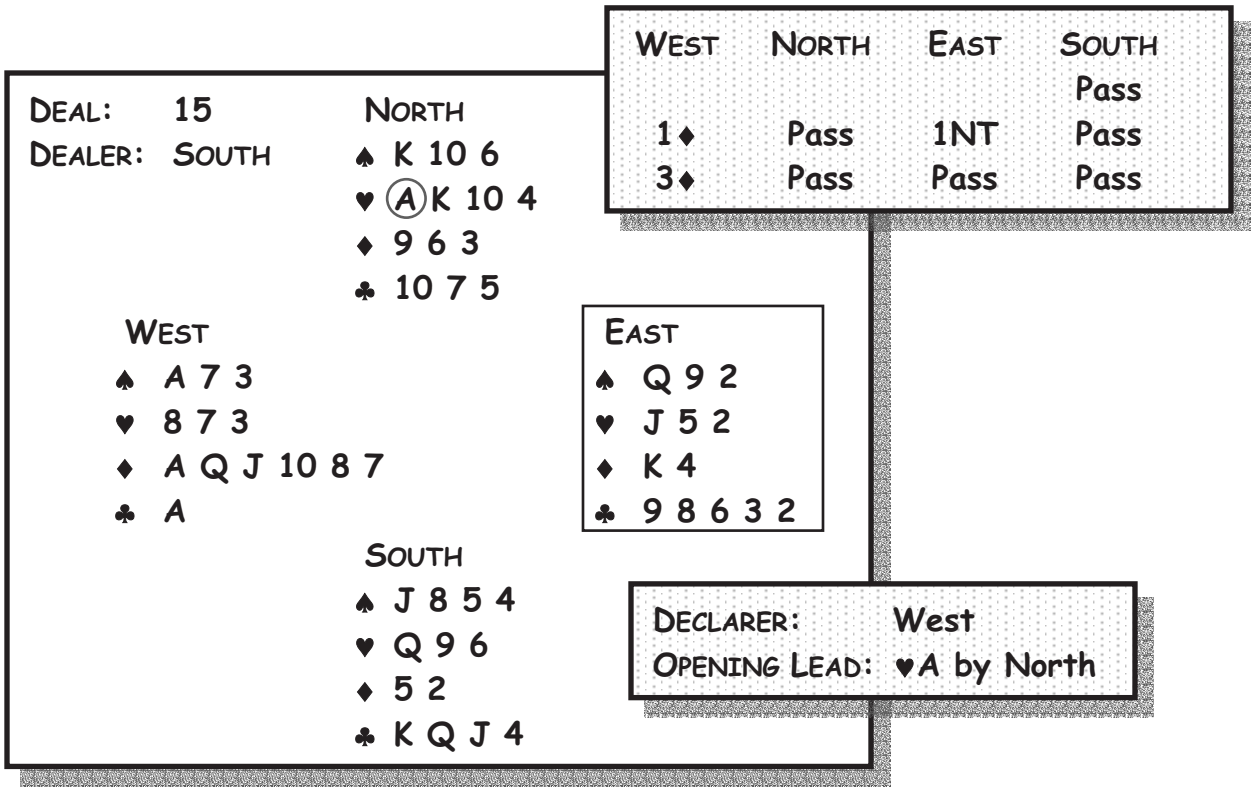
Exercise Thirteen – Deal 15: Opener's Jump Rebid

The students review Deal #15, referring to the deal in the textbook.

Deal #15: pages 146-147.

Instructions

Turn to Deal #15 on page 146.



The Opening Bid

Q. South is the dealer. What is South's opening call?

A. Pass.

- South has 9 high-card points, not enough to open the bidding.

Q. After South passes, what does West say?

A. 1♦.

- West has 15 high-card points plus 2 length points for each six-card suit.
- With an unbalanced hand, West opens in the minor suit.

Q. After West opens 1♦, what does North do?

A. Pass.

- North has 10 high-card points, not enough to bring the partnership into the auction

The Response

Q. What is East's response to the 1♦ opening bid?

A. 1NT.

- With 6 high-card points plus 1 length point, East has too much to pass.
- East can't bid a new suit at the one level and doesn't have enough strength to bid a new suit at the two level.
- With a balanced hand, East can respond 1NT, showing 6-10 points.

The Opener's Rebid

Q. After South passes, what is West's rebid?

A. 3♦.

- With an unbalanced hand and no second suit to show, West rebids the original suit.
- With a medium-strength hand, West jumps a level on the rebid to show the extra strength.

The Responder's Rebid

Q. After North passes, what does East do?

A. Pass.

- East doesn't have anything extra for the 1NT response and passes.

The Declarer

Q. South passes. Who is declarer?

A. West.

- West suggested diamonds as the trump suit.

Q. What is the contract?

A. 3♦.

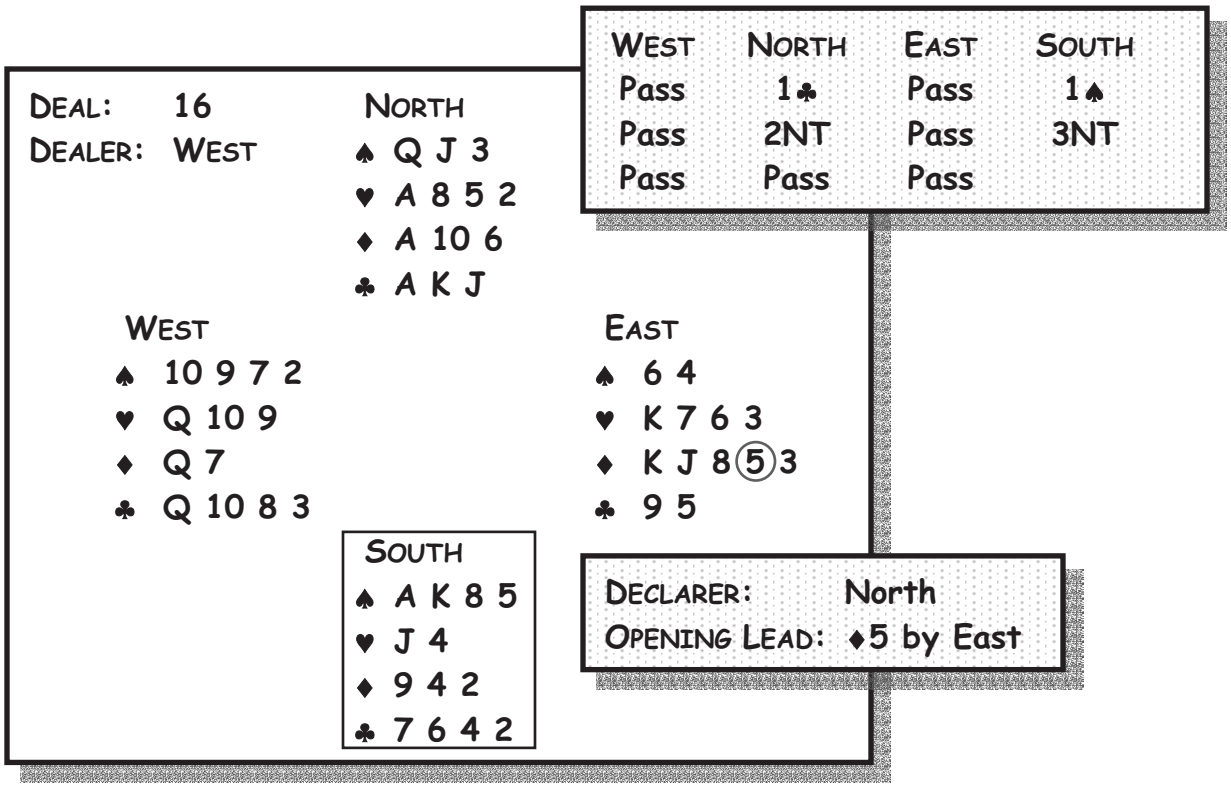
Exercise Fourteen – Deal 16: Playing in Notrump

The students review Deal #16, referring to the deal in the textbook.

Deal #16: pages 148-149.

Instructions

Turn to Deal #16 on page 148.



The Opening Bid

Q. West is the dealer. What is West's opening call?

A. Pass.

- West has 6 high-card points, not enough to open the bidding.

Q. After West passes, what is North's call?

A. 1♣.

- North has 19 high-card points.
- Although North has a balanced hand, it is too strong to open 1NT.
- With no five-card major, North opens in a minor suit.
- With two three-card minors, North opens 1♣.

Q. After North opens 1♣, what does East do?

A. Pass.

- East has 7 high-card points plus 1 length point for the five-card suit. That's not enough to enter the auction.

The Response

Q. After East passes, what is South's response to North's 1♣ opening bid?

A. 1♠.

- With 8 high-card points, South has enough to bid.
- South's priority is to look for a major suit fit.

The Opener's Rebid

Q. After West passes, what call does North make?

A. 2NT.

- North has a balanced hand and can describe it by jumping to 2NT.
- A 1NT rebid would show a minimum balanced hand and North would have opened 1NT with 15-17 points.

The class might find this concept a bit challenging. Some might want to bid hearts. You can point out that a heart fit is unlikely since South bypassed that suit.

The Responder's Rebid

Q. What call does South make after East passes?

A. 3NT.

- Since North has at least 18 points, the partnership has enough combined strength for game.
- With no major suit fit, notrump looks to be the best choice.

The Declarer

Q. Which player is declarer?

A. North.

- North first suggested notrump as the strain of the contract.

Q. What is the contract?

A. 3NT.

Final Review

Conclude with something like the following:

- You might want to try the exercises at the end of Chapter Four in your textbook.
- We've talked about bridge basics.
- It's important that you play. Don't worry too much about memorizing the guidelines; give yourself a chance to experience the game.
- There's always more to learn, but you're off to a great start. Good luck and I hope to see you at future courses.

Appendices

Additional Exercises

Introduction to Scoring

Gives a brief overview of how the game is scored.

This exercise can be introduced after Exercise 2 in Lesson 2 or at a later point when the class appears ready for it.

Student Textbook Reference: Appendix 2 - Pages 188-193.

Instructions

- In contract bridge you receive scoring points if you bid and make a contract or if you defeat the opponents' contract.
- Scoring points should not be confused with the valuation points that are used to estimate the trick-taking potential of the hand.

Look at Appendix 2 in the textbook, starting on page 188.

Trick Score

- You receive a trick score for bidding and making a contract.
- The first six tricks, the book, don't count toward the trick score.
- After the first six tricks, you receive 20 points per trick for clubs and diamonds, the minor suits; 30 points per trick for hearts and spades, the major suits; 40 points for the first trick and 30 points for each subsequent trick in notrump.

Q. What is the trick score for bidding and making a contract of 3♦?
A. 60: 20 points for each trick.

Q. What is the trick score for making a contract of 4♥?
A. 120: 30 points for each trick.

Q. What is the trick score for making a contract of 2NT?
A. 70: 40 points for the first trick and 30 points for the second trick.

Game

- Game is a total trick score of 100 or more points. You can see how this relates to the game bonus levels.

Q. HOW HIGH would the partnership have to bid in notrump to go for game in a single deal?

A. 3NT.

- A contract of 3NT is worth 100 points: 40 for the first trick and 30 for each of the next two tricks.

Q. HOW HIGH would the partnership have to bid in spades to go for game in a single deal?

A. 4♠.

- A contract of 4♠ is worth 120 points, 30 for each trick.
- A contract of 3♠ would be worth only 90 points.
- Similarly, a contract of 4♥ would be enough for game.

Q. HOW HIGH would the partnership have to bid in clubs to go for game in a single deal?

A. 5♣.

- A contract of 5♣ is worth 100 points, 20 for each trick.
- A contract of 4♣ would be worth only 80 points.
- Similarly, a contract of 5♦ would be enough for game.

Game and Partscore Bonus

- The bonus awarded for bidding and making a game depends on the format of the game.
- For now, we'll award a bonus of 300 points for bidding and making a game contract. There are more details in the appendix.
- If you bid and make a partscore, the bonus is 50 points.
- The game or partscore bonus is added to the trick score.

The duplicate bonus for a non vulnerable game and for a partscore is used for now. Vulnerability is discussed in a later book in this series. If the majority of the players will be playing party/rubber/social bridge, introduce the concept of the rubber (best two out of three games) and the rubber bonus (500 for two games to one; 700 for two games to none) instead of the game bonus.

Q. What is the score for bidding and making a contract of 3NT?

A. 400: trick score of 100 plus game bonus of 300.

Q. What is the score for bidding and making a contract of 4♥?

A. 420: trick score of 120 plus game bonus of 300.

Q. What is the score for bidding and making a contract of 2♥?

A. 110: trick score of 60 plus a partscore bonus of 50.

Overtricks

- For making more tricks than required for the contract, the trick score for each overtrick is added to the score.

Q. What is the score for a contract of 3♠ if you take ten tricks?
A. 170: trick score of 90 plus a partscore bonus of 50 and 30 points for the overtrick.
- You don't get a game bonus, even though you made ten tricks. You would have had to bid to 4♠ to get the game bonus.

Penalty Points

- The penalty for not making the contract can depend on a couple of factors which are beyond our current scope. For now, we'll award a penalty bonus of 50 points for each trick by which you defeat the opponents' contract … each undertrick.

Q. What score would you receive if the opponents bid to 3♦ and take seven tricks?
A. 100: 50 points for each undertrick.

Review

Summarize the following points:

- For bidding and making a contract, you receive a trick score, after the first six tricks, of 20 points per trick in a minor suit, 30 points per trick in a major suit, and 40 points for the first trick and 30 points for each subsequent trick in notrump.
- For bidding and making a contract with a trick score of 100 or more points … 3NT, 4♥, 4♠, 5♣, 5♦ … you receive a game bonus of 300 points.
- For bidding and making a contract with a trick score of less than 100 points, you receive a partscore bonus of 50 points.
- For defeating the opponents' contract, you receive 50 points per trick.

Teacher's Guide Card

NORTH

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NORTH

WEST

WWW.AUDREYGRANT.COM

WEST

EAST

WWW.AUDREYGRANT.COM

EAST

SOUTH

WWW.AUDREYGRANT.COM

SOUTH

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Teacher's Deal Records

BRIDGE BASICS 1
DEAL: 1
DEALER: NORTH

NORTH

♠ A K Q J 10 9
♥ 7 6
♦ 9 6
♣ A Q 9

WEST

♠ 5 4
♥ A 9 5 3
♦ A 8 4 2
♣ J 10 6

EAST

♠ 6 3
♥ K Q J 4
♦ K J 3
♣ 7 5 4 2

SOUTH

♠ 8 7 2
♥ 10 8 2
♦ Q 10 7 5
♣ K 8 3

BRIDGE BASICS 1
DEAL: 1
DEALER: NORTH

Bridge Basics 1
Deal: 2
Dealer: East

♠ Q 10 4
♥ Q 6 4
♦ Q J 10 8
♣ J 7 4

North

West

East

South

♠ K J 3 2
♥ K J 6 2
♦ 9 6
♣ 10 8 6

♠ 9 8 5
♥ 10 7 5
♦ A K 3
♣ 9 5 3 2

♠ A 7 3
♥ A 9 8
♦ 7 5 4 2
♣ A K Q

Bridge Basics 1
Deal: 2
Dealer: East

BRIDGE BASICS 1
DEAL: 3
DEALER: SOUTH

NORTH

♠ 7 2
♥ K J 8 3
♦ Q 9 6
♣ J 6 4 2

WEST

♠ K Q J 10 6
♥ 7 5
♦ 8 4 3
♣ A Q 5

EAST

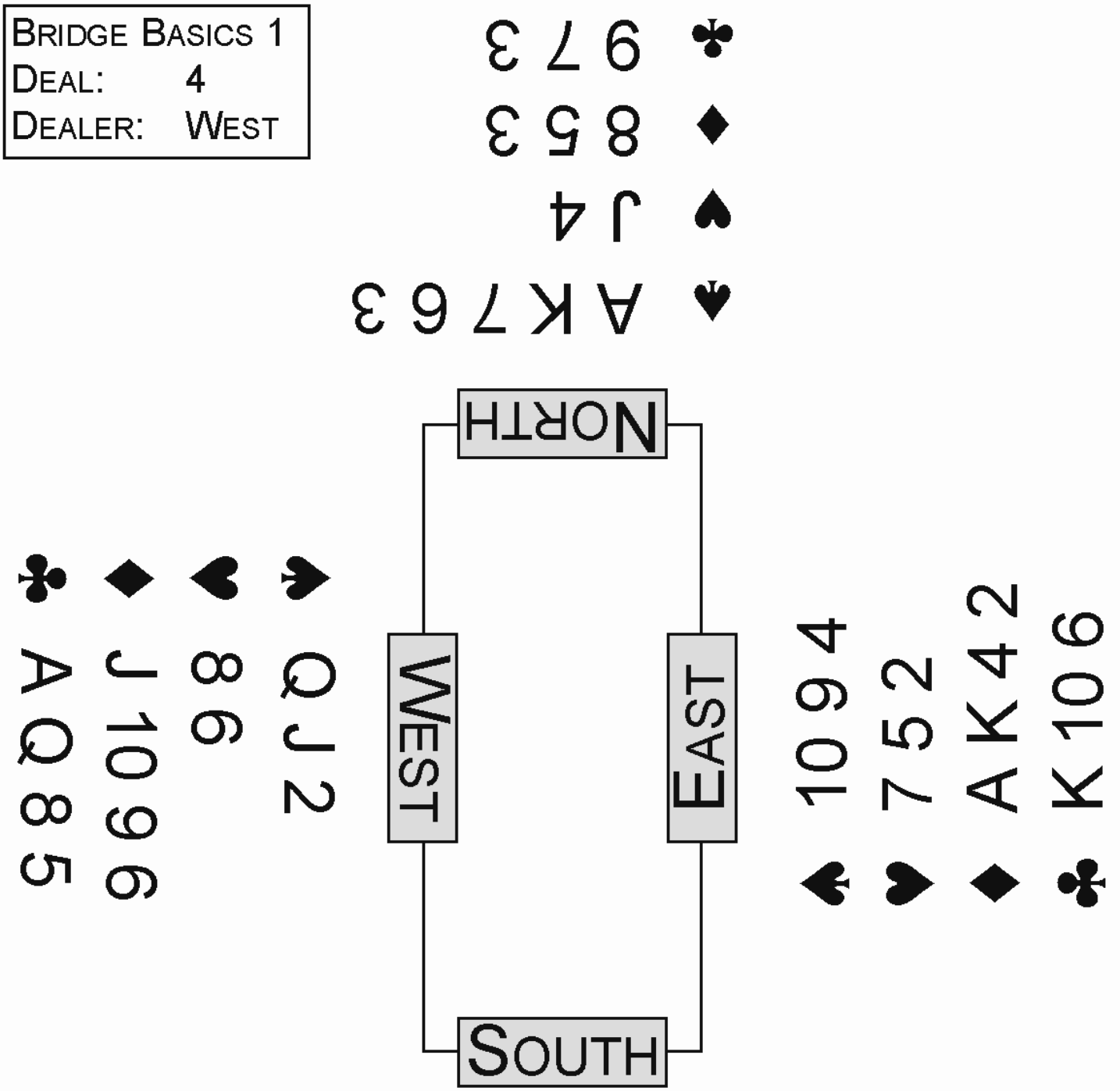
♠ A 9 5 3
♥ 10 6
♦ J 10 5 2
♣ K 9 7

SOUTH

♠ 8 4
♥ A Q 9 4 2
♦ A K 7
♣ 10 8 3

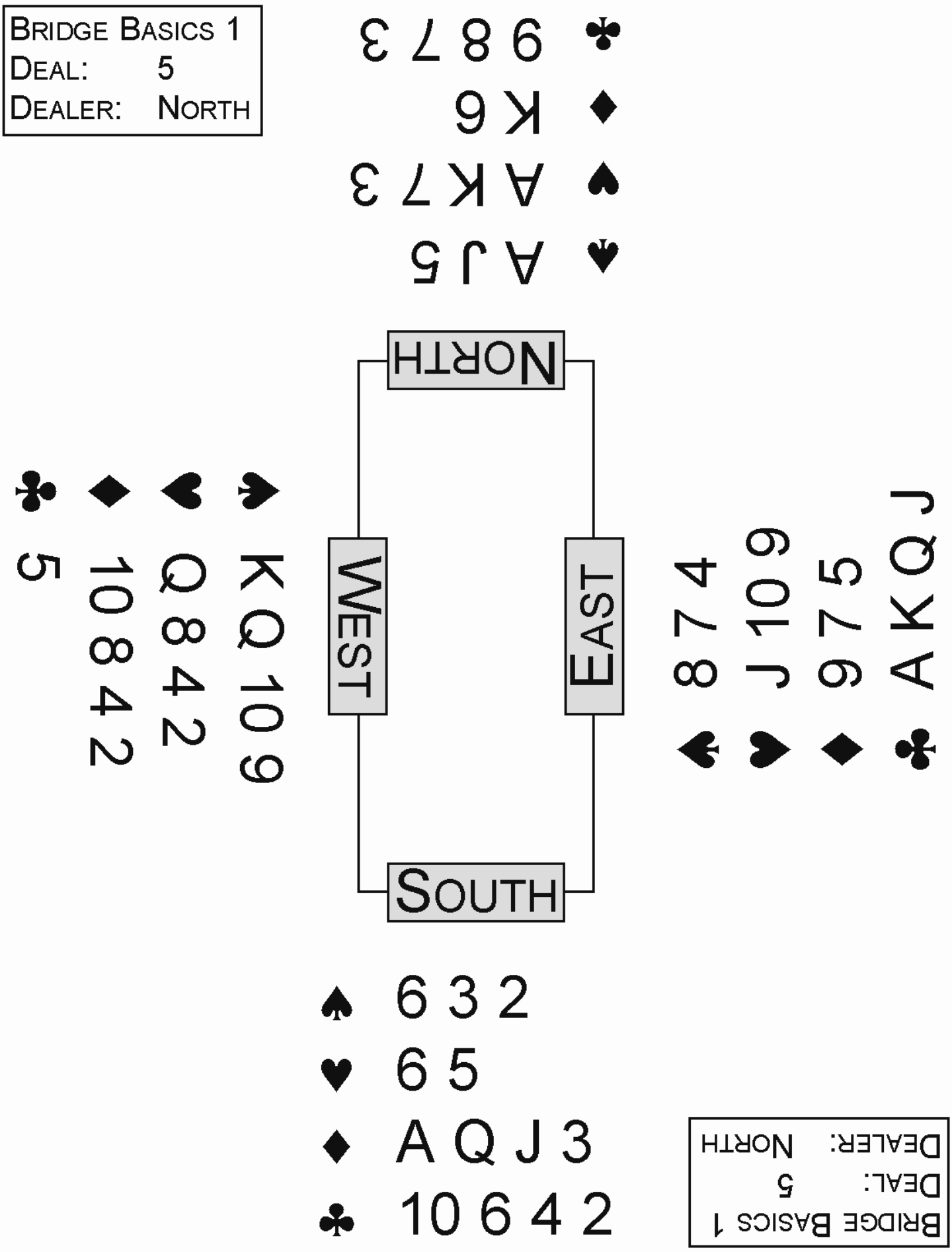
BRIDGE BASICS 1
DEAL: 3
DEALER: SOUTH

Bridge Basics 1
Deal: 4
Dealer: West



Bridge Basics 1
Deal: 4
Dealer: West

Bridge Basics 1
Deal: 5
Dealer: North



Bridge Basics 1
Deal: 5
Dealer: North

BRIDGE BASICS 1
DEAL: 6
DEALER: EAST

NORTH

♠ 3
♥ Q 10 6 4
♦ J 10 9 7 2
♣ K 10 5

WEST

♠ 5 2
♥ K J 10 8 7 5
♦ K Q 4
♣ 7 4

EAST

♠ A 8 7 3
♥ A Q 2
♦ A 8 3
♣ Q 8 6

SOUTH

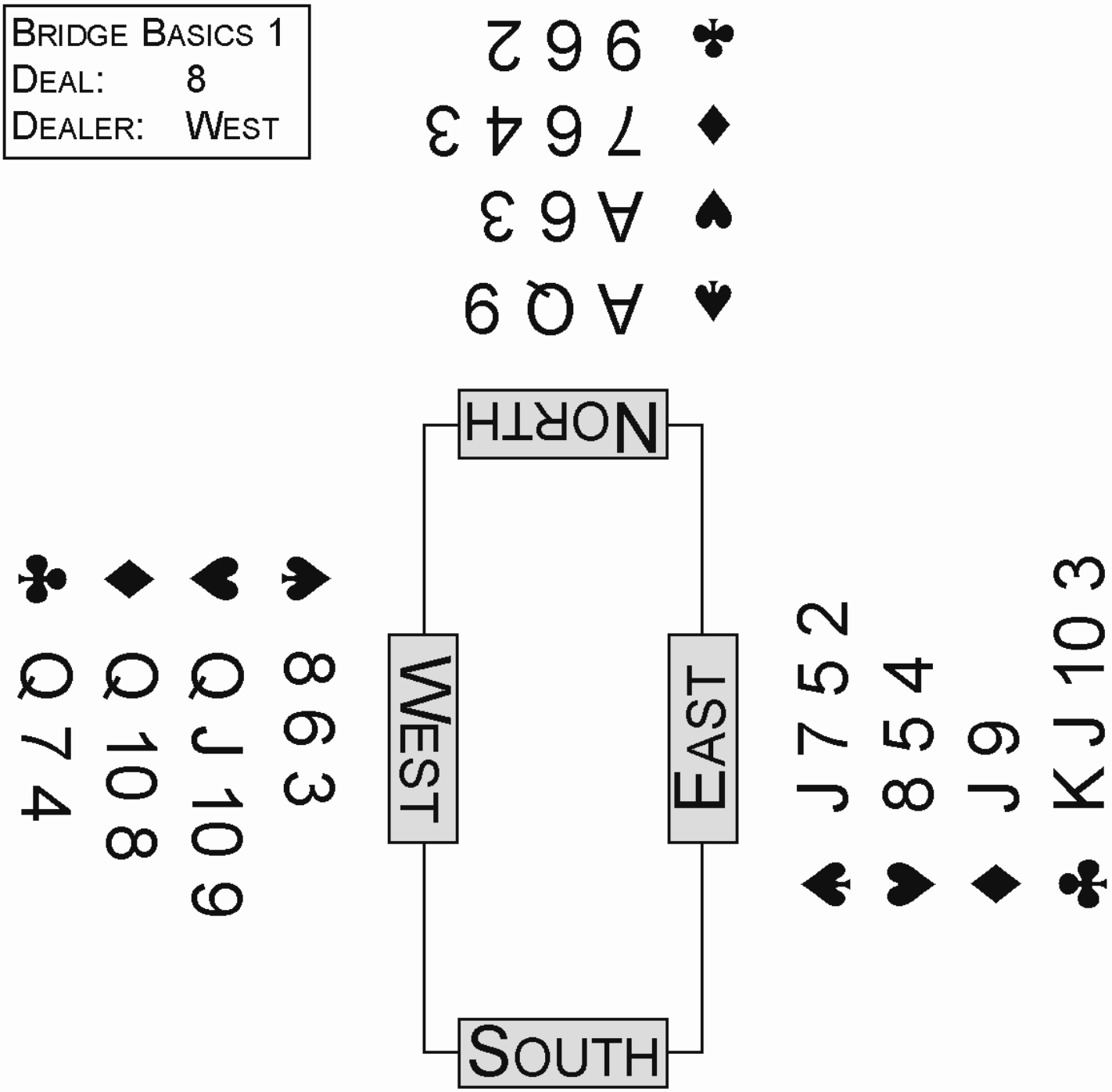
♠ K J 9
♥ 9 6 4
♦ 6 5
♣ A J 9 3 2

BRIDGE BASICS 1
DEAL: 6
DEALER: EAST

Bridge Basics 1
Deal: 7
Dealer: South

Bridge Basics 1
Deal: 7
Dealer: South

Bridge Basics 1
Deal: 8
Dealer: West



Bridge Basics 1
Deal: 8
Dealer: West

Bridge Basics 1
Deal: 9
Dealer: North

North

♠ 9 6 4 3
♥ 7 5 2
♦ A 8 5
♣ Q J 10

West

♠ A Q J
♥ 9 8 4 3
♦ Q 4 2
♣ K 7 6 2

East

♠ K
♥ 10 6
♦ J 10 9 7 3
♣ A 8 5 4 3

South

♠ A K Q J
♥ 10 8 7 5 2
♦ K 6
♣ 9 6

Bridge Basics 1
Deal: 9
Dealer: North

Bridge Basics 1
Deal: 10
Dealer: East

Bridge Basics 1
Deal: 10
Dealer: East

BRIDGE BASICS 1
DEAL: 11
DEALER: SOUTH

NORTH
♠ A 10 8 5 3
♥ A K 8 3
♦ 9 6
♣ A K

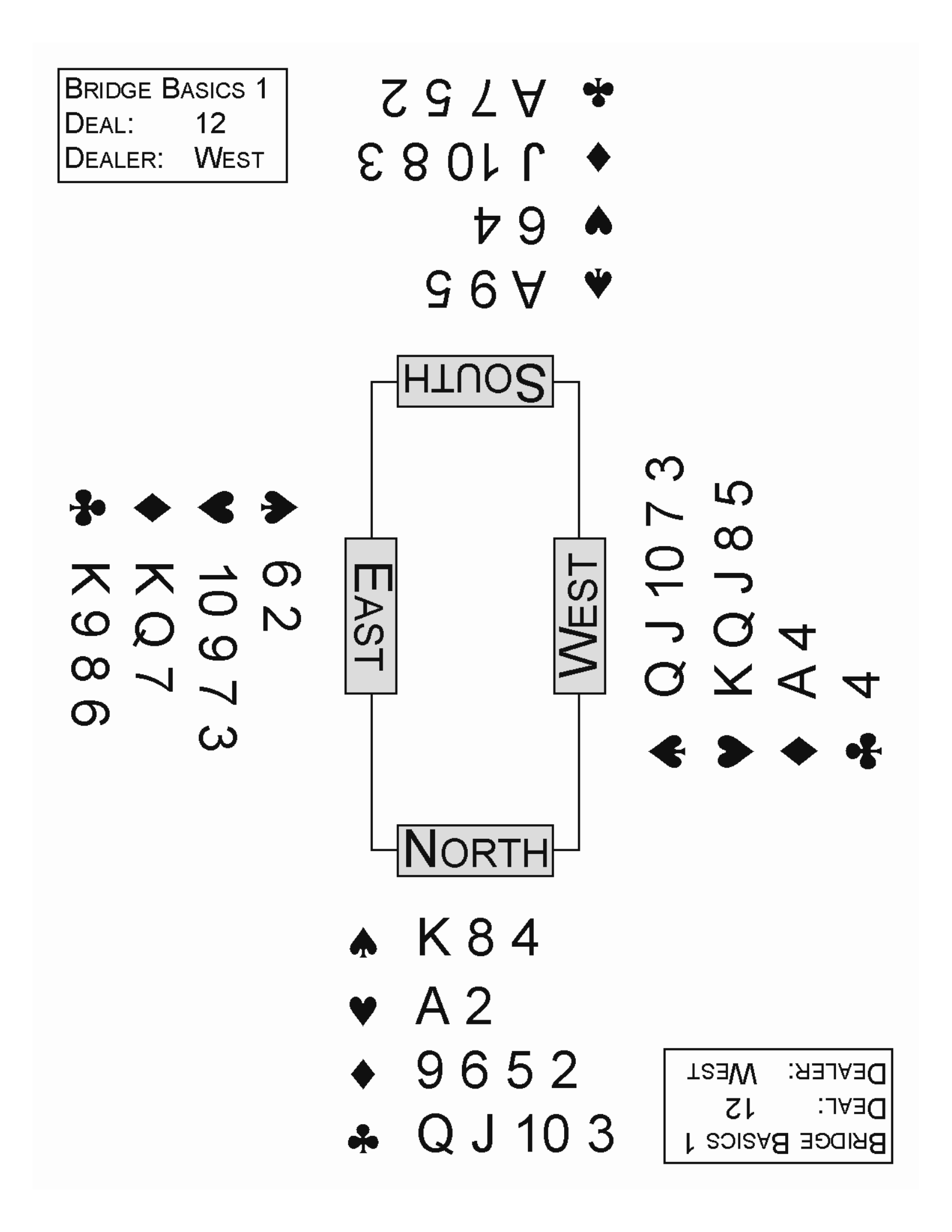
WEST
♠ 10 6
♥ K
♦ K J 7 5 2
♣ J 10 9 8 5

EAST
♠ 9
♥ Q J 9 7 2
♦ A Q 3
♣ 7 6 3 2

SOUTH
♠ Q J 7 5 4 2
♥ 6 4
♦ 10 8 4
♣ Q 4

BRIDGE BASICS 1
DEAL: 11
DEALER: SOUTH

Bridge Basics 1
Deal: 12
Dealer: West



Bridge Basics 1
Deal: 12
Dealer: West

Bridge Basics 1
Deal: 13
Dealer: North

♠ J 6 5
♥ K J 6 3
♦ Q 9 8 2
♣ A Q

North

West

♠ K Q 7 3
♥ 10 7 2
♦ 6 3
♣ K 10 6 5

East

♠ A 9 2
♥ 9 4
♦ 10 7 4
♣ J 9 8 3 2

South

♠ 10 8 4
♥ A Q 8 5
♦ A K J 5
♣ 7 4

Bridge Basics 1
Deal: 13
Dealer: North

Bridge Basics 1
Deal: 14
Dealer: East

North

♠ Q 7 6 2
♥ 9 2
♦ A Q 7
♣ 10 8 4 2

West

♠ K 10 7 5
♥ K 10 8 4
♦ J 9 5
♣ A 7

East

♠ A Q J 4
♥ 9 3
♦ 8 4 3
♣ K Q J 6

South

♠ 8 6 3
♥ A J 5
♦ K 10 6 2
♣ 9 5 3

Bridge Basics 1
Deal: 14
Dealer: East

BRIDGE BASICS 1
DEAL: 15
DEALER: SOUTH

NORTH

♠ K 10 6
♥ A K 10 4
♦ 9 6 3
♣ 10 7 5

WEST

♠ A 7 3
♥ 8 7 3
♦ A Q J 10 8 7
♣ A

EAST

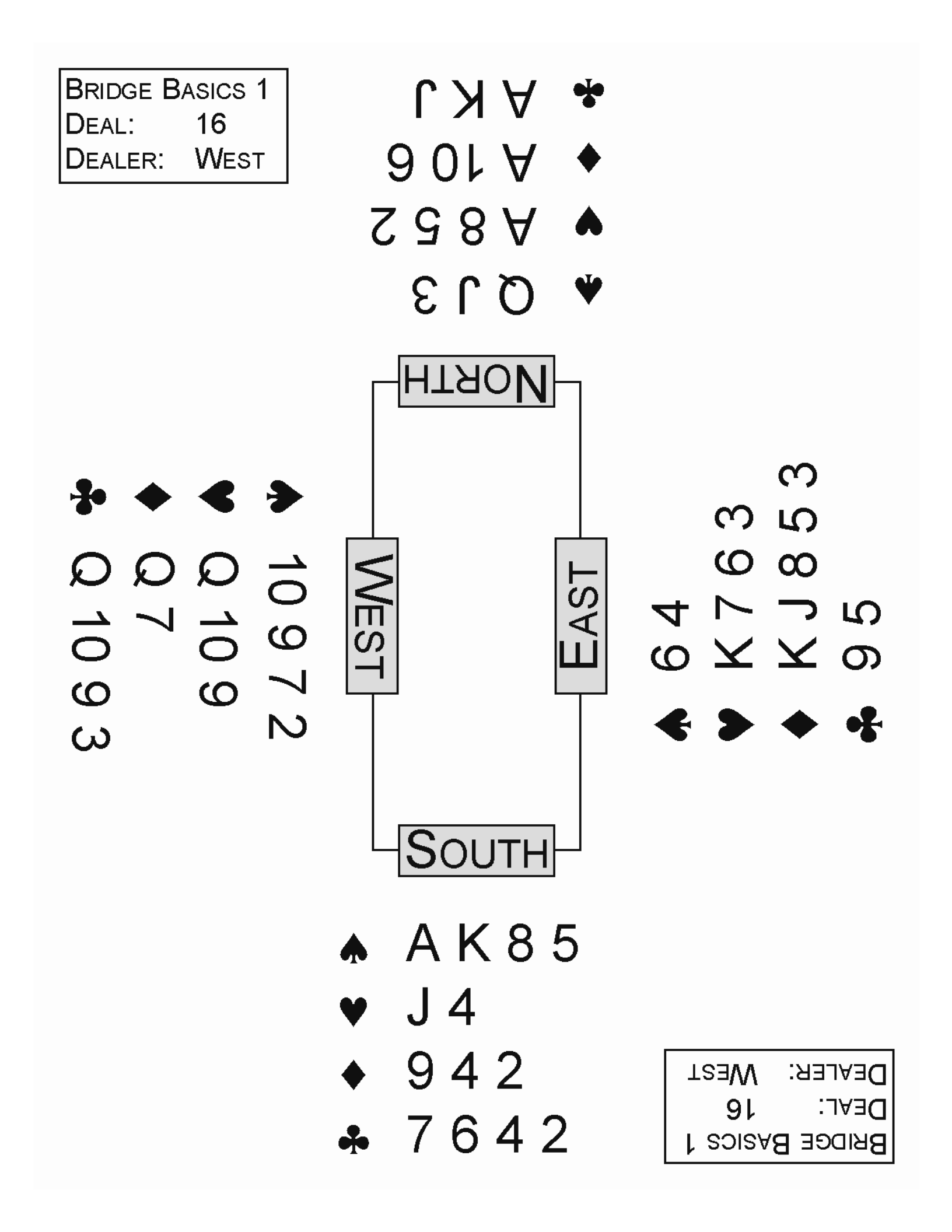
♠ Q 9 2
♥ J 5 2
♦ K 4
♣ 9 8 6 3 2

SOUTH

♠ J 8 5 4
♥ Q 9 6
♦ 5 2
♣ K Q J 4

BRIDGE BASICS 1
DEAL: 15
DEALER: SOUTH

Bridge Basics 1
Deal: 16
Dealer: West



Bridge Basics 1
Deal: 16
Dealer: West

Contract Card

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Contract Card

Hand #	Declarer (Circle) N S E W
Valuation Points N S W E	Contract
Total N-S / Total E-W	Score N-S / E-W
Declaring Side (Circle) N-S E-W	

Cue Cards

OPENING 1NT

15 16 17

A BALANCED HAND

OPENING 1♣ & 1♦

13 to 21

With a 3-card or longer suit.

RESPONDING TO 1NT

0-7 POINTS :: Bid 2♦, 2♥, or 2♠ with a 5-card or longer suit. Otherwise, Pass. These are **SIGNOFF** bids.

8-9 POINTS :: Bid 2NT with no 8-card or longer major suit fit. This is an **INVITATIONAL** bid.

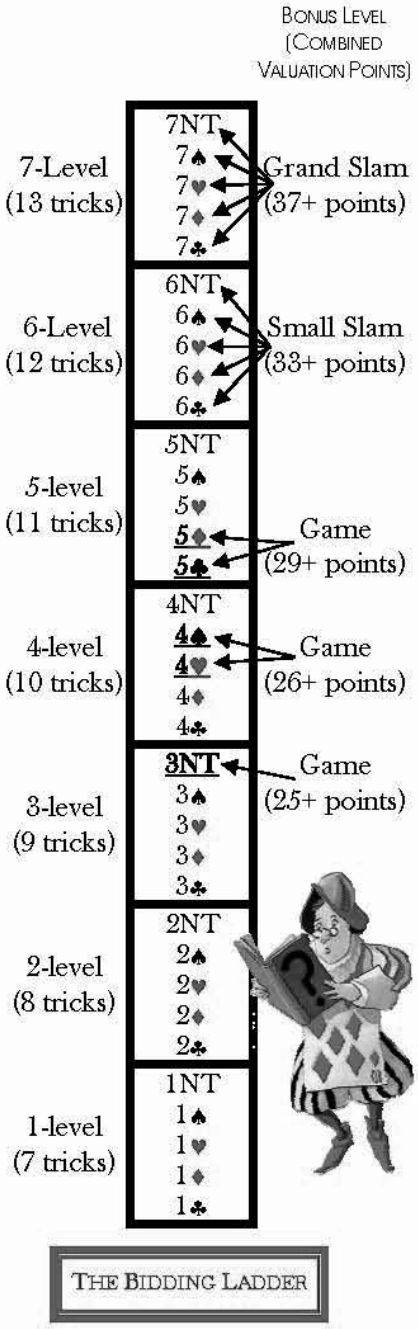
10-15 POINTS :: Bid 4♥ or 4♠ with a 6-card or longer major suit. These are **SIGNOFF** bids. Bid 3♥ or 3♠ with a 5-card major suit. These are **FORCING** bids. Otherwise, bid 3NT. This is a **SIGNOFF** bid.

OPENING 1♥ & 1♠

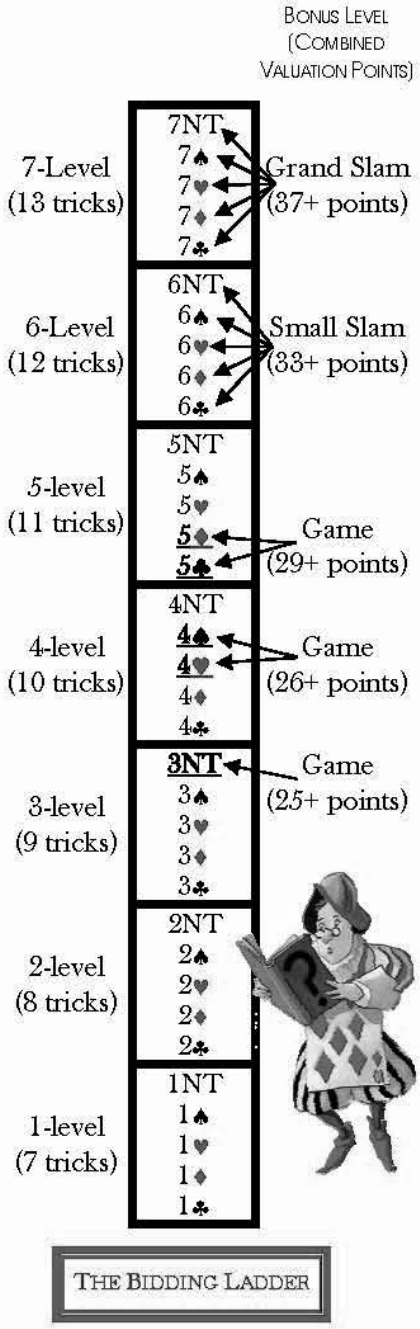
13 to 21

With a 5-card or longer suit.

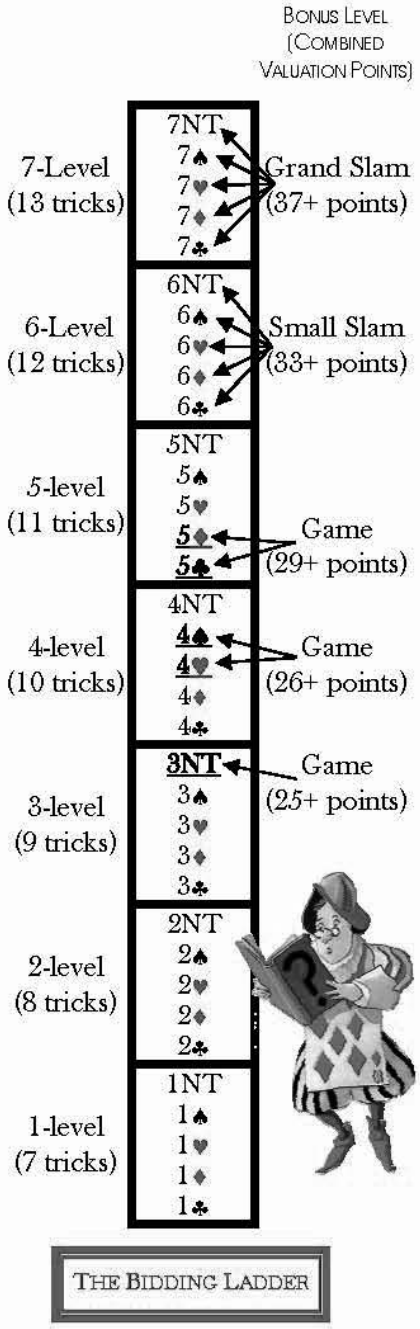
Bidding Ladder



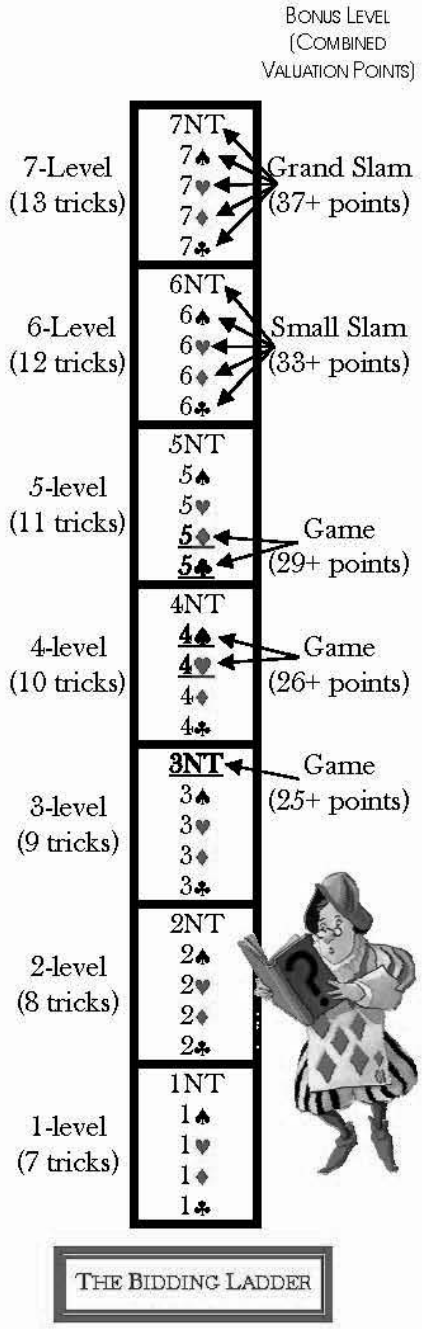
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A First Look at Duplicate Scoring

Each hand is scored separately.

Trick Score
(for the number in the bid)

- 20 points per trick bid and made in clubs or diamonds.
- 30 points per trick bid and made in hearts or spades.
- 40 points for the first trick and 30 points for each subsequent trick in notrump.

Overtricks

Each trick that is made above what is required by the bid is awarded the trick score as above.

Game Bonus

A bonus of 300 points is awarded for bidding and making a game.

Partscore

A bonus of 50 points is awarded for bidding and making a partscore.

Penalty Points

If declarer doesn't make the number of tricks bid by the partnership for the contract, the opponents get 50 points per undertrick ... each trick short of the contract.

Vulnerability, a part of scoring, is not included in this first look at duplicate scoring.

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Better Bridge Certificate



Better Bridge

COURSE CERTIFICATE

_____

has successfully completed
Audrey Grant's Better Bridge
Bridge Basics I

_____

Date

_____ _____

Teacher *Audrey Grant*

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