

Bridge

An Introductory Course for use in Schools

**Based on “Les Espoirs du Bridge”, the course written by the
French Bridge Federation**

Introduction

This course is intended for use in schools.

It is not a Minibridge course; it goes beyond Minibridge, gradually introducing 'real' bidding.

You may prefer to stick with Minibridge, using the examples to teach card play alongside Minibridge 'bidding'.

Teachers should use the material in any way in that suits their class.

The idea is, within a single school year, to give the children an idea of what Bridge is and how it works.

Content

There are 5 Chapters, each divided into 3 parts with examples and illustrative deals.

Chapter 1: Learning the Rules

- 1.1 Learning to play. Taking tricks, following suit. Playing with a partner.
- 1.2 The contract, declarer, dummy, High Card Points (HP), scoring.
- 1.3 Winners, Counting tricks.

Chapter 2: Basic Card Play

- 2.1 Communications and blockages – cashing winners in the right order.
- 2.2 Equal cards, establishing honour tricks. The opening lead. Third Hand plays High.
- 2.3 Length tricks. More on scoring: game and slam bonuses.

Chapter 3: Introducing the Trump Suit

- 3.1 Playing with Trump.
- 3.2 How to choose a Trump Contract. Drawing Trump.
- 3.3 Taking ruffs.

Chapter 4: Introduction to Bidding

- 4.1 The 1NT Opening Bid.
- 4.2 Playing in a suit Contract after a 1NT Opening Bid.
- 4.3 The 2NT Opening Bid.

Chapter 5: Opening Bids of 1 of a Major

- 5.1

Teaching Hints

Your main aim is to create and maintain enthusiasm for Bridge within your group.

Emphasise the idea that Bridge is fun.

Although you are in school, do not treat the bridge class as a scholastic discipline.

Your groups should assimilate the fundamentals interactively, through holding cards in their hands.

Do not hold the group back till everybody has assimilated everything – if you can stimulate their interest they will pick up the basics later.

The illustrative deals are simple, but are nonetheless likely to be too difficult for some.

Avoid long commentary on the deals, encourage the slightest signs of initiative, and always remember the essential thing is that the children **play** a lot.

If possible organise regular play sessions between learning sessions

The aim of this course is to teach the children to love bridge, to learn the main rules, and to make them want to play with their friends. Technical perfection can come later.

The first contact with the class is very important.

- Try to have all the members of your teaching team present, this is the day when the pupils most need assistance. 16 pupils in one room is as many as most teachers can cope with; if there are more try to find a second room.
- In most cases you will be using an ordinary classroom, and it is important that from the start the pupils do not think they are having another lesson.
- Do not prepare any fine words. The children have not come to listen to you, they have come to play. Do not explain what you are going to do: do it, giving explanations as and when necessary.

Some of your class may want to progress more quickly. Do not be influenced by those who talk loudest!

Someone who has never played cards, and is not sure what he ought to be doing, will not speak out.

You can help him out, calming the impatience of the others by giving them something else to think about: 'Do you know how many spades have been played?' 'Is the ten of hearts a winner now?' 'Why?'

You must keep some discipline: ask them, gently but firmly, not to respond all at once, but to raise their hands to ask for their turn to speak. Try to let as many of them speak as possible, taking just one answer per person.

After a revision session always congratulate the children on what they have remembered, and whet their appetite by telling them: 'today we shall learn new things'.

The new ideas should be assimilated using real cards on the table.

Prepare your examples in advance – you will lose their interest if you have to do it during the session.

You do not have much time, your sessions are likely to be short. So you should limit your ambition in teaching bidding. In the first year it will be enough to give them a few sequences so that they can understand the concept of 'real' bridge.

Remember that if they make mistakes it does not really matter – do not spend time correcting them

The aim of this initiation year is to get them interested in the idea of bridge so that they will come back the following year to perfect their knowledge of bidding and of card play.

Since the mechanism of bidding is not part of the programme, a single bidding box in the middle of the table may suffice to reach them about the hierarchy of bidding. Show them how to remove, not just the bid they want, but all the bids below it

Chapter 1: *Learning the Rules*

This Chapter deals with the fundamentals, the only part of the course that must be thoroughly grasped before proceeding further.

Session 1.1 Learning to play Without a Dummy

In this session your class should assimilate these bridge basics:

- Playing with a partner
- The ranks of the cards
- The mechanics of a trick: who leads, who wins, who leads to the next trick?
- The basic rule: follow suit when you can

Settle your class round tables in groups of four, **bid them welcome** and briefly introduce yourself and your team.

Explain that bridge is a card game, and ask which card games they are familiar with.

They may mention games like Knockout Whist, Beggar My Neighbour, Hearts (Sweaty Betty) Nomination Whist – or the patience games they play on a computer. This will give you an idea of how many are at least familiar with cards, and how many understand the concept of taking tricks.

Get started, giving just three instructions:

- Bridge has four players, two against two
- Traditionally the players are named for points of the compass :
North plays with South, these two players form the North-South partnership; their opponents are East-West.
- Bridge uses a normal 52-card pack

The First Deal:

- You may prefer to use a pack of cards, saving boards/wallets for the next session
Prepare packs sorted into suits, with the cards in no particular order, so that everybody has a balanced hand.
- **Ask the North player to distribute the cards to the 4 players, one by one.**
- **Invite the players to count their cards and sort them into ‘families’ ♣, ♦, ♥, ♠, (the suits) and to arrange them by alternating red and black suits.**
How many cards do they have? 52 divided by 4 makes 13!
Most will start by making 4 piles in front of themselves; holding thirteen fanned cards in one hand is quite difficult at first. Explain that it is important to hide your cards from the other players.
- **Now explain the rank order of the cards**
Bridge is like a battle: high cards beat lower cards.
The most important card is the Ace, then King, Queen, Jack, ten – right down to 2.
If you like, write the rank order on a board, or distribute it on paper:
High cards : Ace – King – Queen – Jack - Ten (the highest being the ace)
Low cards : 9 – 8 – 7 – 6 – 5 – 4 – 3 - 2. (the lowest being the 2)
Leave counting points for later – avoid confusion with games where points are allocated to specific cards
- **Ask each player to sort his cards, highest to lowest, in each suit**

- **Let them play out the deal with simplified rules: in No-trump but with no dummy.**
Like Whist, two against two. This allows those who have never played cards to learn the rules quickly.
- **Let East make the opening lead**
Explain that he has been chosen randomly on this occasion. He should place the first card on the table.
Let him choose his own card. The other players should play, in turn, a card of the same suit (**follow suit**)
They may choose any card from that suit, but the highest card **wins the trick** (the 4 cards played.)
For this session you may forget Duplicate Rules, allow the trick-taker to collect the 4 played cards and place them face down in front of him.
Explain that the aim is for each partnership to take as many tricks as they can.
Whoever wins a trick leads to the next one. He can, if he likes, choose a different suit to lead
Allow them to decide which card to lead. Make no comment: let them play as they like, provided they follow the rules about following suit. You may perhaps point out that they are playing as partners, so it is useless to beat partner's king with the ace – ask them why?
- **When a player has no cards left in the suit led he must play a card from another suit (discard)**
In this case he cannot take the trick
Someone may try to beat the master nine of hearts with the ace of clubs. Suggest he should choose a useless card instead, but leave him to decide.
Someone will surely ask why he cannot trump. Explain that at this stage we have decided to play without trump, playing with trump will come later
- **At the end of the deal**
The partners (North/South; East/West) should place their tricks together and count them.
The pair that wins is the pair that has more tricks
Explain that in bridge we count the number of tricks taken. **The content of the trick is of no importance.**
Each player has 13 cards, so there are a maximum of 13 tricks.

They have learned a lot in the course of the first deal, but they have not yet mastered the rules. You must now consolidate.

Play two, three or four more deals, whatever there is time for, in exactly the same way

Allow them to shuffle, cut and deal in clockwise order, and to take it in turn to make the opening lead.
Intervene only to remind them of the rules and to ensure that they are followed.

*This is absolutely **not** the moment to explain what should have been done to take more tricks: **let them play, even when they are making obvious elementary errors.***

The children will not yet have acquired the vocabulary specific to bridge : leading, following suit, taking tricks, showing out... use the new deals to explain and teach these words.

Finish with the question you will answer next time :

Who made more tricks, and why?

Session 1.2 Learning to play With a Dummy

In this session we shall learn to play Minibridge, introducing these concepts:

- High card points (HP)
- The Points-to-Tricks Table
- Dealer, opening bidder and how to decide the contract
- Declarer, opening leader, dummy.
- Making a contract, counting tricks taken
- scoring: trick points in No-trump and the score for going down

Start with some revision

Your class are impatient to play, but before starting you should spend a few minutes (no more than five) to revise with them what has been learned. Ask the question: "What did we learn last time? "

You should extract these answers from them (in no particular order)

- Bridge is a partnership game: (N/S versus E/W)
- Each player is dealt 13 cards
- You must follow suit (look for an example, check that you need not follow with a higher card)
- The player who plays the highest card wins the trick, and he leads to the next one. He need not choose the same suit.
- If you have no cards left in the suit led you must play a card from a different suit. When there is no trump this card cannot win the trick: we call this **discarding**.
- The partnership that wins most tricks wins the game.

The Contract and the Points-to-tricks Table

Before starting to play you need to take explain a few new ideas.

*Ask the question from the end of the first session: **Why did one side take more tricks than the other?***

Some will remember that the winning side had more big cards:

Ask what these are (write them up again) and say that in bridge they are called Honour cards.

*Explain that when one side has more honours than the other that side should expect to take more tricks – it will **declare a contract***

To decide who declares the contract, we give values to the honour cards (Ace, King, Queen Jack). These are called High Card Points, or Honour Points (HP). Display the List:	Ace (A)	4 points
	King (K)	3 points
	Queen (Q)	2 points
	Jack (J)	1 point

In passing, explain why 7 tricks is the minimum contract

There are 13 tricks in a deal. For one side to win more than the other it must take at least 7.

Experience shows a correspondence between the number of points held by a partnership, and the number of tricks they can expect to take. This has been formalised into a **Table of Points-to-Tricks**.

Points-to-Tricks Table	
Points	Expected number of tricks
37-38-39-40	13
33-34-35-36	12
30-31-32	11
27-28-29	10
25-26	9
23-24	8
20-21-22	7

Illustrative deals

For this second session, as for later ones, we use **prepared deals**; they are deliberately kept simple, as you will see, but they are not so simple for the newcomers to the game! It is best to play the same deal at all the tables at the same time – this helps with supervision and the maintenance of good order.

The deals are arranged so that everybody has a chance to be declarer.

The First Deal of Session 1.2

- Ask everybody to **count his points**.
- The partnerships compute their combined total (note that the total number of points in the pack is 40).
- The side with more points announces its contract.

The Second deal of Session 1.2

To avoid having everybody shout out their points at once, we introduce the idea of the opening bid:

- If the dealer has 12 points or more he says: "I shall open the bidding". Now the only player to announce his points is his partner – the other players conceal their points.
- If the dealer has fewer than 12 points he says: "Pass". The next player now decides whether he has an opening bid. (If no-one has an opening bid there is a redeal.)

The Third Deal of Session 1.2

Tell your class that now that they have mastered the rules of play, they can play **real bridge**.

The main difference between bridge and other card games is that **everybody sees the cards belonging to declarer's partner**. Once the contract is decided, and the opening lead made, **dummy** puts his cards face up on the table.

His role is simply to play the cards indicated by his partner: declarer is in charge of both hands, and decides which cards should be played to each trick.

Scoring

At the end of play, tell the players that they are going to learn how to score.

Points are attributed to one side or the other according to whether the contract **makes** or **goes down**.

Explain, and write down:

If the contract makes, declarer is awarded:

- 40 points for the first trick
- 30 points for each subsequent trick
- 50 points as a bonus

If the contract fails, the defenders are awarded:

- 50 points for each trick that declarer is short of his contract

Do not worry about vulnerability at this stage

Ask each table to calculate their score, then write up all the results.

Example :	Table 1 South made 9 tricks.	NS score $40+30+30+50 = +150$
	Table 2 South made 8 tricks	EW score 50
	Table 3 South made 10 tricks	NS score $40+30+30+30+50$ points = 180

Now you can place the pairs in order:

The winners NS are Pair 3; second are Pair 1; third are Pair 2

The winners EW are Pair 2; second are Pair 1; third are Pair 3

The Fourth deal of Session 1.2

The Points-to-Tricks Table is only a guide: it does not guarantee success.

Sample Deals for Session 1.2

Deal 1.2.1		♠ A 4 3 2		
Dealer North		♥ A 6		
		♦ 4 2		
		♣ A K Q J 10		
♠ K Q 10 7		N W E S		♠ J 5
♥ Q J 9 5				♥ 10 4 3
♦ 6 5 3				♦ A K J 9 8
♣ 7 4				♣ 8 6 5
		♠ 9 8 6		
		♥ K 8 7 2		
		♦ Q 10 7		
		♣ 9 3 2		
West	North	East	South	
	“18 HP”	“9HP”	“5HP”	
“8 HP”				

The Dealer, North, announces his number of points first, then East, South and West in clockwise order. The partnerships total their points: (23 for NS; 17 for EW – together they make 40 points). NS have the majority of points. Using the Points-to-Tricks Table as a guide, North tries to make 8 tricks. Invite East to lead to the first trick. Let him choose any card he likes. If he asks for advice, remind him that the aim is to make as many tricks as you can.

Deal 1.2.3		♠ A 3 2		
Dealer South		♥ 9 7 5		
		♦ 10 5 3		
		♣ K Q 10 8		
♠ 8 5 4		N W E S		♠ J 10 9 6
♥ A K Q 10				♥ J 4 2
♦ 8 6 4				♦ Q J 9
♣ 9 3 2				♣ 7 6 4
Lead: ♥A		♠ K Q 7		
		♥ 8 6 3		
		♦ A K 7 2		
		♣ A J 5		
West	North	East	South	
			“I open”	
	“9 HP”		“9 tricks”	

The class now knows how to reach a contract, and needs to give it a name. Remind them that there are 13 tricks, and declarer must take a minimum of 7 to outdo defenders. Bridge players do not say "I shall take 7 tricks": they say "1NT" (1 trick more than 6). Similarly, 2NT = 8 tricks; 3NT = 9 tricks... North puts down his dummy, and South begins to form a plan. (Do not expect too much at this stage!) The defenders can start to make a plan also – remind them of their aim: how many tricks do they need?

Deal 1.2.2		♠ Q 10 9 8		
Dealer East		♥ AK 9		
		♦ 10 8 3		
		♣ J 10 7		
♠ 7 4		N W E S		♠ 6 5 3
♥ 7 6 4				♥ Q J 10 2
♦ AKQ 2				♦ J 7 6
♣ AKQ 5				♣ 8 4 3
		♠ AKJ 2		
		♥ 8 5 3		
		♦ 9 5 4		
		♣ 9 6 2		
West	North	East	South	
		Pass	Pass	
“I open”		“4HP”		
“7 tricks”				

West, with 18 points, has enough to open the bidding. His partner, East, tells him how many points he has. West calculates that his side has 22 points, and the Points-to-Tricks Table guides him to announce that he will try to make 7 tricks. He has declared a contract, and so becomes Declarer. Ask NS how many tricks they need to defeat West. Ask North (the player on declarer's left) to make the opening lead.

Deal 1.2.4		♠ 6 5 4		
Dealer West		♥ Q 10 9 7		
		♦ Q J 10 7		
		♣ 5 4		
♠ 9 7 3 2		N W E S		♠ A K Q 10
♥ A K 4				♥ J 8 3
♦ K 9 2				♦ A 5 4
♣ 9 7 6				♣ J 8 3
Lead: ♣A		♠ J 8		
		♥ 6 5 2		
		♦ 8 6 3		
		♣ A K Q 10 2		
West	North	East	South	
Pass	Pass	“I open”	-	
“10HP”		“3NT”		

If South takes all his clubs the defenders make 5 tricks. In spite of his points, and the advice of the Points-to-Tricks Table, East will not make his contract even though he has done nothing wrong. Declarer **has not failed** – there was nothing he could do. The moral: whether you make your contract or not may depend on **how the cards lie, and how well the defenders play**. Gently remind anyone who is very proud of having made his contract that he was helped by the kindness of the defenders.

Session 1.3: Taking Tricks

In this session we introduce some concepts fundamental to declarer play:

- Winners (Master Cards, Sure Tricks)
- Counting tricks and making a plan

Begin by reminding the group that one of the special features in bridge is playing with a dummy.

Ask if they can remember which player is dummy and why.

Winners

Explain that declarer has the advantage of playing two hands. He can combine his resources to take more tricks.

He starts by noting the cards that are sure to take tricks, his Sure Tricks, or Winners

A card becomes a winner when the defenders have no higher card in the same suit to beat declarer's card.

To clarify this idea, run a little series of exercises – but remember, it should last **no longer than 5 minutes**, and if it is to be successful you need to take a little care:

- Do not use examples written on a blackboard or piece of paper – play with real cards on the table.
- Prepare the card combinations in advance: have them ready on a table, face down
- Limit the number of pupils watching the demonstration to a maximum of six

With 3 tables and two helpers, make two groups to perform the same exercise simultaneously

If you are on your own, allow one group to play a hand or two while they wait.

Let them examine these card combinations, turning over the cards you have prepared earlier: ask them how many winners there are in each combination.

♠ A 8 3 o ♠ 7 5 2	Do the defenders have a card higher than the ace of spades? No – so the ace is a Sure Trick.
♥ K 6 5 o ♥ 7 4 2	Do the defenders have a card higher than the king of hearts? Yes, the ace – so declarer has no Sure Trick in hearts.
♦ A 8 3 o ♦ Q 5 2	The defenders have the king of diamonds, which might beat declarer's queen. So declarer has only one Sure Trick in diamonds, the ace
♣ A 5 2 o ♣ K J 4	The defenders have the queen of clubs, which might beat declarer's jack. So declarer has two Sure Tricks in clubs, the ace and the king
♠ K 7 6 o ♠ Q 9 4	The defenders have the ace of spades, which beats all of declarer's cards. Declarer has no Sure Tricks in spades

Further ideas on visualisation and planning are to be tackled in the 4 example deals in this session – by now they will be impatient to get started.

This time ask the children to keep their cards in front of them as we do in bridge: explain how to place them with the short side pointing towards the side that won the trick. This will make it easy for them to see how many tricks each side has won.

Sample Deals for Session 1.3

Deal 1.3.1		♠ A 3 2		
Dealer North		♥ A 6 2		
		♦ 7 4		
		♣ A K Q J 10		
♠ K Q 10 7		N		♠ J 5
♥ Q J 9		W E		♥ 10 4 3
♦ 6 5 3 2		S		♦ A K J 9 8
♣ 9 7				♣ 8 6 5
Lead: ♦ A		♠ 9 8 6 4		
		♥ K 8 7 5		
		♦ Q 10		
		♣ 4 3 2		
West	North	East	South	
	"I open"		"5 HP"	
	2NT			

East leads the Ace of Diamonds, and, having seen dummy, realises that if he continues by playing the King **the Queen will drop (fall)** under the King and all his diamonds will become winners.

North's only problem is what to discard while East takes his diamonds. Allow him to choose, reminding him that it is best to keep cards that may take tricks later.

Deal 1.3.2		♠ 7 5 2		
Dealer East		♥ Q 10 9		
		♦ J 10		
		♣ A Q 10 9 2		
♠ Q 4 3		N		♠ K J 10 8
♥ 8 7 6 2		W E		♥ 5 4 3
♦ 6 5 3		S		♦ A K Q 9
♣ 8 7 3				♣ 6 5
		♠ A 9 6		
		♥ A K J		
		♦ 8 7 4 2		
		♣ K J 4		
West	North	East	South	
		“I open”		
“2HP”		Pass	“I open”	
	“9HP”		3NT	

East, with 13 points, opens the bidding, and his partner announces: "2HP". East calculates that his side has only 15 points, not enough to play a contract, so he says: "Pass".

South, next in turn after East, is given the right to decide the contract, since he knows his side has the majority of the points. He asks his partner how many points he has, and North announces 9 HP.

N/S have 25 points, and the Points-to-Tricks Table indicates that South should try to make 9 tricks. South declares 3NT.

Deal 1.3.3		♠ 10 8 3		
Dealer South		♥ AKQ 8 7		
		♦ 8 2		
		♣ 10 7 4		
♠ A Q 5 2		N		♠ K J 4
♥ 6 5 2		W E		♥ J 10 9
♦ A 10 3		S		♦ K Q J 9
♣ A 8 6				♣ 9 5 2
Lead: ♥A		♠ 9 7 6		
		♥ 4 3		
		♦ 7 6 5 4		
		♣ K Q J 3		
West	North	East		South
				Pass
“I open”		“11 HP”		3NT
3NT				

South passes, West opens, and East announces 11 points. West counts a combined total of 25 points and declares 3NT.

North leads the Ace of Hearts, and sees J-10-9 in dummy. Once he has played the Ace, the King and the Queen, his eight and seven will be winners.

Deal 1.3.4		♠ 9 7 3 2		
Dealer West		♥ K Q 9		
		♦ 9 8 6 5		
		♣ 8 6		
♠ Q 8		N		♠ 6 5 4
♥ 7 5 4 2		W E		♥ A 6
♦ K Q 10		S		♦ A Q 3
♣ Q J 10 3				♣ A K 5 4 2
Lead: ♠A		♠ A K J 10		
		♥ Q 9 8 3		
		♦ 7 4 2		
		♣ 9 7		
West	North	East	South	
Pass	Pass	“I open”	-	
“10HP”		“3NT”		

90% of the time South will lead ♠ A.

Dummy goes down.

Everybody is invited to examine the dummy. West should note that the Queen of Spades is doubleton, and that she will drop under the King. Then his Jack and ten will become winners. He should take the first four tricks.

Post Mortems on this session

At the end of play calculate the scores and write them up, as during the previous session.

Then ask everyone to pick up their cards, sort them into suits in ascending order, and place them face down on the table. *You will not ask them to analyse the play – you are just going to take note of the winners*

- Ask North and South to turn over their cards, and invite all four players to count the Winners
Explain that it is not just a question of Winners in declarer's hand, but in the two hands together.
Take each suit in turn, and look at the combined holdings, then pass on to the next suit

Deal 1.3.1

Spades	The defenders have no cards that can beat the Ace, so declarer has one Sure Trick
Hearts	The defenders have no cards higher than the Ace or King, declarer has two Sure Tricks
Diamonds	The defenders have both Ace and King, declarer has no Sure Tricks
Clubs	The defenders have no cards that can beat declarer, so he has five Sure Tricks

Declarer counts a total of 8 Sure Tricks, and should make his 2NT contract provided he does not discard any of them

- Now ask South to hide his cards, and West to show his. How many winners has West?
He has no Sure Tricks in Spades, Hearts or Clubs.
In Diamonds he has two, the Ace and the King. Now look at the Diamonds in dummy. Persuade the pupils to say that once the Ace and King of diamonds are played the Jack, nine and eight have become Winners

Deals 1.3.2; 1.3.3; 1.3.4

At the end of play calculate the scores and write them up, as usual.

Invite the declaring side to calculate their Sure Tricks as before.

Then ask the leader how many Winners he has, after he has seen dummy.

On the second deal the learners encounter a new situation: the side that opens does not have the majority of points, so cannot declare the contract. After discovering this, the Opening Bidder passes.

Chapter 2: *Creating and Taking Tricks*

From here on your aim is simply to make them love the game.

Proceed with the new concepts without worrying whether they have mastered previous ones.

Session 2.1 Communications and Blockages

Getting from hand to hand for the declarer

- 1) A suit where he has the same number of cards in each hand:

Place these cards on the table, and ask the class to play this suit

<p>♣ A K 6 o ♣ Q 7 4</p>	In whatever order you play these cards you will make three tricks, provided you always play a small card under an honour.
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- 2) A suit where one hand has fewer cards than the other

Remove the 4 from the South hand and play the suit.

Ask them to make three tricks, leading from the South hand first.


<p>♣ A K 6 o ♣ Q 7</p>	If you begin by leading the 7 to the Ace, then the 6 to the Queen, you cannot immediately play the King. But if you start with the Queen, dropping the 6, then play the 7 to the King, you are in the right hand to cash your third trick
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<p>♠ A Q 6 o ♠ K J 5 4 2</p>	To make all 5 tricks you should start with the 2 to the Ace, then the Queen and 4, then the 6 to the King, the Jack and the 5.
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These examples illustrate an important principle:

Start with the Honours from the shorter hand

Getting from hand to hand for the defenders: (remember to let the pupils play the cards)

<p>♣ A 10 6 3 <u>2</u> ♣ 5 4  ♣ K Q 7 ♣ J 9 8</p>	West leads the 2 of Clubs. East should play the Queen, then the King, then the 7 to allow his partner to win the rest.
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Defenders work together, just like declarer and dummy. The same rule applies – play the honours from the shorter hand first. Ask which is the shorter hand when West leads his long suit?

Play deals 2.1.1, 2.1.2, 2.1.3 on the theme of communication.

Let them play – do not intervene to tell them what to do. If they ask, give a few words of advice at the end of play

Blockages

Sometimes communication is more difficult: a suit may be **blocked**

<p>♠ Q J</p> <p>o</p> <p>♠ A K 3 2</p>	<p>South plays the 2 to the Jack, then the Queen, but North has no small card to lead to South's honours.</p>
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South could **overtake** the Queen with the King, and play the Ace, but then he makes just 3 tricks instead of 4. To make all 4 tricks he must reach the South hand in a different suit.

Add some hearts:

<p>♠ Q J</p> <p>♥ 7 4 3</p> <p>o</p> <p>♠ A K 3 2</p> <p>♥ A</p>	<p>South plays the 2 of Spades to the Jack, then the Queen of Spades. He crosses to his hand by playing the 3 of Hearts to the Ace. Now that he is in his hand he can make the Ace and King of Spades.</p>
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Sometimes a suit may appear blocked when, in fact, there is no real problem.

<p>♠ Q J</p> <p>o</p> <p>♠ A K 10 2</p>	<p>The presence of an extra winner, (here the 10) solves this blockage. Play the 2 to the Jack. Then overtake the Queen with the King: the Ace and the 10 provide 2 more winners.</p>
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"Eat " your Honour cards when you can afford to.

In defence

<p>♦ A J 9 8 <u>2</u></p> <p>♦ 10 3</p> <p>♦ 7 6 5 4</p> <p>♦ K Q</p>	<p>West leads the 2 of Diamonds. East plays the Queen, then the King. West can see that Dummy's 10 will fall under the King. He should overtake his partner's King with the Ace, since all the Diamonds in his hand are winners</p>
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When defending, watch the cards carefully

Sample Deals for Session 2.1

Deal 2.1.1		♠ Q 4		
Dealer North		♥ A K 7		
		♦ A K 4 2		
		♣ 9 8 5 3		
♠ 10 8 6 5		N W E S		♠ 9 7 3
♥ Q J 10 5 3				♥ 6 2
♦ 6				♦ Q J 10 9 8
♣ K J 2				♣ A Q 4
Lead: ♦ Q		♠ A K J 2		
		♥ 9 8 4		
		♦ 7 5 3		
		♣ 10 7 6		
West	North	East	South	
	“I open”		“8 HP”	
	2NT			

Impose a diamond lead – *explain that it is generally best to lead your longest suit.*

As well as his two ace-kings in the red suits, North should make 4 tricks in Spades to make his contract.

To achieve this he must play Spades well, by starting with the Honour Card from the Shorter Hand.

He should win the opening lead with the Ace or King of Diamonds, then play the Queen of Spades dropping the 2 from dummy, then the 4 of spades to the Jack, Ace and King

Deal 2.1.2		♠ 9 8 7 6			
Dealer East		♥ 9 6			
		♦ K Q 6			
		♣ 10 9 8 6			
♠ A J 4		N W E S		♠ K Q 5 2	
♥ 5 4				♥ A 8 7	
♦ J 10 9 2				♦ 8 4 3	
♣ A Q 7 5				♣ K J 4	
Lead: ♥ K		♠ 10 3			
		♥ K Q J 10 3 2			
		♦ A 7 5			
		♣ 3 2			
West	North	East	South		
		"I open"			
"12HP"		3NT			

Ask South to lead the King of Hearts – *explain that with a sequence of equal cards we lead the highest.*

East, as well as his Ace of hearts, must make 4 tricks in Spades and 4 in Clubs. In each suit he must start by leading the honours from the shorter hand.

He wins the Ace of Hearts, then plays the 2 of Spades to the Ace, the Jack, then the 4 to the Queen and King. (Careful to discard a Diamond, not a Club)

Now turn to Clubs: the King, Jack, then the 4 to the Ace and Queen.

Deal 2.1.3		♠ 8 5 4		
Dealer South		♥ K Q 3		
		♦ 9 6 3		
		♣ K Q 10 6		
♠ 10 7 6		N W E S		♠ Q J 9
♥ 10 7 6				♥ J 8 5 4
♦ A 10 7 5 2				♦ K Q 4
♣ 9 3				♣ J 8 7
Lead: ♦ 2		♠ A K 3 2		
		♥ A 9 2		
		♦ J 8		
		♣ A 5 4 2		
West	North	East		South
				“I open”
	“10HP”			3NT

West leads the 2 of Diamonds.

When you do not have a sequence of honours lead a low card from your longest suit.

East should play the Queen, then the King, then give the lead back to partner by playing the 4.

He must play honours from the short hand to avoid blocking the suit.

Deal 2.1.4		♠ A 8 2		
Dealer West		♥ 10 5		
		♦ K Q J 10 4		
		♣ 5 3 2		
♠ 10 9 5 4		N		♠ 7 6
♥ A K 9 3		W E		♥ 8 7 6 4
♦ A 8 3		S		♦ 9 5 2
♣ K J				♣ A Q 10 4
Lead: ♦ K		♠ K Q J 3		
		♥ Q J 2		
		♦ 7 6		
		♣ 9 8 7 6		
West	North	East	South	
“I open”		“6HP”	-	
1NT				

North leads the King of Diamonds.

Remind him to lead top of a sequence of honours.

South counts 7 Winners: 2 in Hearts, 1 in Diamonds and 4 in Clubs.

But he must play Clubs with care: cash the King, then **overtake** the Jack with the Ace or the Queen to reach the Dummy. He can afford to do this because Dummy has an extra Winner, the 10

Session 2.2

Honour Tricks

- The idea of Equal Cards
- Creating tricks: establishing honours
- Leading from a long suit :
 - top of a sequence
 - low from honours

Equal cards and Establishing Honours

♥ K 10 7 2 o ♥ Q J 5 3	You have 4 cards in sequence : the King, the Queen, the Jack and the 10. That means that when you play any one of them an opponent can only win the trick with one card, the Ace. They are equals .
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Cards in the same suit are equals if, no matter which one is played, an opponent can win the trick with just one specific card

Now let the class see how to establish tricks by driving out an opponent's honour.

♥ K 10 7 2 o ♥ Q J 5 3	If you play the King (an equal card with the Queen, Jack and 10), there are two possibilities: - the Ace is played, and the other three Equal cards become Winners - the Ace is not played, but you take the trick. So you continue with another Equal card.
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♦ Q J 2 o ♦ 10 9 5	The opponents have two winners. So to take a trick you must play the suit twice, each time sacrificing one of your Equal cards
--------------------------	--

When one or more honour cards have become Winners, we say that they are 'established'.

An Exercise

With these new distributions, ask how many tricks can be made with these combinations:

1	2	3	4
♠ K J 4 o ♠ Q 2	♠ K Q 4 o ♠ J 10 9 5 3	♠ J 9 2 o ♠ Q 10 6 3	♠ Q J 4 o ♠ 10 9 3

Example 1: Three equal cards, and one Winner for the opposition. You can make two tricks.

Example 2: You have 5 Equal cards, and opponents have only the Ace to beat them.
Since there are 5 cards in the longer hand you can establish 4 tricks.

Example 3: Two winners for the opponents, but you have 4 Equal cards. You can establish 2 Winners.

Example 4: Here you have 4 Equal Cards, but you have only three cards in either hand.
The opponents have two Winners. You can make only one trick.

The Opening Lead

Defenders too can establish Honour tricks, notably by the Opening Lead.

The player on lead chooses which suit to lead (his longest) and then which card to lead.

Top of a Sequence

Show the class these five cards, and ask which one they would lead : ♣ K Q J 7 5

They will realise that they should lead one of the three honours to drive out the Ace.

Explain that a defender cannot see his partner's cards, so to work together they must have a dialogue, not in words, but in the cards they choose to play.

With at least three Equal cards, of which at least one is an Honour, lead the highest of these Equal cards : the "top of a sequence".

Place the cards on the table, ask which card should be led, and what can be deduced from the choice.

With :	Lead :	Tells partner that you also have :	But you do not have:
K Q J 7 5	the King	the Queen and the Jack	the Ace
Q J 10 6 2	the Queen	the Jack and the 10	the King
J 10 9 5 3	the Jack	the 10 and the 9	the Queen
10 9 8 7 2	the 10	the 9 and the 8	the Jack

The lead of an Honour promises the two cards just below it, but denies the Honour immediately above it.

Leading a Low Card

If you cannot lead top of a sequence in your longest suit, choose the lowest card. Examples :

With:	Lead:
A Q 8 6 3	the 3
Q 10 8 7 2	the 2
J 9 8 6 3	the 3
K 10 8 4 3	the 3

The responsibilities of the Opening Leader's Partner – 'Third Hand'

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;">7 4 3</div> <div style="text-align: center;"> </div> <div style="text-align: left;">Q 8 2</div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div style="text-align: right;">K J 9 6 5</div> <div style="text-align: center;"> </div> <div style="text-align: left;">A 10</div> </div>	<p>West leads the 5. East should play the Queen to help his partner to establish his winners in the suit by driving out the Ace.</p> <p>If he plays the 2 or the 8, South makes an unexpected trick with the 10...</p>
--	--

East should help his partner to establish his suit. So he must play any honour that he has – 'Third Hand Plays High.'

Now ask which card East should play, according to which card Dummy plays...

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;">Q 5 2</div> <div style="text-align: center;"> </div> <div style="text-align: left;">K J 6</div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div style="text-align: right;">3</div> <div style="text-align: center;"> </div> <div style="text-align: left;"></div> </div>	<p>If you play the King on the 2 or the 5 North makes his Queen, whoever of South or West has the Ace.</p> <p>But if the Queen is played, you should cover with the King</p>
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<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;">J 6 4</div> <div style="text-align: center;"> </div> <div style="text-align: left;">Q 10 6</div> </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> <div style="text-align: right;">3</div> <div style="text-align: center;"> </div> <div style="text-align: left;"></div> </div>	<p>If Dummy plays the 6, which card should East play?</p> <p>And if Dummy plays the Jack? Why?</p>
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In Third position, help partner by playing the highest card that you can afford.

Sample Deals for Session 2.2

Deal 2.2.1		♠ A 6			
Dealer North		♥ A 7 5			
		♦ A 7 6 5			
		♣ K 4 3 2			
♠ Q J 10 8		N		♠ 9 7 5	
♥ 9 4 2		W		♥ K Q J 10	
♦ J 8 4 3		E		♦ K Q 10	
♣ A 8		S		♣ 9 7 5	
Lead: ♥K		♠ K 4 3 2			
		♥ 4 3 2			
		♦ 9 2			
		♣ Q J 10 6			
West	North	East	South		
	"I open"		"6 HP"		
	1NT				

North can establish 3 tricks in Clubs: he should do so immediately, before cashing his Winners in the other suits.

North wins the lead and plays a little club towards the honours in dummy. When East takes the Ace declarer has established three tricks in Clubs.

Deal 2.2.3		♠ A 8 5 2			
Dealer South		♥ 10 2			
		♦ 8 5 3 2			
		♣ A K 4			
♠ 7 6		N		♠ Q J 10 4	
♥ Q 8 7 5 3		W		♥ J 9 4	
♦ A K 4		E		♦ 7 6	
♣ 7 3 2		S		♣ J 9 8 6	
Lead: ♥3		♠ K 9 3			
		♥ A K 6			
		♦ Q J 10 9			
		♣ Q 10 5			
West	North	East	South		
			"I open"		
	"11HP"		3NT		

When West leads a low heart East should play whatever card is appropriate after dummy has played:
♥9 on ♥2; ♥J on ♥10.

South wins ♥K and plays ♦Q. West takes ♦K and plays another Heart to remove declarer's last Heart winner. South wins ♥A and plays another diamond to establish 2 tricks in that suit.

The defenders win this particular race by establishing 3 Heart winners to go with the ♦AK. One down!

Deal 2.2.2		♠ 9 4 2			
Dealer East		♥ K 6 5			
		♦ Q 5			
		♣ A Q 7 3 2			
♠ A 8 6		N		♠ K Q J 5	
♥ Q 9 2		W		♥ J 10 8 3	
♦ 7 3 2		E		♦ A K J	
♣ K 10 6 4		S		♣ Q 8	
Lead: ♦10		♠ 10 7 3			
		♥ A 7 4			
		♦ 10 9 8 6 4			
		♣ 9 5			
West	North	East	South		
			"I open"		
"9HP"		3NT			

♦10 lead means East has 3 Winners in Diamonds: if North plays the Queen the Jack is established; if he does not play the Queen the Jack takes the first trick. Declarer has 5 Equal cards in Hearts, but only 4 cards in the longer hand. Opponents have 2 Winners. So East can make 2 tricks in hearts
He plays a Heart towards dummy. If South plays a low card declarer plays ♥9 or ♥Q; if South plays the ♥A it does not matter which card dummy plays.
When he regains the lead declarer plays hearts again to establish his two Heart tricks

Deal 2.2.4		♠ K Q 9 4 3			
Dealer West		♥ A 6			
		♦ 9 8 6 4			
		♣ 10 7			
♠ A 10		N		♠ 7 6 5	
♥ K Q J 10		W		♥ 5 4 2	
♦ Q J 5		E		♦ A K 3 2	
♣ Q 9 3 2		S		♣ A 6 5	
Lead: ♠3		♠ Q 8 2			
		♥ 9 8 7 3			
		♦ 10 7			
		♣ K J 8 4			
West	North	East	South		
"I open"		"11HP"	-		
3NT					


North leads the 3 of Spades. South co-operates by playing the Queen to drive out a high Honour. If he wins the trick he should continue spades – **return partner's suit.**

So when West gets back on lead with ♥A he can make 4 spade tricks. One down !


Session 2.3 Establishing Length Tricks

In this session the pupils will learn how to establish length tricks by using real cards.

Length Tricks for declarer

	♦ A K Q 2		After you have played the Ace, King and Queen the defenders have no more cards in the suit. If you play the 2 it will win a trick.
♦ J 10 7		♦ 9 8 6	
	♦ 5 4 3		

After playing this example, move East's 6 into the West hand:

	♦ A K Q 2		This time the 2 will not take a trick. Why did the 2 win a trick in the last example, but not this time ?
♦ J 10 7 6		♦ 9 8	
	♦ 5 4 3		

Extract these ideas from your class :

- in the first example, because the Diamonds were divided 3-3 between East and West, the 2 made a trick
- in the second example, the 2 did not take a trick because Diamonds were divided 4-2.
- to make a length trick, Dummy or declarer must have more cards than either opponent.

A length trick is a trick made with a small card that has been established as a Winner.

Declarer and Dummy have a certain number of cards in a suit between them. The Defenders have the rest. How these cards are divided determine how many Length Tricks can be made. Some exercises:

Can South make any Length Tricks in these examples? If so, how many, and under what conditions?


Show these examples on the table. Lay out the cards for the defenders to show the different ways in which they might be divided. Ask how many tricks might be taken in each case.

1	2	3	4
♠ A K 7 4	♠ A 6 5 3	♠ A K 7 3	♠ A K Q 5 2
o	o	o	o
♠ 6 5 2	♠ K Q 7 2	♠ 6 2	♠ 7 6 4 3

Answers:

- 4 + 3 = 7 cards for the declaring side. The defenders have 13 – 7 = 6 cards.
If these 6 cards are divided 3-3, we will make one Length Trick.
- 4 + 4 = 8 cards for the declaring side. The defenders have 13 – 8 = 5 cards.
If these 5 cards are divided 3-2, we shall make one Length Trick.
- 4 + 2 = 6 cards for the declaring side. The defenders have 13 – 6 = 7 cards.
Even when these 5 cards are divided 4-3, one opponents has four cards, as many as Dummy, so we cannot establish any Length Tricks.
- 5 + 4 = 9 cards for the declaring side. The defenders have 13 – 9 = 4 cards.
If these 5 cards are divided 2-2 or 3-1 we can make two Length Tricks
If they are divided 4-0 we can make one Length Trick

Length Tricks for the defenders

	♥ J 6 4		West leads the 3 of Hearts. East wins the Ace and returns the 8, hoping to establish Length Tricks in his partner's hand. The King must be played.
♥ Q 9 7 5 3		♥ A 8 2	
	♥ K 10		

West counts the Hearts that have been played. He knows there is just one more outstanding card as well as North's Jack. Both these cards will fall when he plays his Queen. His two remaining small Hearts will be Winners.

More about Scoring: Bonuses – for Part scores, Games and Slams

Introduce the idea of bonuses. You can talk about levels where there is no extra bonus later.

Contracts of 1NT and 2NT are **part score contracts**. Making a part score gains a bonus of 50 points.

3NT, 4NT, and 5NT are **game contracts**. Making a game gains a bonus of 300 points.

The bonus increases with the degree of risk, so contracts of 12 and 13 tricks receive, in addition to the game bonus, a **slam** bonus.

Revise Trick Points = 40 points per the first trick in No-trump ; 30 points for each subsequent trick.

Extra tricks made count 30 points whether they were contracted for or not.

- The Game bonus (300) comes from bidding and making a contract with at least 100 trick points – say 3NT.
- The Bonus for a Small Slam (12 tricks bid and made) is 500 points
- The Bonus for a Grand Slam (13 tricks bid and made) = 1000 points.
- The Bonus for a part score is 50 points
- Apart from the part score bonus, bonuses are cumulative.

Complete the Points-to-Tricks Table that the class is already familiar with.

Points	Number of tricks required	Contract	Score	
37-38-39-40	13	7NT	1520	Grand Slam
33-34-35-36	12	6NT	990	Small Slam
30-31-32	11	5NT	460	Game
27-28-29	10	4NT	430	
25-26	9	3NT	400	
23-24	8	2NT	120	Part score
20-21-22	7	1NT	90	

Make sure the class knows that to bid 1NT and make an overtrick gives the same score as bidding 2NT and making 8 tricks – 120 points. So there is no benefit to playing in 2NT – better to stay in 1NT, cutting down the risk of failure.

Point out the other no-gain levels: 4NT and 5NT.

Sample Deals for Session 2.3

Deal 2.3.1			
Dealer North		♠ K J 5 ♥ A Q ♦ A 8 5 4 ♣ K 7 6 5	
♠ Q 9 7 3 2 ♥ K 9 8 ♦ Q J 9 ♣ J 8	N W E S	♠ 10 4 ♥ J 10 7 3 2 ♦ K 10 3 ♣ Q 10 9	
Lead: ♥2		♠ A 8 6 ♥ 6 5 4 ♦ 7 6 2 ♣ A 4 3 2	
West	North	East	South
	"I open"		"8 HP"
	3NT		

A Heart lead guarantees 2 tricks in Hearts for declarer, because he plays last to the trick. If West plays ♥K North takes ♥A and ♥Q is a Winner; if West plays a card lower than the ♥K North's ♥Q will win the trick. Declarer has 8 cards in Clubs, so the defenders have 5. If these 5 cards break 3-2 Declarer will make a Length Trick in Clubs.

So North wins the lead and plays ♣K, ♣A and another Club, noting that the suit has broken nicely. East wins, but the ninth trick is established.

Deal 2.3.3			
Dealer South		♠ A 6 4 ♥ 9 6 2 ♦ A 7 6 5 ♣ 9 7 2	
♠ K Q J 10 ♥ 7 5 4 3 ♦ 10 4 ♣ K 6 3	N W E S	♠ 9 7 5 3 ♥ 10 8 ♦ Q J 3 ♣ Q J 5 4	
Lead: ♠K		♠ 8 2 ♥ A K Q J ♦ K 9 8 2 ♣ A 10 8	
West	North	East	South
			"I open"
	"8HP"		3NT

South counts Winners. 1 in Spades, 4 in Hearts, 2 in Diamonds and 1 in Clubs. Total = 8

The 9th Trick can come only from Diamonds. If that suit breaks 3-2 South can make one Length Trick.

So Dummy wins the ♠A. Declarer plays ♦A, then ♦K, then a little diamond. The defenders make the ♦Q and three Spade Winners. Declarer makes the rest of the Tricks.

Deal 2.3.2			
Dealer East		♠ 7 6 ♥ 9 5 4 3 ♦ Q 9 6 ♣ J 10 9 6	
♠ Q 4 2 ♥ K Q 10 ♦ K 2 ♣ A Q 5 4 3	N W E S	♠ A K 5 ♥ A Q 8 ♦ A 7 5 3 ♣ K 7 2	
Lead: ♠J		♠ J 10 9 8 3 ♥ 7 6 2 ♦ Q 10 8 4 ♣ 8	
West	North	East	South
		"I open"	
"15HP"		6NT	

East has 11 Winners.

Clubs will often produce the 12th trick. If they break 3-2 declarer makes 2 Length Tricks – after 3 rounds of the suit the defenders have no Clubs left. If Clubs break 4-1 the Defenders make the 4th trick, but West's 5th Club will be a Length Trick. Only a 5-0 break will beats the slam.

East takes the opening lead and plays 3 Club Honours, starting with ♣K to avoid any blockage. He plays a 4th club for North to take, establishing West's Length Trick.

Deal 2.3.4			
Dealer West		♠ K Q J 3 ♥ Q 7 4 ♦ Q 8 4 ♣ Q 10 9	
♠ A 10 7 ♥ A K 6 ♦ A K 5 3 ♣ 6 4 2	N W E S	♠ 9 6 4 ♥ 9 8 2 ♦ 7 6 ♣ A K 8 7 3	
Lead: ♠K		♠ 8 5 2 ♥ J 10 5 3 ♦ J 10 9 2 ♣ J 5	
West	North	East	South
"I open"		"7HP"	-
3NT			

West counts 1 trick in Spades, 2 in Hearts, 2 in Diamonds and 2 in Clubs. Total = 7.

The 2 extra tricks required can be found in Clubs, if the suit breaks 3-2. But careful: if you play ♣A, ♣K, little Club two Length Tricks are established, but you have no way to reach them. Is there a solution?

Of course! You have to lose a Club sooner or later, so lose it sooner. Play a low club from each hand on the first round. We call this 'Ducking' a round of Clubs. When you regain the lead play ♣A, ♣K and when the suit breaks 3-2 you have two Length Tricks to cash.

Chapter 3: *Playing with Trump*

Session 3.1 Introducing the idea of Trump

- What are 'trump'
- Fit
- The power of trump - ruffing

*Ask if anyone has played card games with trump. Explain that in bridge the choice of trump suit is not arbitrary: Bridge players hold **an auction** to decide which of the four suits will be trump.*

We shall see how this is done in the next session.

As in other games, you can trump only when you can no longer follow suit.

But it is not compulsory to trump just because you can.

For this session we shall impose a trump suit – the children must learn about trump before they can appreciate Distribution Points.

The player with most trump will be declarer – his partner is Dummy

*When a partnership chooses a trump suit, we say that they have a '**fit**' in trump*

The First Deals with a Trump Suit: the power of the trump suit to stop opponents making their tricks

Sample Deals for Session 3.1

Deal 3.1.1 Dealer North	♠ K Q 10 7 3 ♥ A 5 2 ♦ A 8 2 ♣ J 6	
♠ A ♥ 10 8 7 4 ♦ Q J 9 ♣ 8 7 5 4 3	N W E S	♠ 5 4 2 ♥ 9 6 3 ♦ 10 6 ♣ A K Q 10 2
Lead: ♣A	♠ J 9 8 6 ♥ K Q J ♦ K 7 5 4 3 ♣ 9	

North cannot make 3NT on this deal: 3NT goes down if East leads ♣A and continues Clubs.
 Suppose instead you play with Spades as Trump. Now Dummy can Trump the second round of Clubs.
 By taking four spades in his own hand, a Club ruff in dummy, three Heart Winners and two Diamond Winners, North makes 10 tricks.
 This deal illustrates creating tricks by ruffing: in a trump contract, you can stop the run of other suits, and so make more tricks than in no-trump

Deal 3.1.3 Dealer South	♠ 9 4 ♥ K Q 7 4 ♦ K Q 9 ♣ K 8 7 4	
♠ A K Q 10 5 2 ♥ 2 ♦ 10 5 3 ♣ 6 5 3	N W E S	♠ 8 3 ♥ 9 8 3 ♦ A 8 4 2 ♣ Q J 10 9
Lead: ♠A	♠ J 7 6 ♥ A Q 10 6 5 ♦ K 7 6 ♣ A 2	

South plays with Hearts as Trump

West leads the ♠A. South makes 10 Tricks if he trumps the third round of Spades with a Heart Honour – if he ruffs with the 4 or 7 East will overruff.
 Be careful when ruffing: opponents may **overruff**

Deal 3.1.2 Dealer East	♠ Q J ♥ 10 9 7 4 ♦ 10 8 7 ♣ J 9 5 3	
♠ 10 9 6 3 2 ♥ 5 ♦ K J 4 3 ♣ A Q 4	N W E S	♠ A K 8 7 5 4 ♥ 6 3 ♦ A Q 6 ♣ K 8
Lead: ♥A	♠ - ♥ A K Q J 8 2 ♦ 9 5 2 ♣ 10 7 6 2	

East, with 16 HP, opens. Tell the players that East will play with Spades as trump.
 West announces that he has 10 points.
 East-West have 26 points: we shall see how many tricks they can make.
 South leads ♥, the second Heart is ruffed in the West hand. Declarer can make the rest of the tricks provided he starts by playing Trump so that the opponents cannot trump his Winners.
 Note that he makes 12 tricks rather than the 9 suggested by 26 Honour points.

Deal 3.1.4 Dealer West	♠ Q J 10 9 2 ♥ J 6 4 ♦ J 10 9 4 ♣ A	
♠ 4 ♥ K 5 ♦ A 8 5 4 ♣ 9 8 6 5 3 2	N W E S	♠ K 7 3 ♥ A 10 9 2 ♦ 8 ♣ K Q J 7 4
Lead: ♥A	♠ A 8 6 5 ♥ Q 8 7 3 ♦ K Q 6 3 ♣ 10	

East opens, and the contract is to be played in Clubs.
 Ask who will be declarer? (West, because he has more clubs than East)
 Do not decide a contract
 After play is finished, note that North-South have just 20 Honour Points between them, but some players have made 11 tricks. (These are the players who ruffed 3 Diamonds, but do not insist on a replay)
 Ask why so many tricks were made – lots of trump, **singletons** in Spades and Diamond.

Playing with a trump suit allows you to make more tricks than the Points-to-Tricks Table suggests

Session 3.2 Establishing Length Tricks

- Distribution points
- Scoring (No-trump and Trump)
- Choosing a contract
- Drawing trump

Introduce an amended scoring table:

Points	No-Trump		Major Suit		Minor Suit	
37 - 40	7NT	1520	7♥ or 7♠	1510	7♣ or 7♦	1440
33 - 36	6NT	990	6♥ or 6♠	980	6♣ or 6♦	920
30 - 32	5NT	460	5♥ or 5♠	450	5♣ or 5♦	400
27 - 29	4NT	430	4♥ or 4♠	420	4♣ or 4♦	130
25 - 26	3NT	400	3♥ or 3♠	140	3♣ or 3♦	110
23 - 24	2NT	120	2♥ or 2♠	110	2♣ or 2♦	90
20 - 22	1NT	90	1♥ or 1♠	80	1♣ or 1♦	70
+ 30 points for each overtrick					+ 20 points ...	
50 points for the defenders for each trick by which the contract fails						

Recall the last deal of the previous session: declarer made 12 tricks in Spades with just 26 Honour points
 If you play in 3♠ and make 12 tricks, what does that score? *(let them find this on the Scoring Table).*

If you play in 6♠ and make 12 tricks, what does that score?

To know which contract to declare when playing with trump we must evaluate our hands by adding Distribution Points to Honour Points. (But ONLY when playing with trump)

Distribution Points

What advantage is there for declarer in playing with a trump suit? *You can trump to stop opponents winning a trick.*

Which suit should declarer choose as trump? *One where he has lots of cards – certainly more than opponents.*

There are 13 cards in a suit. How many does declarer need to make it trump?

7 are not enough, 8 is just enough, but the more the better

When can you trump a trick? *When you have no cards left in the suit that has been led.*

Introduce the terms: **void**, **singleton** and **doubleton**, and explain how they are worth **Distribution Points**.

Be sure to emphasise that you only count them when playing with trump!

If you have no cards in a suit that is very useful. We call this a **void**, and add **3 Distribution Points**

A holding of one card in a suit is called a **singleton**. Add **2 Distribution Points** – you can trump the second round.

If you have two cards in a suit you can ruff the third round. Two cards are a **doubleton**, worth **1 Distribution Point**.

We have said that to choose a suit as trump a partnership should have at least 8 cards in that suit.

Extra trump are useful too. Add **2 Distribution Points for the ninth trump**, and **1 more point for each extra trump**.

Table of Distribution Points

Doubleton (2 cards)	1 Distribution point
Singleton (1 card)	2 Distribution points
Void (0 cards)	3 Distribution points
The 9th trump	2 Distribution points
The 10th and each extra trump	1 Distribution point

Choosing a Trump Suit

In order to choose a trump suit, the opening bidder asks his partner how many Honour Points he has, and how many cards in each suit.

Whichever partner has more cards in the trump suit becomes declarer: if both partners have the same number, the opening bidder becomes declarer.

Choosing a Contract

Now when a player opens the bidding, his partner tells him how many Spades he has, then how many Hearts, then Diamonds, then Clubs; opener can stop his partner by saying 'stop' when a trump suit (a suit of 8 cards or more) is found. Opener announces which suit is trump. His partner re-evaluates his hand by adding Honour and Distribution points, and announces the total. Opener does the same calculation and adds the two totals together. Opener then decides the contract, on his own with no help from partner.

Here is the points table for trump contracts

Honour points		Distribution points (when a trump fit is found)	
Ace	4 HP	Void	3 DP
King	3 HP	Singleton	2 DP
Queen	2 HP	Doubleton	1DP
Jack	1 HP	9 th trump : 2 DP 10 th and subsequent trump : 1 DP per trump	

Note: Distribution Points are added because we have control in the suit: it is important not to overvalue minor honour cards in short suits.

Thus with a singleton queen or jack count 2 Distribution Points but no Honour Points.

With a doubleton queen or jack count 1 Distribution Point but no Honour Points.

Aces and kings are more useful in suit contracts, so count their Honour Points even when they are singleton

For now we shall not worry about the distinction between majors and minors – if anyone asks simply point to the Scoring Table which indicates that minors count less than majors, and majors less than No=trump

The children should understand that they should be looking for the Game Bonus. So they should bid game

- In No-trump with 25+ HP and no fit,
- In a major if there is an 8+card fit in Hearts or Spades, and 27 points including HP and DP.

Drawing Trump

The example hands introduce the theme of drawing trump.

The class should learn by playing that it is important to count opponents' trump so you know when you have drawn them all.

Sample Deals for Session 3.2

Deal 3.2.1			
Dealer North			
♠ 5 ♥ AK 10 7 5 ♦ A Q J 3 ♣ K Q 4			
♠ AK 7 3 ♥ J 9 ♦ 10 9 8 4 ♣ 10 8 5	N W E S	♠ J 10 9 8 4 ♥ 6 2 ♦ 6 5 ♣ J 9 6 2	
Lead: ♠J ♠ Q 6 2 ♥ Q 8 4 3 ♦ K 7 2 ♣ A 7 3			
West	North	East	South
	"I open"		"3♠s, 4♥s..."
	♥are trump!		"11HDP"
	6♥		

North opens, and his partner responds: "I have 3 Spades, 4 Hearts...." – North sets Hearts as trump. South re-values his hand, and announces 11 points – he has no distribution points.

North re-values his hand: 19 HP, +2 for the 9th Heart, + 2 for the singleton Spade, making 23. Added to his partner's points there are 34. He bids 6♥

East leads ♠J. North trumps the second round of Spades. He draws trump and can make the rest of the tricks.

Deal 3.2.3			
Dealer South			
♠ 9 ♥ J 7 6 5 4 ♦ K 8 5 ♣ A 8 7 6			
♠ K Q J 4 3 ♥ 9 ♦ 10 6 4 3 2 ♣ K Q	N W E S	♠ 10 6 5 2 ♥ 3 2 ♦ A 7 ♣ J 9 5 3 2	
Lead: ♠K ♠ A 8 7 ♥ A K Q 10 8 ♦ Q J 9 ♣ 10 4			
West	North	East	South
			"I open"
	"1♠, 5♥s..."		♥are trump!
	"10HDP"		4♥

South opens. North responds: I have 1 Spade, 5 Hearts – South announces that Hearts are trump.

North announces 10HDP: 8HP + 2 for the singleton. South counts 16 HP, +3 for the 9th and 10th trump, + 1 for the doubleton, making 20. He bids 4♥.

West leads ♠K. South draws trump: he has 10, so EW have 3, and 2 rounds of trump will remove them. Next South plays Diamonds, establishing 2 honour tricks. He trumps spades in North to make 11 tricks

Deal 3.2.2			
Dealer East			
♠ 10 9 4 ♥ 6 4 2 ♦ A 7 ♣ K 10 9 8 2			
♠ J 2 ♥ 8 7 5 3 ♦ K Q 6 4 ♣ A 7 6	N W E S	♠ A 8 6 3 ♥ A K Q ♦ Q 10 9 8 5 ♣ J	
Lead: ♠K ♠ K Q 7 5 ♥ Q 10 9 ♦ 3 2 ♣ Q 5 4 3			
West	North	East	South
		"I open"	
"3♠, 4♥, 4♦..."		♦ are trump!	
"10HDP"		5♦	

East opens, West responds: "I have 2 Spades, 4 Hearts, 4 Diamonds...." – East sets Diamonds as trump.

West re-values his hand: 9HP + 1 DP for his doubleton – and announces 10 points.

East re-values his hand: 16HP, +2 for the 9th trump, + 2 for the singleton Club making 20. Added to his partner's points there are 30. He bids 5♦

South leads ♠K. East draws the opponents' trump. He has 9, leaving NS with 4. When these drop in 2 rounds there are trump left in Dummy to ruff 2 spades.

Deal 3.2.4			
Dealer West			
♠ 9 6 3 ♥ 5 4 2 ♦ A K Q 2 ♣ 10 6 4			
♠ A 5 ♥ K Q 10 6 3 ♦ 9 6 4 ♣ A 8 2	N W E S	♠ K Q J 2 ♥ J 9 8 7 ♦ 3 ♣ K 7 5 3	
Lead: ♦A ♠ 10 8 7 4 ♥ A ♦ J 10 8 7 5 ♣ Q J 9			
West	North	East	South
"I open"		"3♠, 4♥,"	
♥are trump!		"12HDP"	
4♥			

West opens and East responds: "I have 4 Spades ... – West immediately sets Spades as trump.

East announces 12 HDP (2 for his singleton).

West has 13 HP, +2 for the 9th Spade, + 1 for a doubleton. With 28 between the hands he declares 4♠ North leads the ♦A. West trumps a second diamond in dummy. Next he plays trump. The defenders make the ♥A. When West regains the lead he plays trump till NS have none left.

Session 3.3: Creating Tricks with Trump

- Ruffing in the shorter trump hand
- Ruffing by the defenders : leading a singleton
- Coups and communication
- When to lead trump.

Ruffing in the Short Hand

The aim of this session is to look at planning a trump contract : persuade them to count how many trump their partnership has, and to deduce how many the defence have, then to remember how many they have left.

♥ 7 6 4

○

♥ A K Q J 10

Lay the trump suit out on the table, the two hands opposite one another, and count them. How many tricks will they make in this suit? Give them time to combine the cards if they need to. .

They will count 5 tricks.

♥ 7 6 4

♦ 5

○

♥ A K Q J 10

♦ A 9 8

Now add these Diamonds. Give them time to discover that by playing the Ace of Diamonds, then ruffing a Diamond, returning to hand with a Heart and ruffing another Diamond, they will make 7 trump tricks.

To make extra tricks, take ruffs in the hand with fewer trumps (the short hand).

To demonstrate that ruffing in the long hand does not bring extra tricks, change the singleton to the South hand and ask :

♥ 7 6 4

♦ A 5 4

○

♥ A K Q J 10

♦ 9

Will you make more tricks by ruffing with the Ace, King, Queen, Jack or 10 ?

No, for these are tricks you have already counted.

Ruffing in the hand with longer trump does not bring any extra tricks

When should we play trump?

To prevent opponents from ruffing our winners, we play trump, even when we are missing a top honour – see Deal 3.2.4 – convince your class that they must not let the defenders make a little spade as well as the ace.

But sometimes we cannot draw trump immediately, because there are important things to do first. Deal 3.3.4 demonstrates that you often have to take ruffs **before** playing trump.

Sample Deals for Session 3.3

Deal 3.3.1		♠ AKQ1076		
Dealer North		♥ AK7		
		♦ 632		
		♣ A		
♠ 5		N		♠ 984
♥ QJ103		W E		♥ 9854
♦ 10975		S		♦ AKQ
♣ K876				♣ J109
Lead: ♦ A		♠ Q32		
		♥ 62		
		♦ J84		
		♣ Q5432		
West	North		East	South
	“I open”			“3♠s,...”
	♠ are trump!			“6HDP”
	4♠			

North opens, and his partner responds: "I have 3 Spades,...." – North sets Spades as trump. South counts 5 HP, plus 1 for the doubleton. North has: 19 HP, +2 for the 9th trump, + 2 for the singleton Club, making 23. Added to his partner's points there are 29. He bids 4♠. East leads ♦ AKQ. Then he plays ♣J. North has 9 tricks and must make a 10th from trump. After 2 rounds of trump he plays ♥AK and ruffs a Heart in Dummy. Then he returns to hand with a Club ruff to draw the last trump.

Deal 3.3.3		♠ 9 8 7 5		
Dealer South		♥ J 5 4 3 2		
		♦ A 7 6		
		♣ 3		
♠ J 6		N W E S		♠ Q 2
♥ Q 9 7 6				♥ 10 8
♦ K Q J 9				♦ 5 3 2
♣ Q 9 5				♣ K J 10 7 4
Lead: ♦ K		♠ A K 10 4 3		
		♥ A K		
		♦ 10 8 4		
		♣ A 8 4		
West	North		East	South
				“I open”
	“4♠,...”			♠ are trump!
	“7HDP”			4♠

South opens. North responds: I have 4 Spades... – South makes Spades trump. North has 5HP + 2 for the singleton Club. South has 18 HP, +2 for the 9th trump, + 1 for the doubleton. With 28 points he bids 4♠. West leads ♦ K. South should trump 2 Clubs in dummy, returning to hand with Hearts.

Deal 3.3.2		♠ 6 4		
Dealer East		♥ 10 3 2		
		♦ A 9 8 7 4		
		♣ Q 6 5		
♠ J 7 5 2		N		♠ K Q 10 9
♥ 9 8 5 4		W E		♥ A Q
♦ Q 10 6		S		♦ K J 5 2
♣ K 4				♣ A 7 3
Lead: ♦ 3		♠ A 8 3		
		♥ K J 7 6		
		♦ 3		
		♣ J 10 9 8 2		
West	North	East	South	
		"I open"		
"4♠..."		♠ are trump!		
"7HDP"		4♠		

East opens, West responds: "I have 4 Spades...." – East immediately sets Spades as trump. West counts 6 Honour Points, plus 1 for the doubleton. East has: 19 Honour Points, + 1 for the doubleton Heart, making 20. With 27 combined points he bids 4♠. South leads ♦ 3. If North takes the ace and returns the suit, his partner ruffs. Provided South does not now lead a heart he will eventually make the ♥K and the ♠A for one down. *Mention that there is little point in leading a singleton when you have good trump that will take tricks anyway*

Deal 3.3.4	♠ 9 3		
Dealer West	♥ 7 5 3		
	♦ K Q 10 9 6		
	♣ J 3 2		
♠ K 6 2	N W S	♠ A Q 5 4	
♥ K Q J 9 2		♥ A 10 4	
♦ 8 7 4		♦ A J	
♣ K 6		♣ A 8 5 4	
Lead: ♦ A	♠ J 10 8 7		
	♥ 8 6		
	♦ 5 3 2		
	♣ Q 10 9 7		
West	North	East	South
“I open”		“3♠, 4♥,	
♥ are trump!		“12HDP”	
4♥			

West opens and East responds: "I have 3 Spades, 5 Hearts ... – West makes Hearts trump. East has 19 HP, + 1 for the doubleton Diamond. West has 12 HP +1 for the doubleton Club. With 33 points he declares 6♥. North leads the ♦ K. West counts 11 tricks. The 12th trick must come from an extra trump, which he can do by ruffing a diamond in dummy. To be sure of making a ruff he must play diamonds before drawing trump.

Chapter 4: *Introduction to Bidding*

Session 4.1 Opening 1NT and Responses

- Introduction to Bidding
- Balanced hands
- The meaning of an opening bid of 1NT
- Responses with a balanced hand
- Making a Plan of Play

Introduction to Bidding

Two important points to make :

Play in game with 25+ points, in slam with 33+

Play in a trump suit when there is a Fit: in No-trump with no Fit

Allow the class to find contracts based on the Points-to-Tricks Table rather than turn the sessions into an apprenticeship in rules for bidding.

Balanced Hands

Remind the class of the meaning of the word 'hand': the 13 cards received by each player at the start of play.

A hand is 'Balanced' if it does not have a void, or singleton, or more than one doubleton.

There are 3 possible distributions: 4-3-3-3; 4-4-3-2 ; 5-3-3-2

The Opening Bid of 1NT

With a balanced hand of 12, 13 or 14 HP the opening bidder will henceforth bid "1NT" instead of "I open".

Responding with a Balanced Hand

When responder also has a balanced hand, the contract will be played in no-trump.

For the time being we shall not discuss Stayman and Transfers

Responder knows opener's strength within a 2 point range. His response is based on three factors.

- An evaluation of the number of points held by his partnership
- Reference to the Points-to-Tricks Table to decide the level of the no-trump contract.
- Knowledge of useful levels

Which are the useful levels? The ones that give a worthwhile bonus

- Game level: 3NT (9 tricks) with 25+ points: 300 point bonus
- Small Slam : 6NT (12 tricks) with 33+ points: 500 point bonus in addition to the game bonus
- Grand Slam: 7NT (all the tricks – so rare!) with 37+ points: 1000 point bonus in addition to the game bonus.

Exercises

Examine together some hands responder might hold. Ask the class what the Points-to-Tricks Table tells them to bid.

1	2	3	4
♠ A 6 ♥ A J 7 3 ♦ Q 7 6 ♣ K 9 4 2	♠ A 9 5 ♥ K Q 6 ♦ A K 5 2 ♣ A J 5	♠ Q 6 ♥ K 9 7 3 ♦ J 7 6 ♣ Q 9 4	♠ A 9 3 ♥ Q 9 6 2 ♦ K Q 8 4 ♣ 10 7

Hand 1: Responder has 14 points. His side has at least 26 points. He bids game: 3NT.

Hand 2: Responder has 21 points. His side has at least 33 points. He bids a Small Slam: 6NT.

Hand 3: Responder has 8 points. His side has fewer than 25 points. There is no hope of game, so he passes.

Hand 4: Responder has 11 points. His side may or may not have 25 points. So he cannot pass, nor can he bid 3NT. He invites game by bidding 2NT.

It is quite difficult to teach the invitational response of 2NT, and how opener should rebid, but perhaps the class will suggest it. If not – suggest it to them yourself.

Planning the Play in No-trump

We have looked at suit establishment, and communication between the two hands. It is time to consider how to plan the play. To start with, we shall confine ourselves to noting our resources, that is to say, counting Sure Tricks. This gives two possible outcomes:

- I have enough tricks for my contract: I shall concentrate on taking them all
- I do not have enough tricks. I must develop tricks, bearing in mind what may happen when I give up the lead to the defenders.

The main aim of the four deals in this session is how to declare a good contract. The play of the cards will allow the application of ideas discovered in previous sessions

Declarer :

- Establish and cash honour tricks and length tricks
- Take care of Master cards
- Avoid blockages, preserve communication between the hands.

Defenders

- Learn to study dummy carefully
- Take care of Master Cards
- Return partner's suit

Deal 4.1.1 illustrates taking care with discards: - throw losers, keep winners

Deal 4.1.2. illustrates avoiding a blockage

Deal 4.1.3 illustrates cashing tricks in defence

Deal 4.1.4 illustrates the importance of establishing tricks. Do not Panic when you have to give up the lead!

Sample Deals for Session 4.1

Deal 4.1.1		♠ A 6 2		
Dealer North		♥ 6 5 4		
		♦ A J 3		
		♣ K J 4 3		
♠ K Q 10		N		♠ J 9 8 3
♥ 9 7 3 2		W		♥ A K J 10
♦ 9 8 6 5		E		♦ 7 4 2
♣ 8 6		S		♣ 9 7
Lead: ♥A		♠ 7 5 4		
		♥ Q 8		
		♦ K Q 10		
		♣ A Q 10 5 2		
West	North	East	South	
	1NT	Pass	3NT	
Pass	Pass	Pass		

South has 13 points, he knows that his partner has 12, 13 or 14. So the total comes to at least 25 and the Points-to-Tricks Table tells him to bid game, 3NT.

Defenders' play: after leading ♥A, West examines dummy and sees that he can take 4 heart tricks.

Declarer's play: North must discard carefully from the South hand, keeping his five club tricks.

The contract makes, giving 400 points to North-South

Deal 4.1.3		♠ A J 2		
Dealer South		♥ J 8 6 5		
		♦ Q J		
		♣ 7 5 4 3		
♠ 7 4		N		♠ 10 9 8 3
♥ A K Q 10		W E		♥ 9 3 2
♦ A K 10 9		S		♦ 8 4 3 2
♣ 9 6 2				♣ J 8
Lead: ♥A		♠ K Q 6 2		
		♥ 7 4		
		♦ 7 6 5		
		♣ A K Q 10		
West	North	East	South	
			1NT	
Pass	Pass	Pass		

With his 9 points, North knows that his partnership does not have enough points for game, and passes.

Defensive play: after looking at dummy, West cashes 3 hearts and 4 diamonds to defeat the contract by one trick

East-West score 50 points

Deal 4.1.2		♠ 10 8 6 3			
Dealer East		♥ J 10 9 5			
		♦ 5 4 3			
		♣ 9 8			
♠ A K		N		♠ Q J 5 2	
♥ A 8 7		W		♥ K Q 4	
♦ A 8 6 2		E		♦ 9 7	
♣ A Q 5 3		S		♣ K J 7 4	
Lead: ♦ K		♠ 9 7 4			
		♥ 6 3 2			
		♦ K Q J 10			
		♣ 10 6 2			
West		North	East		South
			1NT		Pass
6NT		Pass	Pass		Pass

West has a balanced hand with 21 points, which he adds to those of his partner. He knows his side has at least 33 points, so he bids the small slam, 6NT.

East wins ♦A, and must address the blockage in spades by cashing the ace and king. Then he takes the rest of his tricks, 12 in all, for +990

Deal 4.1.4		♠ K Q J 10 2		
Dealer West		♥ J 5		
		♦ Q J 9 3		
		♣ 5 2		
♠ A 9		N		♠ 7 3
♥ 9 6 4		W		♥ A K 7 2
♦ A 8 7 6		E		♦ K 5 4
♣ K J 6 4		S		♣ Q 10 9 3
Lead: ♦ K		♠ 8 6 5 4		
		♥ Q 10 8 3		
		♦ 10 2		
		♣ A 8 7		
West	North	East	South	
1NT	Pass	2NT	Pass	
Pass	Pass			

East has 12 points opposite the 1NT opening. He is not sure whether there is a game, but he should not pass in case there is. So he bids 2NT. West has opened with a minimum 12 points, and passes.

Declarer play: establish clubs at once, in spite of the danger from the spade suit.

Defenders' play: East returns partner's spade suit when he gains the lead with the ace of clubs

Session 4.2 Reaching Major suit contracts after a 1NT opening bid

- Finding a Major suit fit
- Deciding how high to Bid
- Planning the play in a trump contract

Revision should be in the form of questions:

- What are the conditions for an opening bid of 1NT?
12-14 points, a balanced hand, at least 2 cards in the shortest suit.
- Which are the Major suits?
Hearts and Spades.
- What is a major suit fit?
Eight cards or more in a Major suit held by the two players in the same partnership.

Finding a Major Suit Fit

Allow the class to work out that if responder has six cards in a major..... there is a certain Fit, since opener has at least two cards in each suit.

No need at this point to stress the certainty of a fit if responder has a 5-5 Major two-suiter.

Deciding the Contract

When responder has a six-card major he can choose a good contract in Hearts or Spades by referring to the Points-to-Tricks Table

He must evaluate his hand in both Honour and Distribution points.

Revise how to calculate Distribution points.

Prepare some hands for responder to practise calculating his points. Place them on the table in turn.

1	2	3	4
♠ A Q 8 7 5 3 ♥ 6 ♦ K 9 3 ♣ K 4 2	♠ Q 10 8 7 4 2 ♥ 6 ♦ J 6 3 ♣ 9 6 3	♠ A J 9 8 4 3 ♥ 6 ♦ K Q 5 ♣ A K Q	♠ K 10 9 8 2 ♥ 6 ♦ J 7 5 3 ♣ 8 6 3

Hand 1: Responder has 14 HD points. His side has at least 26 HDP but cannot have as many as 33 HDP. So he bids game, 4♠.

Hand 2: Responder has 5 HD points. His side cannot have more than 17 HD points. There is no question of game, so he bids spades at the lowest possible level: 2♠.

Hand 3: Responder has 21 HD points. His side has at least 33 HD points. He bids a Small Slam: 6♠.

Hand 4: Responder has 6 HD points. **With a very weak hand responder knows there is no game and should be aware that partner is unlikely to make 7 tricks in 1NT.**
Even though he cannot be certain of a Fit in Spades, he should bid 2♠: at least in 2♠ his hand may make a few tricks by ruffing.

The final contract is chosen by responder; opener must pass.

This is not the time to introduce artificial bids like Stayman and Transfers; nor invitational bids with 5card Majors.

Making a Plan of Play with a trump suit

We looked at playing with trump in Chapter 3, where we made extra tricks by ruffing in the short trump hand. Now you will indicate the dangers in playing with trump – a defender may ruff – and note the times when we should not draw trump immediately: you may want to ruff in dummy, or take a discard before losing the lead

Just as in No-trump, declarer should assess his resources before playing a single card, and ask some good questions

- Can I create extra tricks by ruffing?
- What dangers are there ?
 - A ruff ?
 - If I lose the lead, shall I go down?

In this session we will concentrate on taking care of trump:

When should we draw trump?

- Immediately?
- After taking a vital discard?
- After taking a ruff in the short hand?

Count how many trump opponents have, or have left

In defence, taking ruffs after leading a singleton

Sample Deals for Session 4.2

Deal 4.2.1			
Dealer North			
♠ K Q J ♥ J 9 4 ♦ Q 8 7 6 2 ♣ A 2			
♠ 9 8 5 4 ♥ A 7 ♦ 10 9 ♣ K Q J 6 3	N W E S	♠ 10 7 6 3 ♥ K 7 ♦ A K Q ♣ 10 9 8 7	
Lead: ♣K		♠ A 2 ♥ Q 10 8 5 3 2 ♦ 5 4 3 ♣ 5 4	
West	North	East	South
	1NT	Pass	2♥
Pass	Pass	Pass	

South, with 6 Hearts, can be sure of an 8-card fit. He has 6HP and 2 doubletons, a total of 8HDP, which the Points-to-Tricks Table tells him is not enough for game. He bids 2♥, and North must pass.

Declarer's play: South must discard a diamond or a club on spades before playing trump. He knows his trump are not Masters, and if he plays Hearts the defenders will win and may cash 6 tricks.

Avoid any blockage in spades by starting with the ace (the high card in the shorter hand)

The contract makes, 110 points to North-South

Deal 4.2.3			
Dealer South			
♠ Q J 10 6 4 3 ♥ K 8 5 ♦ K 9 ♣ K 4			
♠ A ♥ 10 6 ♦ 10 8 5 4 3 2 ♣ A Q 10 8	N W E S	♠ 9 8 5 ♥ Q J 4 3 ♦ 7 ♣ J 7 6 5 3	
Lead: ♦7		♠ K 7 2 ♥ A 9 7 2 ♦ A Q J 6 ♣ 9 2	
West	North	East	South
			1NT
Pass	4♠	Pass	

North knows there is at least an 8-card Spade fit, and calculates that his hand is worth 14HDP. He bids 4♠.

Defenders' play: East leads his singleton Diamond. West has 2 aces, so gains the lead twice to give partner 2 Diamond ruffs. East must hope partner has the ace he cannot see in dummy.

North goes down in his contract because the defenders played well. He loses 50 points

Deal 4.1.2			
Dealer East			
♠ J 10 8 ♥ A 7 5 ♦ J 10 4 ♣ J 10 9 5			
♠ 7 6 ♥ K Q 10 9 8 2 ♦ K 9 3 ♣ A 4	N W E S	♠ A Q 5 3 ♥ J 4 3 ♦ A 7 ♣ Q 6 3 2	
Lead: ♣J		♠ K 9 4 2 ♥ 6 ♦ Q 8 6 5 2 ♣ K 8 7	
West	North	East	South
		1NT	Pass
4♥	Pass	Pass	Pass

West knows there is an 8-card Heart fit. He has 14HDP opposite at least 12, so he bids game, 4♥

Declarer's play: take a Diamond ruff in dummy (the shorter trump hand) before drawing trump. Then play trump and draw all the opponents' trump.

The contract makes, 420 points to North-South

Deal 4.2.4			
Dealer West			
♠ A 3 ♥ 10 9 7 6 4 ♦ K 9 7 ♣ 10 8 7			
♠ 10 7 4 ♥ A Q 6 ♦ A 5 3 ♣ Q J 3 2	N W E S	♠ Q J 9 8 5 2 ♥ K ♦ 6 4 2 ♣ A K 5	
Lead: ♦Q		♠ K 6 ♥ J 8 5 3 ♦ Q J 10 8 ♣ 9 6 4	
West	North	East	South
1NT	Pass	4♠	Pass
Pass	Pass		

East has 6 spades. He counts 15 HDP and bids game, 4♠.

Declarer's play: discard Diamond losers on Hearts before playing trump. Win ♦A, cash ♥K, cross to ♣Q and cash 2 more Hearts, discarding diamonds. Now play spades to make 11 tricks

Session 4.3 The 2NT opening bid

- Requirements for an Opening Bid of 2NT
- Responding with a balanced hand
- Looking for major suit fits

When the opening bidder has a balanced hand with 20, 21 or 22 points, he opens 2NT

If the class asks what to do with 15-19 points, tell them that for the time being we continue to say "I open"

Responding to the Opening Bid of 2NT with a Balanced Hand

Just as after an opening bid of 1NT, responder takes the final decision about the contract, referring to the Points-to-Tricks Table. Knowing that opener has extra points, he needs fewer points for slam.

Place some responding hands on the table.

1	2	3	4
♠ K 7 3	♠ 8 5	♠ 8 5 2	♠ 8 5
♥ 9 8 3	♥ A K 8	♥ A 9 8	♥ Q 9 5
♦ Q 9 5 2	♦ Q 8 6 4	♦ Q 8 6 4	♦ 8 6 4 3
♣ 9 7 4	♣ K J 8 2	♣ K J 8	♣ 9 8 7 3

- Hand 1:** Responder has 5HP. His side has at least 25 HP but cannot have as many as 33 HP. He bids game: 3NT.
- Hand 2:** Responder has 13HP. His side has at least 34 points. He bids a Small Slam: 6NT.
- Hand 3:** Responder has 10HP points. His side cannot have more than 32 points, not enough for slam. He must be content with game: 3NT.
- Hand 4:** Responder has 2HP. His side cannot have more than 24HP, not enough for game. He passes.

Bidding Major Suit Contracts after an opening Bid of 2NT

Just as over 1NT, you need six cards in a major suit to be sure of a fit. With a 6-card major responder evaluates his hand in HDP, and refers to the Points-to-Tricks Table to decide the best contract in Hearts or Spades.

Examine together some hands for responder, and evaluate them in HDP.

1	2
♠ Q 10 8 7 4 2	♠ 9 3
♥ 9 5 3	♥ A J 8 7 6 5
♦ 2	♦ 8
♣ Q 6 5	♣ K Q 7 4
6 HDP	13 HDP

- Hand 1:** The partnership has at least 27HDP. Bid game: 4♠.
- Hand 2:** The partnership has at least 33 and at most 35 HDP. Bid a Small Slam: 6♥.

Just as over 1NT, we shall not yet look at bidding 3♥ or 3♠ with five cards. So there is nowhere to stop below game. If anyone asks what to do with no points and a 6-card major, explain that it is better to play in 4♥ or 4♠ than to leave partner in 2NT. Do not suggest it unless they bring it up themselves.

Sample Deals for Session 4.3

Deal 4.3.1		♠ A K 7			
Dealer North		♥ A 10 8			
		♦ A K 5 4			
		♣ Q J 3			
♠ 9 5 4 3		N		♠ 10 2	
♥ Q 7 6		W E		♥ K J 5 4 3	
♦ Q J 9 8		S		♦ 7 6	
♣ 8 7				♣ A 10 9 2	
Lead: ♥3		♠ Q J 8 6			
		♥ 9 2			
		♦ 10 3 2			
		♣ K 6 5 4			
West	North	East	South		
	2NT	Pass	3NT		
Pass	Pass	Pass			

South has a balanced hand with 6 HP. North has promised 20-22 HP, so South bids game.

East leads a low card from his longest suit and West plays ♥Q, 3rd Hand High, to help establish his partner's suit.

South counts winners: 4 spades, 1 heart and 2 diamonds. He needs two more, which will come from clubs once he has knocked out the ace.

But when he knocks out ♣A East takes 4 heart tricks for one down – the defence wins the race for tricks

Play the deal again, switching the Ace and 8 of clubs.

This introduces the Hold Up – if North wins the third round of hearts East can never get on lead to cash his established heart winners.

Deal 4.3.3		♠ K 10			
Dealer South		♥ A K 4			
		♦ Q J 10 5			
		♣ A K Q 3			
♠ A 8 5 3		N		♠ 6	
♥ Q J 10 7 2		W E		♥ 6 5 3	
♦ 6 4		S		♦ A 9 8 3 2	
♣ 8 6				♣ Q 10 9 5	
Lead: ♥Q		♠ Q J 9 7 4 2			
		♥ 9 8			
		♦ K 7			
		♣ 7 4 2			
West	North	East	South		
			Pass		
Pass	2NT	Pass	4♠		

South knows there is at least an 8-card Spade fit, and calculates that his hand is worth 8HDP. He bids 4♠.

Declarer does not need an immediate discard, and cannot make a ruff in the short hand, so he draws trump, noting the 4-1 break.

Next he establishes tricks in diamonds by knocking out the ace.

Deal 4.1.2		♠ J 10 4 3			
Dealer East		♥ 10 6			
		♦ 9 3			
		♣ Q J 10 8 2			
♠ K 8 6		N		♠ A Q 2	
♥ 7 5 4 2		W E		♥ A 8	
♦ 8 6 4		S		♦ A K 7 5 2	
♣ 9 7 6				♣ A 4 3	
Lead: ♥K		♠ 9 7 5			
		♥ K Q J 9 3			
		♦ Q J 10			
		♣ K 5			
West	North	East	South		
		2NT	Pass		
Pass	Pass				

West, with 3HP, knows his side has a maximum of 24, not enough for game. He passes.

East counts 3 tricks in spades, 1 in hearts, 2 in diamonds and 1 in clubs. The extra trick he needs may come from a length trick in diamonds if the suit breaks 3-2.

He can play ♦A or, since a trick must be lost in any case, play a low diamond from both hands (a Duck).

North-South make a diamond, and 4 tricks in hearts, but must then give the lead to East who makes 8 tricks for +120

Deal 4.3.4		♠ J 10 9 8			
Dealer West		♥ A 7			
		♦ 7 4 2			
		♣ 8 7 5 3			
♠ A 5		N		♠ Q 7 2	
♥ Q J 8 6 4 3		W E		♥ K 10 9	
♦ K 6		S		♦ A Q J 3	
♣ J 10 9				♣ A K Q	
Lead: ♠J		♠ K 6 4 3			
		♥ 6 5			
		♦ 10 9 8 5			
		♣ 6 4 2			
West	North	East	South		
Pass	Pass	2NT	Pass		
6♥	Pass	Pass	Pass		

With 6 hearts West counts 13HDP which means his partnership has at least 34 HDP. He bids 6♥.

Defence: East must examine dummy, and ensure that he plays his ♠K on dummy's queen, not thin air.

Declarer must immediately discard ♠5 on diamonds before playing trump. He should start by playing ♦K, the honour in the short hand.

Chapter 5

Major Suit Opening Bids

Session 5.1

Opening 1♥ and 1♠

- **Revision : Trump Fits, the Points-to-Tricks Table in HD points**
- **Opening Bids of 1♥ and 1♠**
- **The First Finesses**

Revision

- A Trump Fit is a minimum of 8 cards between the two players in a partnership
- Once a Trump Fit is known, you can count Distribution Points
- The Points-to-Tricks Table and the vital levels for major suit contracts: 27 for game; 33 for a small slam; 37 for a Grand Slam

Opening Bids in a suit

Ask the class about the opening bids that they already know: 1NT and 2NT

What do they have in common?

They are Limited and precise:

the opener has a balanced hand with a narrow point range:

12-14 for 1NT

20-22 for 2NT

These are **Limit Bids**: they show a specific number of points.

Opening bids in a suit are unlimited: they have any number of points from 12 to 20.

We open one of a suit with **Unbalanced hands** – hands with a void, or a singleton, or two doubletons

In the search for a trump fit, we always open our longest suit – trump length is more important than trump strength

Start with opening bids of One of a Major

To open 1♥ or 1♠, you need:

- at least 4 cards in hearts or spades.
- at least 12 HP
- no more than 19 HP

When there is a fit opener must have at least 14 HDP – he has either 12 HP plus two doubletons or a singleton; or, if he has a balanced hand, at least 15HP, too strong for 1NT.

Responding to the Opening Bids of 1♥ and 1♠

When responder has at least 4 cards in support he knows there is a Fit, and can re-evaluate his hand in HDP.

He calculates the **minimum points** held by the partnership by adding his HDP to 14.

He tells partner what that is by the level to which he bids, and later bids are a dialogue by which each player limits his hand till the partnership reaches the best contract, according to the Points-to-Tricks Table

Try not to introduce HDP ranges yet: concentrate on the big numbers: 27, 33, 37.

Use just a few examples to encourage them to add opener's and responder's points.

That will allow them to deduce at what level they are in the Points-to-Tricks Table, and so how to respond

Discovering the Finesse

Try to get the class to see the reason for the finesse : to take tricks with cards that are not masters

As declarer

Rather than write on a board, use the cards from a single suit, hiding opponent's cards, to illustrate situations where you are missing an Honour

♠ K 6 ○ ♠ 3 2	The Ace is missing.
---------------------	---------------------

♠ A Q ○ ♠ 3 2	Where is the King?
---------------------	--------------------

♠ A K J ○ ♠ 4 3 2	The Queen ?
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Ask them how they might make 1 trick in the first example, 2 in the second, 3 tricks in the third.

There is little point in introducing the terminology of the finesse. The manoeuvre will require constant revision:

- **Play a small card towards the card with which you hope to make a trick**
- **The opponent's master card must lie in front of your potential winner before this will work**

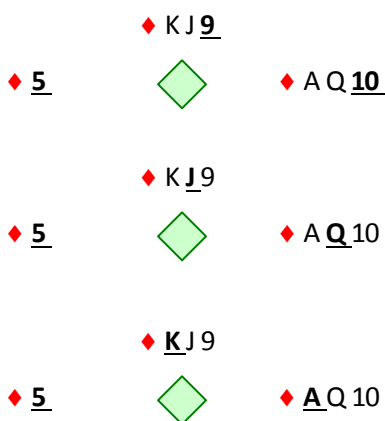
A finesse has one chance in two of working – or of failing. But if you do not take it, there is no chance....

When they discover the finesse your class will want to take them all the time.... Explain that finessing is not compulsory – there are often other, better possibilities.

In defence

Again, with cards on the table...

The defender sitting over dummy plays his lowest useful card



Do not spend much time on this explanation, get on with the example hands. Let them play out the deals, then, looking at all four hands, ask: how can you make the contract ? How can you beat it?

Sample Deals for Session 5.1

Deal 5.1.1		♠ K 9 6 5 2		
Dealer North		♥ A J 3		
		♦ A Q 4 3		
		♣ 5		
♠ A 3		N		♠ 7 4
♥ 10 8 7		W E		♥ 9 6 4
♦ J 9 6 2		S		♦ K 10 5
♣ 7 6 4 3				♣ K Q J 10 8
Lead: ♣K		♠ Q J 10 8		
		♥ K Q 5 2		
		♦ 8 7		
		♣ A 9 2		
West	North	East	South	
	1 ♠	Pass	4 ♠	
Pass	Pass	Pass		

North has an unbalanced hand with 15HP. He opens his longest suit, 1♠. South has 4 spades, so knows there is a Trump Fit of at least 8 cards. He counts 13HDP. The minimum HDP for the partnership is 27, so, following the Point-to-Tricks Table, he bids game, 4♠.

East leads the highest of his sequence of honours.

There is no hurry to ruff in the shorter hand, so declarer draws trump, ending in dummy so that he can lead a diamond for a losing finesse. Later he ruffs a diamond in dummy and discards his last diamond on the long heart.

4♠ + 1 = 450 for North South (5x30 + 300)

Deal 5.1.3		♠ AK6		
Dealer South		♥ AK1093		
		♦ 7		
		♣ AQ74		
♠ 7543		N		♠ 1092
♥ 8		W E		♥ 75
♦ QJ109		S		♦ 8653
♣ 9632				♣ KJ108
Lead: ♥Q		♠ QJ8		
		♥ QJ642		
		♦ AK42		
		♣ 5		
West	North	East	South	
			1♥	
Pass	7♥	Pass	Pass...	

South has an unbalanced hand with 13HP and opens his longest suit: 1♥. North knows there is at least a 9-card Spade fit, He has 20HP plus 4DP, so the partnership has at least 38HDP. He bids 7♥.

South makes 13 tricks by drawing trump, then ruffing his losing diamonds in dummy.

7♥ = 1510 for North South (7x30 + 300 + 1000)

Deal 5.1.2		♠ Q J		
Dealer East		♥ K J 7		
		♦ 10 9 8 5		
		♣ A 8 5 3		
♠ 7 5 3 2		N		♠ A K 9 8 6 4
♥ Q 5 4 3		W E		♥ A 9
♦ 7 4		S		♦ A J 2
♣ 9 6 4				♣ 7 2
Lead: ♣K		♠ 10		
		♥ 10 8 6 2		
		♦ K Q 6 3		
		♣ K Q J 10		
West	North	East	South	
		1 ♠	Pass	
Pass	Pass			

East has an unbalanced hand with 16HP. He opens his longest suit, 1♠. West knows there is a fit, but he has only 3HDP. Partner has a maximum of 20HP, and may have extra Distribution points, but there is little chance of game, so he passes.

South leads top of his sequence of honours.

East ruffs the third club and draws trump. He gives up a diamond trick and ruffs a diamond in dummy. Later he loses a heart trick, making 9 tricks, +140

East has a strong hand with 21HDP once there is a Fit but it is still not enough for game.

Deal 5.1.4		♠ 10 9 8 2		
Dealer West		♥ 6 4		
		♦ K J 7		
		♣ 7 6 3 2		
♠ Q J 3		N		♠ A K
♥ A Q J 9 7		W E		♥ K 10 8 5 3
♦ Q 5 4		S		♦ A 6 2
♣ A 5				♣ K J 4
Lead: ♠10		♠ 7 6 5 4		
		♥ 2		
		♦ 10 9 8 3		
		♣ Q 10 9 8		
West	North	East	South	
1♥	Pass	6♥	Pass	
Pass	Pass			

West opens 1♥ with his balanced 16HP, which is too strong for 1NT. East has 18HP, a 5-card fit, 1 point for the doubleton. A total of 21HDP. He bids 6♥

West has 11 Sure tricks: 5 trump, 3 spades, 1 diamond and 2 clubs. He can discard one of dummy's diamonds on a spade winner, concede a diamond, and ruff a diamond in dummy. Note that the club finesse does not help and will lose the contract!

6♥ = 980 for North-South (6x30 + 300 + 500)

Session 5.2

Opening Bids of 1 of a Major

- The idea of a wide-ranging opening bid
Revision : Trump Fits, the Points-to-Tricks Table in HD points
- Opening Bids of 1♥ and 1♠
- More Finesses
- Equal Cards in Defence (signalling)

The class is now aware of the idea of Fit in the majors (at least 8 cards between the two hands), and the HDP required for the important levels of the Points-to-Tricks Table....

**An Opening Bid is wide-ranging when the hand type of the opener is not defined
and when the point range is wide!**

Exercises

My partner has opened 1♥ : what does he have? Four or more hearts and 12-19 HP.
What shall I respond with these hands?

1	2	3
♠ 10 8 2	♠ A Q 10	♠ A Q 10
♥ 10 9 3 2	♥ A K 9 2	♥ A K J 9
♦ J 8 7 4	♦ J 8 7 4	♦ A J 7 4 2
♣ 10 9	♣ 10 9	♣ 10

Hand 1:	I have 4 hearts, so a fit in hearts. My hand is worth 2 HDP (1 honour point and 1 distribution point for the doubleton). Even if partner has 19 HP we cannot have 27 points in total. There is no game: I pass.
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Hand 2:	I have 4 hearts, so a fit in hearts. My hand is worth 15 HDP. Even if partner has only 14HP, we have a minimum of 29 HDP. That is enough for game: I respond 4♥.
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Hand 3:	I have 4 hearts, so a fit in hearts. My hand is worth 21 HDP. That means we have a minimum of 35 HDP between us. That is enough for a small slam: I respond 6♥.
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Further Bidding

At this stage we need only point out that opener can bid again when partner raises to game – if he is maximum he can bid a small slam. Point out that each player needs to work out the minimum and maximum points the partnership can hold so as to decide the right level – and this is more difficult with wide-ranging bids.

More on Finesses

Some examples from the previous session have been modified: can you spot the changes ?

♠ K Q 6 o ♠ 3 2	The Ace is missing
-----------------------	--------------------

♠ A Q J o ♠ 3 2	Where is the King?
-----------------------	--------------------

♠ A K J 10 o ♠ 4 3 2	The Queen?
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If the missing honour is well-placed (here in the West hand) how can you make 2, 3, 4 tricks in these examples.

When a finesse works, and you have equal cards, you should take it again! Re-enter your hand in another suit as often as you need to: taking care of entries is an important part of declarer play, and you must include it in your plan

In Defence, play the Best card from Equals

- When defending against a suit contract:
We have seen that when leading, an honour card promises the card immediately below it. Against no-trump the sequence must contain at least three honours, but against a suit contract the sequence may be just two cards. This is because in defence it is important to make your honour tricks quickly before declarer has time to discard his losers. The same thing applies when switching to a new suit during the play: lead the underlined card.

K Q 4 Q J 5 J 10 3

- During the play to a trick, when the third player has touching (equal) honours, he plays the **lowest**.
This tells his partner that he does not have the card immediately below, but may have higher touching honours.

As usual, do not dwell on theory, concentrate on the example hands.

Let them play without intervention, then look at the whole deal to show how one might make, or defeat, a contract...

Sample Deals for Session 5.2

Deal 5.2.1		♠ Q J 10 9 4		
Dealer North		♥ A 4 3		
		♦ K Q 10 2		
		♣ 8		
♠ A K 8		N	♠ 7	
♥ Q 10 8		W	♥ K Q J 9 5 2	
♦ 9 5 3		E	♦ 8 7 4	
♣ K J 10 9		S	♣ Q 6 2	
Lead: ♥K		♠ 6 5 3 2		
		♥ 6		
		♦ A J 6		
		♣ A 7 5 4 3		
West	North	East	South	
	1 ♠	Pass	3 ♠	
Pass	4 ♠	Pass	Pass....	

North opens 1♠ with his 5card spade suit and 12HP. South has a fit, and counts 11HDP (9HP, plus 2 for the singleton). That means his side has at least 25HDP.

He bids 3♠.

North revalues his hand at 16HDP, (2 for the singleton and 2 for the 9th trump) Enough for game, not slam.

North can trump two hearts in dummy provided he does so before drawing all the trump.

4♠ + 1 = 450 for North South (5x30 + 300)

Deal 5.2.3		♠ A K		
Dealer South		♥ 8 7 5 4		
		♦ K J 5 2		
		♣ A 8 4		
♠ J 4 3		N	♠ Q 9 8 7 6	
♥ 9 3		W	♥ 10	
♦ Q 10 8		E	♦ 9 7 3	
♣ K Q 10 7 2		S	♣ J 9 5 3	
Lead: ♣K		♠ 10 5 2		
		♥ A K Q J 6 2		
		♦ A 6 4		
		♣ 6		
West	North	East	South	
			1 ♥	
Pass	5 ♥	Pass	6 ♥	

South opens 1♥ with his 14HP and good 6-card suit. North has 4-card support, and 16HDP so he envisages slam. He tries 5♥ - high enough if opener is minimum. South has 19HDP, more than minimum, so bids slam.

South counts 11 tricks. A spade ruff in the short hand will bring 12, but he has plenty of trump, so should draw trump first. He may as well take a diamond finesse against the queen, playing ♦A, then ♦4 to ♦J: the finesse succeeds, so he makes 13 tricks.

6♥+1 = 1010 for North South (7x30 + 300 +500)

Deal 5.2.2		♠ 7 5		
Dealer East		♥ A K J		
		♦ J 10 9 3		
		♣ J 9 7 2		
♠ A K Q 3		N	♠ J 9 8 4 2	
♥ Q 4 2		W	♥ 6 5 3	
♦ 7 5 4		E	♦ A K 2	
♣ Q 10 8		S	♣ A K	
Lead: ♥10		♠ 10 6		
		♥ 10 9 8 7		
		♦ Q 8 6		
		♣ 6 5 4 3		
West	North	East	South	
		1 ♠	Pass	
4 ♠	Pass	Pass	Pass	

East opens 1♠ a with 5card spade suit and 15 HP.

West counts 13HDP and bids 4♠ – even if East is minimum there are enough points for game.

The defenders take the first 3 tricks in hearts (East plays carefully, winning as cheaply as possible)

To make his contract South should draw 2 rounds of trump, then unblock ♣ AK, cross to dummy in trump to cash ♣Q, discarding a diamond from his hand.

4♠ = 420 for North South (4x30 + 300)

Deal 5.2.4		♠ K Q 8		
Dealer West		♥ J 10 6		
		♦ Q 3		
		♣ Q 10 8 3 2		
♠ 4 2		N	♠ 7 6 3	
♥ A K Q 8 5 3		W	♥ 9 4	
♦ J 9		E	♦ 10 7 6 4 2	
♣ Q 9 4		S	♣ K 7 5	
Lead: ♠10		♠ A J 10 9 5		
		♥ 7 2		
		♦ A K 8 5		
		♣ A 6		
West	North	East	South	
1 ♥	Pass	Pass	??(1♠)	
(Pass)	(2♠)	(Pass)	(4♠)	

A useful deal for waking everybody up!

West opens 1♥ with his 12HP and good 6card suit.

East has 3HP and no fit, and passes.

If South also passes because he does not know what to do with his strong hand – explain that there is a follow-on course!

West can make 7 tricks in Hearts.

In 4♠ South must take a diamond ruff before drawing trump: play ♦Q (high card from the shorter hand), then ♦Q, then ruff a little diamond, then draw trump

Session 5.3

Opening Bids of 1 of a Major : Simple and Jump Raises

- Simple and jump raises
- Further bidding after a raise
- Leads against a suit contract

1♥ or 1♠ Opening Bids

Revise the meaning of an opening bid of 1 of a major.

In this session you will help the class to understand raises with the aid of examples, cards on the table.

Do not make them learn point ranges: allow the 2 partners to work out which contract they want to be in.

The optimists may want to try game with 22 points, the fearful may play 1♠ when game is cold, but that does not matter... so long as they grasp that you always want to be in a good contract, and that the aim of bidding is to reach one.

Exercise

My partner opens 1♠. What should I respond with these hands?

1	2	3	4	5
♠ A Q 8 4	♠ A J 8 7	♠ 10 8 6 2	♠ K Q 10 8	♠ 10 8 6 2
♥ K Q 7	♥ A K 7	♥ J 7	♥ A 7	♥ A K 7
♦ 5	♦ 8 7	♦ 8 7 2	♦ J 7 4 2	♦ J 8 7 2
♣ K Q J 9 7	♣ Q 10 9 3	♣ 10 9 5 3	♣ 10 9 3	♣ 10 9
17HP + 2DP	14HP + 1DP	1HP + 1DP	10HP + 1D	8HP + 1DP
6♠	4♠	Pass	3♠	2♠

Hands 1-3 were discussed in 5.2

Hand 4:	I have 4 cards, so a fit for spades. My hand is now worth 11 HDP. If partner is minimum, we have 25 points, enough for the 3-level on the Points-to-Tricks Table : I respond 3♠.
----------------	---

Hand 5:	I have 4 cards, so a fit for spades. My hand is worth 9 HDP (8 HP and 1 point for the doubleton). I shall raise to the 2-level: I respond 2♠.
----------------	--

Further Bidding

Allow the opener to work out what he should do next – and ask responder if he should bid again...

Opener's decisions, and responder's at his second turn, depend on their evaluation of the maximum and minimum HDP held by the partnership.

The lead against a suit contract:

Let them play the contracts and guess what to lead, then explain.

We have already seen that from a sequence of 2 touching honours we lead the higher

Leading a singleton:

This gives the defenders the chance to make tricks with their small trump.

(Some players have difficulty in understanding that the defenders can trump, just as declarer can.)

Demonstrate that leading a singleton does not help when you already have a sure trump trick – eg QJ10


Leading trump:


Taking two trump for one...

When defenders play trump they do not do so to make tricks, but to prevent declarer from making tricks with small trump in the short hand (making his trump separately).

Leads to avoid: from a single honour

Leads against NT will reappear regularly

	♦ 7 <u>4</u>		In NT the defence will make 2 tricks in this suit by leading it. In a suit contract if West leads a diamond they will make no tricks...
♦ K 9 5 <u>2</u>		♦ J <u>10</u> 8 6	
	♦ A <u>Q</u> 3		

	♦ A 7 <u>4</u>		Declarer runs a diamond lead to his queen, then loses no tricks in diamonds
♦ K J 5 <u>2</u>		♦ 10 <u>9</u> 8 6	
	♦ <u>Q</u> 3		

Sample Deals for Session 5.3

Deal 5.3.1		♠ K 7		
Dealer North		♥ Q 10 9 8 6 2		
		♦ A K 3		
		♣ 6 4		
♠ Q 10 8		N		♠ J 9 6 3
♥ A		W E		♥ K 7
♦ 9 8 6 2		S		♦ Q J 10 4
♣ A 9 7 3 2				♣ 10 8 5
Lead: ♦ Q		♠ A 5 4 2		
		♥ J 5 4 3		
		♦ 7 5		
		♣ K Q J		
West	North	East	South	
	1 ♥	Pass	3 ♥	
Pass	4 ♥	Pass		

North opens 1 ♥ with his 6 hearts and 12HP.
South raises to 3 ♥ with his 12 HDP – even if partner is minimum the hands are nearly worth game.

North revalues his hand at 17HDP, better than minimum, so he bids on to game.

North must discard ♦ 3 on one of the club honours, so he plays clubs to knock out the ace before playing trump. Otherwise he will lose 2 hearts, ♣ A, and a diamond.

4 ♥ = 420 for North-South (4x30 + 300)

Deal 5.3.3		♠ 7 4		
Dealer South		♥ K Q 10 7		
		♦ J 10 9 6		
		♣ K Q 2		
♠ A K Q 10 5		N		♠ J 9 6 2
♥ 8 2		W E		♥ 6 3
♦ 5 3		S		♦ Q 7 4
♣ 10 9 7 6				♣ J 8 5 4
Lead: ♠A		♠ 8 3		
		♥ A J 9 5 4		
		♦ A K 8 2		
		♣ A 3		
West	North	East	South	
			1 ♥	
Pass	3 ♥	Pass	4 ♥	

South opens 1 ♥ with his 5card suit and 16HP.
North has a fit, and counts 12HDP so he bids 3 ♥.
South revalues his hand at 19HDP and bids 4 ♥.
After making the ace and king of spades West plays a club, hoping that East has the ace.
South counts 10 tricks: 5 trump, 2 diamonds, 3clubs.
A successful diamond finesse brings two more tricks
4 ♥ +1 = 450 for North- South (5x30 + 300)

Deal 5.3.2		♠ 10		
Dealer East		♥ A 9 6 5 4		
		♦ Q 8 2		
		♣ A Q 8 5		
♠ A Q 5 2		N		♠ K J 9 6 3
♥ 10 8 3		W E		♥ K Q J 7
♦ A 7 6		S		♦ K 4
♣ 9 4 2				♣ K 3
Lead: ♥ 2		♠ 8 7 4		
		♥ 2		
		♦ J 10 9 5 3		
		♣ J 10 7 6		
West	North	East	South	
		1 ♠	Pass	
3 ♠	Pass	4 ♠	Pass	

East opens 1 ♠ with his 5card spade suit and 16HP.
West has a fit, and counts 10HDP. He bids 3 ♠.
East revalues his hand at 20HDP, not quite enough for slam. He bids 4 ♠.
South leads ♥ 2. North takes ♥ A and returns a heart for South to trump. He now plays a club, hoping partner has ♣ A to regain the lead and give him another ruff
4 ♠ - 1 = 50 for North-South

(If South leads ♦ J declarer can win, draw trump and lose just 2 tricks to East's aces, making 450).

Deal 5.3.4		♠ Q 8 3		
Dealer West		♥ 6 5 2		
		♦ K J		
		♣ Q J 10 8 5		
♠ A K 5 4 2		N		♠ 10 7 6
♥ A Q J		W E		♥ 8 4 3
♦ 8 6		S		♦ 9 7 5 4 3
♣ 7 3 2				♣ A K
Lead: ♠10		♠ J 9		
		♥ A 10 9 7		
		♦ A Q 10 2		
		♣ 9 6 4		
West	North	East	South	
1♠	Pass	2♠	Pass	
Pass	Pass			

West opens 1 ♠ with his 5card spade suit and 14HP.
East has a fit and 8HDP so he raises to 2 ♠.
West revalues his hand: 15HDP, so no game. He passes.

West counts 5 Sure Tricks and 2 probable tricks. He should use the top clubs as entries to take the heart finesse twice before drawing 2 rounds of trump and ruffing the last club.

2 ♠ +2 =170 for North-South

