



**Book Two – 2014 edition**

***Continuing Bridge***

**Teacher's Notes**

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## Changes to the previous edition of Book 2

This edition of the teaching guide is designed to go with the 2011 edition of Book 2. There are major changes in both content and order from the 2006 edition. It also incorporates the Supplementary pages issued in 2008 as a stop-gap.

Reference	used to be	Notes	Reference	used to be	Notes	Reference	used to be	Notes
C9H1	C8H1	P19/20 8 hands	C14H1	C12H1	P87 4 hands	C17H1	C14H1	P152 4 hands
C10H1	Supp35/36	P27/28 8 hands	C14H2	C12H2	P88 4 hands	C17H2	C14H2	P153 4 hands
C11H1	Supp11/12	P39/40 8 hands	C14H3	C12H3	P89 4 hands	C17H3	C14H3	P154 4 hands
C11H2	New	TP31 4 hands	C15H1	C13H1	P103 4 hands	C17H4	C14H4	P155 4 hands
C12H1	Supp23	P51 4 hands	C15H2	C13H2	P104 4 hands	C17H5	C14H5	P156 4 hands
C12H2	Supp24	P52 4 hands	C15H3	C13H3	P105/106 8 hands	C17H6	C14H6	P157 4 hands
C12H3	Supp25	P53 4 hands	C16H1	C10H1	P121/122 8 hands	C17H7	New	P158 4 hands
C12H4	Supp26	P54 4 hands	C16H2	C10H2	P123/124 8 hands	C18H1	New	TP97 Handset 1 12 hands
C13H1	C11H1	P75 4 hands	C16H3	C10H3	P125/126 8 hands	C18H2	New	TP100 Handset 2 12 hands
C13H2	C11H2	P76 4 hands	C16H4	New	P127/128 8 hands	C18H3	New	TP103 Handset 3 12 hands
C13H3	New	TP47 4 hands						

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## **Outline of topics covered in Book Two lessons**

### **What should I know already?**

Whilst this book follows on from Book One, you will often get new students, who can play a bit, joining the class. Most of the continuing students will have forgotten a great deal of the Book One material. So start with revision to draw the class together. Three lessons are suggested, but a fourth week playing a duplicate game is valuable.

### **Planning the play**

In Book One we learnt how to play isolated suit combinations. Now we move on to planning the play for the whole hand. This is done through the idea of the SWOT analysis. Students get to play a series of hands illustrating different techniques for establishing extra tricks.

### **Slam bidding**

If you have followed Book One (chapter 8) you will already have covered two-level opening bids. This chapter reviews Blackwood and introduces Cue Bidding. It includes an exercise on how to keep out of bad slams.

### **Defensive guidelines**

We all know that defence is the hardest part of the game. Defence is first mentioned in the MiniBridge section in Book 1 but hardly gets another formal go until now. This chapter looks at various defence techniques in isolation ready to move on to chapter 16 to consider whole hand problems.

### **Competitive Bidding**

A review of the different ways of entering the auction may be needed. This section takes the competitive methods beyond the first round of bidding, with coverage of different types of doubles for use by both sides. Bidding after an opponent's 1NT opening and what to do when opponents interfere over our 1NT opening makes this a section full of new bidding ideas.



## **Declarer Play**

This covers revision of SWOT, the identification of the Danger Hand and how to counteract threats to the contract, techniques for playing trump contracts and counting. Since declarer play is something that we do on our own, this is a section students can read at any time and will benefit from rereading often.



## **Tidying up and bending rules**

Some topics that didn't fit earlier – bidding out your shape and Fourth Suit Forcing, plus an admission that our bidding may improve if we break the rules a little bit!



## **Defender's Play**

Most students (and many club players too) never notice how many contracts are let through on bad defence. This section develops the ideas from chapter 12 and introduces more on key defensive topics including discarding, signalling and counting. Given that we defend about half the boards we play, students need to realise that techniques are available to beat opponents' contracts and they will enjoy doing so.



## **New gadgets**

Standard English Acol is defined at two levels – the foundation level and a more advanced level called Standard English Modern Acol. Chapters 1 to 8 of *Book 1* Beginning Bridge and 9 to 16 of this *Book 2* Continuing Bridge cover the foundation level. The new gadgets chapter introduces some of the most useful and widely used conventions in Standard English Modern Acol. These include losing trick count, splinter bids and pudding raises, red suit transfers, weak twos in diamonds, hearts and spades, and the Landy defence to a 1NT opening.

Whilst some teachers will omit some of these topics, they may be used in a third year or future seminar classes.



## **Handsets**

Two sets of 12 play hands to be used during the course.

## Sample Teaching Schedule for 30 lessons

Lesson Number	Lesson Title	Page
	<b>What should I know already?</b>	
1	Revision of the uncontested auction	12
2	Revision of overcalls	13
3	Duplicate tactics and protective bidding	14
4	Play session	14
	<b>Planning the play</b>	
5	SWOT examples	24
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## How to use the Teacher's Notes

These notes are only a guide to planning your bridge teaching. They are meant to be used in conjunction with the course book 'Book Two: Continuing Bridge'. You can alter these plans in any way you wish to take account of your favourite teaching methods, hands and materials. However it is important to note:

The course uses Standard English Acol for its bidding and play system. You should not alter any of the system agreements or discuss alternatives, however superior you think other methods are, as this will only confuse your students and changes may not sit well within our carefully designed system or the text in the book.

These notes consist of the following elements:

### **NOTES FOR A TOPIC**

Each topic of teaching notes is organised in the sequence:

- ◆ Teaching Objectives and notes on how to approach the teaching.
- ◆ Lesson plans.
- ◆ Summaries of resources and hands in Book Two plus additional teachers resources.

### **PLANS**

- ◆ These plans are a guide for a two-hour lesson given to 'average' students. Classes of different duration and/or ability will definitely need a different plan.
- ◆ Don't feel everything must be taught – the notes can be used to cover bits missed out.
- ◆ Plans should be read in conjunction with *Book Two - Continuing Bridge*.

### **NOTES**

- ◆ Notes give objectives for the whole topic – decide which are relevant to your lesson.
- ◆ Notes suggest teaching ideas, but use your well-tried methods if you prefer them.
- ◆ Notes indicate a good sequence for teaching.

### **HANDS AND RESOURCES**

- ◆ The actual hands and resources in the student book are cross-referenced to the plans.
- ◆ These Teacher's Notes just contain summaries of resources provided.
- ◆ Use 'make up a deal to fit the auction' if you haven't prepared the hands in advance.
- ◆ Curtain cards or 'hand strips' can be used for students to make up the boards.

### **TEACHER'S RESOURCES**

- ◆ These are odds and ends you might like to use.
- ◆ They are printed at the end of the notes for a topic. TR1 is the first teacher's resource.



## Teaching Methods used in these Teacher's Notes

<b>CDL</b>	Co-operative Discovery Learning	An umbrella term for all kinds of student-centred learning of a practical nature. Groups of students are set problems and encouraged to solve them amongst themselves.
<b>CHAL</b>	Challenge to Students	Asking students to create one or more hands or a whole deal to match a given bidding sequence. Works best as a group activity.
<b>CHAT</b>	Exposition	Presentation of material by description, explanation and commentary supplemented by visual aids as appropriate, with student questioning and interaction encouraged.
<b>CTEE</b>	Committee Bridge	Two or more students work together to decide on the correct bid or play throughout the hand.
<b>DEMO</b>	Demonstration	Showing a play technique, perhaps by grouping all students round the table or using a felt board or computer play program.
<b>DISC</b>	Discussion	Commonly following the play of the hands, checking what happened, if it went wrong and why.
<b>DRAG</b>	Socratic Exposition	Dragging out from the students the points you want them to remember, using a question and answer technique.
<b>LEC</b>	Lecture	Non-interactive presentation of material. Should be kept short!
<b>PLAY</b>	Play	May be of randomly dealt, student-created or pre-prepared hands.
<b>QUIZ</b>	Quiz	Could be oral or written, individual or group, during a teaching session or as homework.
<b>Q &amp; A</b>	Question & Answer	Used to check understanding of a group or individual. Prefer questions that require more than YES/NO answers.
<b>RECAP</b>	Recapitulation	Usually at the end of a session, covering the lesson's key points.
<b>REVN</b>	Revision	At the start of a session, reviewing points covered last time.
<b>SYNC</b>	Synchronised Activity	All tables work with the same cards at the same time – either pre-prepared by the teacher or given out in class.
<b>XPLOR</b>	Exploration	Students make up a given hand, and then deal the remaining cards for the other three hands. They then discuss and/or play out the hands to see how things work out. Two hands rather than one can be given or just a single suit.

## Materials List

### Practice Continuing Bridge

First published 2007

All the hands in this book relate to the material in Book Two: Continuing Bridge and it is the companion volume. It is strongly recommended for student practice out of class.

### Other books in the Really Easy Bridge Series

Really Easy Bidding	2009
Really Easy Play in No Trumps	2002
Really Easy Mistakes	2005
Really Easy Modern Acol	2007
Really Easy Play with Trumps	2001
Really Easy Defence	2009
Really Easy Competitive Bidding	2003
Really Easy Slams	2004
Practice Beginning Bridge	2005
Practice Continuing Bridge	2007

### THE EBU WEBSITE

There is a restricted part of the EBU website especially for EBUTA members. To access this part of the site enter:

[www.ebu.co.uk/education/private](http://www.ebu.co.uk/education/private)

Username: ebuta

Password: ebuta99

There are files to download, duplicate files of hands and other things that, from time to time, get added. Currently you will find

#### **PDF Files for download**

Teachers' Resources from the BFA Teacher's Notes

Book 1 – Beginning Book Teacher's Notes

Errata in Book 1 – Beginning Bridge

Responder's Flowchart

Basic Bidding Charts

Hand Bank Sets 1 (loosely based on book 1) and 2 (loosely based on book 2). A list of topics for each set of hands can be found on TP105.

## 9 Teaching Objectives for What should I know already?

On completion of this topic, the students will be able to:

### ***Use the basic Standard English Acol System***

- open and respond in the uncontested auction in a suit or no trumps.
- open with one of a suit and make a suitable rebid either in a suit or in no trumps.
- be confident in overcalling in a suit or no trumps at the one or two level.
- make and respond to a takeout double.
- evaluate the combined partnership strength and work out whether this is a game or part score hand, recognising when the final contract has been reached.

### ***Understand bidding concepts***

- say whether a bid is limit, forcing or forcing to game.
- prefer a limit bid if a suitable one is available.
- make responding bids with stronger hands, using fit and distribution as well as high card points to estimate the value of a hand.
- know that rules exist for making bids, use bidding boxes
- be aware of the STOP procedure.
- know that certain bids are ANNOUNCED and others are ALERTED.

### ***Understand the tactics of winning bridge***

- say why the best score possible may not always be a plus score.
- understand that contracts may be available to both N/S and E/W.
- know the score for going down and how vulnerability affects bidding decisions.
- look for a major suit fit or no trumps rather than a minor, to achieve a better score.

### ***Protective Bidding and Sacrificing***

- describe what a protective bid is and recognise when protection is required to get a good score.
- protect when partner should have values and our side should have a fit.
- say why a 1NT overcall shows 16-18 HCP in second seat but is weaker in fourth.
- have an elementary insight into sacrifice bidding.

### **Simultaneous Pairs**

If you want your students to take part in the next Simultaneous Pairs, get in touch with the EBU. Ring Lisa on 01296 317217 or email [lisa@ebu.co.uk](mailto:lisa@ebu.co.uk) to get the details. Say how many copies of the hands you would like and full information on hands and scoring will be sent to you.

Results are displayed using the ECats scoring system. There is a nominal entry fee of £1 per student to enter, which is waived if you upload your own results.

## What should I know already? – How to teach this topic

<p><i>Overview of work in this section</i></p> <p><b>DON'T DESPAIR IF STUDENTS CLAIM IT'S ALL NEW TO THEM!</b></p> <p><b>All students say the same.</b></p>	<p>These early lessons in what will probably be the second year of a beginner's course are intended to revise what it is assumed students already know (!) and carry the ideas forward to deepen their understanding that bridge is more than just bidding to the "right" contract. The first lesson can be devoted to revising the uncontested auction, the second to revising overcalls and the third to a consideration of tactics at duplicate pairs (in preparation for the first in class competition in lesson 4). There is no point in going on if students need longer at this stage.</p>
<p><i>Getting the class started</i></p>	<p>It is suggested that the class start with the bidding quiz <a href="#">TP16* C9TR1</a> designed as a diagnostic tool to assess gaps in student knowledge. In many cases, this lesson will be the start of a second year course and new students may have joined. In this case it is particularly important to be aware of their existing knowledge – and misapprehensions!</p> <p>Make sure students open 1NT on balanced hands with 12-14 HCP; some have odd ideas about when 1NT is unsuitable. Responses to 1NT are revised in the lesson on opening 2NT.</p> <p>The quiz can be used as a bidding quiz by students working in pairs. They can discuss their answers with the other pair at their table if they finish early. Don't let them look for slams yet.</p>
<p><i>Game forcing sequences</i></p>	<p>Review this important concept with a brief chat, reinforced by a quiz <a href="#">TP18 C9TR2</a> which can be covered quickly as a question and answer session.</p>
<p><i>Revision of overcalls</i></p>	<p>It is suggested that the students try the overcall quiz <a href="#">TP20 C9TR3</a> at home after the first lesson, though of course you know that half of them won't and the other half will get the answers wrong!</p> <p>Go over the quiz at the start of the next class to revise overcalls. With groups containing students that have joined the course at the start of the second year, refer new students to the <i>Really Easy Bidding</i> book, as this is an area where there is much misunderstanding.</p> <p>This can lead into a simple discussion on the role of sacrifice bids but do not push this if the class is finding the going hard or time is short. If it is left out, tell the class the material in the student notes is for background interest and to give them something to think about.</p>

*Making up play hands to revise overcalls*

Give each table a suited pack, a duplicate board and a slip of paper with a bidding sequence. Ask them to make up a deal that would produce the bidding sequence specified, see [TP22 C9TR4](#)

There is a master sheet in the teacher's handbook for this type of exercise. Tell the students to call you over when they have made up the hands for you to check that they are sensible. Ask the students to check carefully that they have 13 cards in each hand. Faster tables can be told to play the hand themselves while they are waiting for slower tables. Pass the boards round the room for each table to bid and play each hand. Put a traveller in the board to record the score and let the people who made up the deal see what happened.

With smaller groups, you may have to make up hands in pairs, or make up some boards yourself.

Make sure the originating table sees the results on the boards. You needn't play all the boards.

*Teams and pairs tactics*

Some people think they must have gone wrong if they go down. Show how a minus score can be a very good result.

The idea of a sacrifice, deliberately bidding too high, will be new to most people. Don't push the concept too hard, but if students are enjoying this talk on tactics, remind them that the final contract can be doubled. Whilst three down for –150 can be good when opponents can make game and score 420, a penalty double quickly converts –150 to –500 and a very poor score.

Leave this concept out with weaker classes.

\* References to P are to pages in the students' notes; references to TP are to pages in these notes.

### **STOP, alerting and announcements**

You should know about the concept of Announcements. E.g. Partner opens 1NT so I say '12 to 14'; I bid 2♣ and partner says 'Stayman'.

It is particularly important that students are introduced to all the paraphernalia of bridge – whether it is the STOP procedure, alerting and announcing as part of the general teaching programme. This is especially so where students are likely to progress to clubs where Announcements are in use then the topic ought to be covered before the students encounter it.

If you run your own 'closed club' where you do not have visitors who will expect to use announcements then you can delay their introduction until you feel the students are ready. If you wish you never have to introduce them.

## Revision of the uncontested auction

### TERMS DISCUSSED IN THIS LESSON

Bidding box use including STOP      ALERT      Forcing to game

### LESSON PLAN

Topic	Method	Time	Notes on activities
Introduction	CHAT	5	Welcome. Domestic details. Ask new students about bridge. Brief review of what's ahead.
Revision of bidding TP16* C9TR1	QUIZ	30	Bidding quiz working in pairs or groups. Use to diagnose gaps in knowledge assumed for course. Assure students these will be filled in. Student notes, page 3, contain 'What I should know already'. Note that responses to an opening bid of 1NT are not revised in this topic as this will be covered in a later lesson.
Bids forcing to game TP18 C9TR2	CHAT QUIZ	10 5	Review sequences that include limit and forcing to game bids.
Break		10	
Practical P19* C9H1 (hands 1 to 4)	PLAY	60	Four prepared hands. These are simple deals to boost students' confidence.
Next time			When both sides are bidding.
Try This P8 TP20 C9TR3			Read one page of notes to remind you of ways of entering the auction. Then try the quiz on overcalls.
Book pages P3 – 7			You could sell new students <b>Really Easy Bidding</b> and the System Summary card, if their methods are not already Standard English Acol. Suggest parts of the book to start reading.

\* References to P are to pages in the students' notes, TP in these teachers notes.

*Practice Continuing Bridge Set 1 can be used after this lesson*

## Revision of overcalls

### TERMS DISCUSSED IN THIS LESSON

Sacrifice bid

Phantom sacrifice

### LESSON PLAN

Topic	Method	Time	Notes on activities
Revision of overcalls <b>P8</b>	REVN	20	Who read the notes and did the quiz? Go over the quiz on overcalls in detail as a revision of overcalls. Often students forget about making takeout doubles and new students may not have met them.
The part score battle <b>P9</b>	DISC	20	Explain that going down can give the best score possible. Look at the examples on <b>P10</b> . Explain the word 'sacrifice' and show the example on <b>P11</b> . Point out why being vulnerable means being more cautious.
Making up hands <b>TP22 C9TR4</b>	CHAL	15	Groups to make up hands which would lead to specific bidding sequences involving overcalls.
Break		10	
Play	PLAY	50	Play of hands made up before break with duplicate scoring.
Review	RECAP	5	Compare the results obtained and see who got a good result by going down.
Try this <b>P15</b>	QUIZ		Revise 1NT opening and responses.
Next time			Protective bidding.
Notes <b>P9 – 11</b>			Brief reminders of earlier work in notes. Also see <i>Really Easy Bidding</i> – Chapters 11-13.

*Practice Continuing Bridge Set 2 can be used after this lesson*

\* references to TP are to pages in these notes.

## What should I know already?

## Lesson 3

### Duplicate Tactics and Protective Bidding

#### TERMS DISCUSSED IN THIS LESSON

kiss of death   protection   protective bid   transferred king

#### LESSON PLAN

Topic	Method	Time	Notes on activities
Pairs tactics <b>P9 – 11</b>	CHAT DRAG	15	Review 'going down can still be a very good board' covered last lesson. Revise vulnerability and scoring if necessary.
Protection <b>P12 – 13</b>	CHAT DRAG	15	Definition of a protective bid. Examples and the link with pairs tactics. A very light treatment is right with most classes.
Exercise <b>P17</b>	QUIZ	15	This is on Protection, some students may not like the idea.
Break		10	
Practical <b>P20 C9H1 (Hands 5 to 8)</b>	PLAY	55	Prepared hands featuring protective bidding, including discussion.
Review	Q&A	10	Review of main points of lesson. Now that the class has got to know the new members, suggest people might get together to play.
Try this <b>P15</b>	QUIZ		Revision quiz on 1NT openings and responses.
Next time			An all play session with no talk from teacher, should you decide to run one.
Notes <b>P12 – 13 P14</b>			Look again at today's notes. Point out the summary sheet. 'What I have learned.' Discuss how to use the summary.

*Practice Continuing Bridge Set 3 and 4 can be used after this lesson*

## Play session

## Lesson 4

12 hands to play revising year 1 work – **TP99 – Handset 1**



## RESOURCE MATERIALS

Topic	Resource material	Reference
1NT opening and responses	Quiz to look ahead to next topic.	<a href="#">P15</a>
Should I protect partner?	Quiz round the table.	<a href="#">P17</a>

## TEACHER'S MATERIALS

Topic	Resource material	Reference
Revise basic bidding	Bidding quiz for pairs.	<a href="#">TP16 C9TR1</a>
Is it forcing to game?	Quiz to do alone or in pairs.	<a href="#">TP18 C9TR2</a>
Joining in the bidding	Quiz to do at home.	<a href="#">TP20 C9TR3</a>
Revise overcalls	Hands to make up to specified bidding sequence for overcalling.	<a href="#">TP22 C9TR4</a>

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Points of Interest
<a href="#">P19 C9H1</a>	<b>Basic bidding</b>		
1	Reverse by responder.	W	Finesse.
2	Supporting opener's suit.	S	
3	1NT response; 19 HCP to bid game.	N	Playing honour from short holding.
4	Game Forcing 3♣ rebid; Supporting responder	E	Discarding diamond losers, before drawing trumps.
<a href="#">P20 C9H1</a>	<b>Protective bidding</b>		
5	Transferred king in response to protection.	W	Don't draw trumps early, take ruffs with short trumps.
6	Second round protection, if opponents stop low.	E	'Long trumps, long suit' is a good maxim for leading.
7	Opponents have a fit, yet stop at the two level.	N	
8	Beware protecting without spades. It gives opponents a second chance to find their fit	S	Students may respond 1♠, on 4 HCP. Don't stop them, it shows they recognise the value of length as well as points.

## C9TR1 What should you know already

Bid these hands with a partner or work out together how the auction should go.

West	East	Your auction	
		West	East
1 You are dealer ♠ A K 6 3 2 ♥ K 7 5 ♦ K Q 7 ♣ 7 4	1 West is dealer ♠ Q 9 7 5 ♥ A 6 3 ♦ A 10 9 ♣ 10 5 2		
2. East is dealer ♠ 10 5 ♥ A 6 4 3 ♦ 10 8 5 4 2 ♣ K 3	2. You are dealer ♠ A 2 ♥ K J 9 7 5 ♦ Q J 3 ♣ Q 5 4		
3. You are dealer ♠ A ♥ A J 4 3 ♦ K Q 10 7 5 ♣ Q J 5	3. West is dealer ♠ 8 6 2 ♥ K 10 9 5 2 ♦ A 8 ♣ A 6 4		
4. East is dealer ♠ A Q 9 5 2 ♥ 6 5 3 2 ♦ 9 4 ♣ Q 7	4. You are dealer ♠ 7 6 ♥ K Q ♦ Q 10 8 7 5 ♣ A J 6 3		
5. You are dealer ♠ A 5 2 ♥ K 7 ♦ 10 9 7 6 5 3 ♣ K Q	5. West is dealer ♠ K 7 3 ♥ 10 5 3 ♦ A 8 2 ♣ J 9 8 2		
6. East is dealer ♠ 7 3 2 ♥ K 2 ♦ J 10 5 3 ♣ Q 8 7 5	6. You are dealer ♠ A K Q ♥ J 10 7 3 ♦ A Q 6 ♣ K 10 9		
7. You are dealer ♠ A Q 7 ♥ K 2 ♦ Q J 9 8 6 ♣ A Q 5	7. West is dealer ♠ K 10 6 2 ♥ Q J 5 3 ♦ 10 5 2 ♣ K 9		
8. East is dealer ♠ K 8 7 3 2 ♥ 10 5 ♦ K 6 2 ♣ 10 7 3	8. You are dealer ♠ 9 ♥ K Q J 7 ♦ A Q 9 5 3 ♣ A J 2		

West	East	Your auction	
		West	East
1 You are dealer ♠ A K 6 3 2 ♥ K 7 5 ♦ K Q 7 ♣ 7 4	1 West is dealer ♠ Q 9 7 5 ♥ A 6 3 ♦ A 10 9 ♣ 10 5 2	1♠ 4♠	3♠ pass
2. East is dealer ♠ 10 5 ♥ A 6 4 3 ♦ 10 8 5 4 2 ♣ K 3	2. You are dealer ♠ A 2 ♥ K J 9 7 5 ♦ Q J 3 ♣ Q 5 4	2♥	1♥ pass
3. You are dealer ♠ A ♥ A J 4 3 ♦ K Q 10 7 5 ♣ Q J 5	3. West is dealer ♠ 8 6 2 ♥ K 10 9 5 2 ♦ A 8 ♣ A 6 4	1♦ 3♥ pass	1♥ 4♥
4. East is dealer ♠ A Q 9 5 2 ♥ 6 5 3 2 ♦ 9 4 ♣ Q 7	4. You are dealer ♠ 7 6 ♥ K Q ♦ Q 10 8 7 5 ♣ A J 6 3	1♠ 2♦	1♦ 2♣ pass
5. You are dealer ♠ A 5 2 ♥ K 7 ♦ 10 9 7 6 5 3 ♣ K Q	5. West is dealer ♠ K 7 3 ♥ 10 5 3 ♦ A 8 2 ♣ J 9 8 2	1♦ 2♦ or pass	1NT
6. East is dealer ♠ 7 3 2 ♥ K 2 ♦ J 10 5 3 ♣ Q 8 7 5	6. You are dealer ♠ A K Q ♥ J 10 7 3 ♦ A Q 6 ♣ K 10 9	1NT pass	1♥ 3NT
7. You are dealer ♠ A Q 7 ♥ K 2 ♦ Q J 9 8 6 ♣ A Q 5	7. West is dealer ♠ K 10 6 2 ♥ Q J 5 3 ♦ 10 5 2 ♣ K 9	1♦ 2NT	1♥ 3NT
8. East is dealer ♠ K 8 7 3 2 ♥ 10 5 ♦ K 6 2 ♣ 10 7 3	8. You are dealer ♠ 9 ♥ K Q J 7 ♦ A Q 9 5 3 ♣ A J 2	1♠ 3♦	1♦ 2♥ pass

Is each of the following sequences forcing to game? If so, which is the game forcing bid?

Underline the game forcing bid. If there is no such bid, put a cross beside the bidding sequence.

- |    |                         |                              |                         |                      |
|----|-------------------------|------------------------------|-------------------------|----------------------|
| 1. | <b>West</b><br>1♠       | <b>North</b><br>pass         | <b>East</b><br>3♠       | <b>South</b><br>pass |
| 2. | <b>West</b><br>1♠<br>3♦ | <b>North</b><br>pass         | <b>East</b><br>2♣       | <b>South</b><br>pass |
| 3. | <b>West</b><br>1♣<br>2♦ | <b>North</b><br>pass         | <b>East</b><br>1♥       | <b>South</b><br>pass |
| 4. | <b>West</b><br>1♥<br>2♥ | <b>North</b><br>pass<br>pass | <b>East</b><br>2♣<br>2♠ | <b>South</b><br>pass |
| 5. | <b>West</b><br>1♦<br>1♠ | <b>North</b><br>pass         | <b>East</b><br>1♥       | <b>South</b><br>pass |

Is each of the following sequences forcing to game? If so, which is the game forcing bid?

1.	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
	1♠	pass	3♠	pass	<b>X</b>

East's 3♠ bid is a limit bid, showing four or more spades and about 10-12 points. West can pass with a poor opening bid.

2.	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
	1♠	pass	2♣	pass	
	<u>3♦</u>				

West's 3♦ is a jump shift. That is a bid in a new suit at one level higher than is necessary to bid diamonds. It shows around 16-19 HCP and is forcing to game after partner has changed suit at the two-level showing 9+ HCP.

3.	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
	1♣	pass	1♥	pass	<b>X</b>
	2♦				

West has made a reverse bid by opening 1♣ and rebidding in diamonds at a level higher than the original suit of clubs. Whilst this shows a strong opening, often with good distribution, it is only forcing for one round. It is not forcing to game.

4.	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
	1♥	pass	2♣	pass	
	2♥	pass	<u>2♠</u>		

East has made a responder's reverse by bidding 2♣ and continuing with 2♠ over partner's minimum 2♥ rebid. To bid like this shows longer clubs than spades and at least 13 points, so it is forcing to game. If East were weaker, the original response would have been 1♠ – even though spades is not East's longest suit.

5.	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
	1♦	pass	1♥	pass	<b>X</b>
	1♠				

West has shown an opening bid with diamonds and spades but nothing more. Normally West will have at least five diamonds and four spades, the only exception being if North has a 4144 hand shape with a singleton heart.

1. You are North, not vulnerable against vulnerable opponents. Your right hand opponent, West, opens the bidding with 1♥. What do you bid and why?

- a) ♠ A Q J 9 6  
♥ 7 2  
♦ A 9 6 3  
♣ 8 7

Your bid:

Reason:

- b) ♠ A Q J 9  
♥ 2  
♦ A 9 6 3  
♣ K 10 5 2

Your bid:

Reason:

- c) ♠ A Q J  
♥ K Q 8  
♦ A 9 6  
♣ Q 10 5 2

Your bid:

Reason:

- d) ♠ A Q J 9 7 2  
♥ 2  
♦ A 9 6 3  
♣ K 7

Your bid:

Reason:

2. You are South, not vulnerable, what do you bid in each auction below?

♠ K Q J 9 8  
♥ 9 2  
♦ A 8 3  
♣ 9 6 2

- |    | <b>West</b> | <b>North</b> | <b>East</b> | <b>South</b> |
|----|-------------|--------------|-------------|--------------|
| a) | 1♥          | double       | pass        | ?            |

I would bid \_\_\_\_\_ because

- |    |    |    |    |   |
|----|----|----|----|---|
| b) | 1♥ | 1♠ | 2♥ | ? |
|----|----|----|----|---|

I would bid \_\_\_\_\_ because

- |    |    |     |      |   |
|----|----|-----|------|---|
| c) | 1♥ | 1NT | pass | ? |
|----|----|-----|------|---|

I would bid \_\_\_\_\_ because

- |    |    |      |    |   |
|----|----|------|----|---|
| d) | 1♣ | pass | 1♥ | ? |
|----|----|------|----|---|

I would bid \_\_\_\_\_ because

1. You are North, not vulnerable against vulnerable. Your right hand opponent, West, opens the bidding with 1♥. What do you bid with each of the following hands.

- a) ♠ A Q J 9 6  
♥ 7 2  
♦ A 9 6 3  
♣ 8 7

Your bid is 1♠ with 11 HCP and a good 5-card suit. The overcall allows us to compete in spades. I want a spade lead if we defend.

- b) ♠ A Q J 9  
♥ 2  
♦ A 9 6 3  
♣ K 10 5 2

Your bid is double with a sound opening hand, prepared to play in any suit except hearts. It is an ideal takeout double of 1♥.

- c) ♠ A Q J  
♥ K Q 8  
♦ A 9 6  
♣ Q 10 5 2

Your bid is 1NT showing a strong balanced hand with preferably two stoppers in hearts. 1NT shows 16-18 HCP so you are as good as you could be.

- d) ♠ A Q J 9 7 2  
♥ 2  
♦ A 9 6 3  
♣ K 7

Your bid is 2♠ showing a good 6-card suit and 12-16 HCP. A jump overcall always shows a good suit as well as points.

2. You are South, not vulnerable, what do you bid in each auction below?

♠ K Q J 9 8  
♥ 9 2  
♦ A 8 3  
♣ 9 6 2

- |    | West | North  | East | South |
|----|------|--------|------|-------|
| a) | 1♥   | double | pass | ?     |

I would bid 2♠ because I have 4+ spades and 9-12 points. It would not be wrong to bid an optimistic 3♠ with this good 5-card suit.

- |    |    |    |    |   |
|----|----|----|----|---|
| b) | 1♥ | 1♠ | 2♥ | ? |
|----|----|----|----|---|

I would bid 3♠ because I have 3+ card support for partner's suit and 10-12 HCP.

- |    |    |     |      |   |
|----|----|-----|------|---|
| c) | 1♥ | 1NT | pass | ? |
|----|----|-----|------|---|

I would bid 3♠ because I want partner to choose between 4♠ and 3NT.

- |    |    |      |    |   |
|----|----|------|----|---|
| d) | 1♣ | pass | 1♥ | ? |
|----|----|------|----|---|

I would bid 1♠ because I have a good 5-card suit and want a spade lead if we defend.

You probably only need four auctions, but might use the others later in the session. They can be useful to have in reserve if you haven't made up the hands one day!

	West	North	East	South	Contract
<b>Board 1</b>		1♦	1NT	pass	
NT overcall	3♠	pass	3NT		3NT by East
<b>Board 2</b>			1♣	pass	
Reopening double	pass	dble	pass	1NT	
	pass	3NT			3NT by South
<b>Board 3</b>				1♣	
Takeout double to show two suits	pass	1♥	dble	2♥	
	2♠				2♠ by West
<b>Board 4</b>	1♥	1♠	2♥	4♠	
Bidding game					4♠ by North
<b>Board 5</b>		1♣	2♥	4♠	
Jump overcall					4♠ by South
<b>Board 6</b>			1♦	2♥	
Jump overcall	3♦	pass	5♦		5♦ by East
<b>Board 7</b>				1♦	
1NT bid after overcall	1♠	1NT	pass	3NT	
					3NT by North
<b>Board 8</b>	1♥	dble	2♥	3♣	
Takeout double	4♥				4♥ by West



## 10 Teaching Objectives for Planning the Play

On completion of this topic students should be able to:

- Use SWOT in a variety of situations to play whole hands
- Identify winners and preserve entries
- Decide whether to take a finesse
- Decide whether to hold up
- See the potential of a long suit
- Discard losers before the defence can get in
- Ruff losers in dummy
- Conduct a cross ruff
- Decide the order of suit play in no trumps

### Planning the Play – How to teach this topic

<i>SWOT analysis</i>	<p>Some may have seen this before, but introduce the idea of how to do a SWOT. Counting winners, how far short of the contract, what opportunities and the threats</p> <p>Explain how opportunities can increase your trick tally by developing a suit by knocking out an ace; using long cards when a suit breaks; when a finesse works.</p> <p>The examples are all about experiencing the techniques. It is much better to play them out and discuss them than just talk about them.</p> <p>So use the example hands to talk through the various techniques.</p>
<i>Learn by playing the hands</i>	<p>You should get through 8 hands (<b>P21 to P26</b>) in two weeks by allowing longer for the play, but discussion may slow things down – see how it goes.</p> <p>Only talk about a deal when students are looking at real cards on the table (or some other display). Leave enough time for the analysis to make sure that all students have understood the points.</p> <p>If you put the cards on a table with all the students gathered round, make a sign with <b>DUMMY</b> on it, so that students don't become disorientated.</p> <p>Your analysis should be interactive. Ask whether the contract should have been made or defeated and how. What happened at the table is not always a guide!</p>

## Planning the Play

## Lesson 5

### TERMS DISCUSSED IN THIS LESSON

SWOT      preserve entries      finesse      hold up      long suit

### LESSON PLAN

Topic	Method	Time	Notes on activities
SWOT	CHAT	15	Introduce the concept of SWOT, strengths, weakness, opportunities and threats. Count top tricks, how many short are you, what opportunities exist, what can go wrong.
SWOT hands	PLAY	45	Play the first four hands on <a href="#">P21 – P23 (runs over to P24)</a>
Break		10	
Play hands	PLAY	45	Hands 1, 3, 4 and 6 on <a href="#">P27/28 C10H1</a>
Review	RECAP	5	Summarise points covered in lesson.
Try this  Exercise on planning a hand			<a href="#">TP26 C10TR1</a>
Next time			More SWOT techniques to promote extra tricks.
Notes  <a href="#">P21 – 24</a>			

## TERMS DISCUSSED IN THIS LESSON

Discard losers      ruff losers      cross ruff      suit play

## LESSON PLAN

Topic	Method	Time	Notes on activities
Review	RECAP	10	Go through the homework <a href="#">TP27</a>
SWOT hands	PLAY	40	Play out the four hands <a href="#">P24 - P26</a>
Break	PLAY	10	At suitable point.
Play hands	RECAP	50	Play hands 2, 5, 7 and 8 <a href="#">P27/28 C10H1</a>
Review			
Notes			

[P24 – 26](#)

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Play points	Dec
<a href="#">P27 C10H1</a>			
1	6♠	Finesse heart at trick 1	N
2	6♠	Discard a loser	E
3	3NT	Drive out ♥A	S
4	4♠	Take heart finesse	W
<a href="#">P28 C10H1</a>			
5	4♠	Drive out ♦A and discard a loser	N
6	4♠	Take heart finesse	E
7	4♥	Drive out ♥A	S
8	4♥	Finesse at trick 1	W

## C10TR1 Exercises on planning a hand

How would you plan to make the contracts in each case after North makes the opening lead?

<b>1.</b>					
♠ AKQJ10	♠ 8765	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
♥ 62	♥ AQ	1 ♠	Pass	2 ♠	Pass
♦ 963	♦ 542	4 ♠	All Pass		
♣ AKQ	♣ J632				

North leads ♥3

<b>2.</b>					
♠ AKQ109	♠ J765	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
♥ 62	♥ AQ	1 ♠	Pass	2 ♠	Pass
♦ 963	♦ 542	4 ♠	All Pass		
♣ AKQ	♣ J632				

North leads ♥3

<b>3.</b>					
♠ Q87	♠ A2	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
♥ K2	♥ 865	1NT	Pass	3NT	All Pass
♦ AQ65	♦ KJ97				
♣ Q432	♣ AKJ10				

North leads ♠3

<b>4.</b>					
♠ Q87	♠ A52	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
♥ K32	♥ 865	1NT	Pass	3NT	All Pass
♦ AQ6	♦ KJ9				
♣ Q432	♣ AKJ10				

North leads ♠3

<div>1.</div> <div><table><tr><td>♠ AKQJ10</td><td>♠ 8765</td><td></td><td></td></tr><tr><td>♥ 62</td><td>♥ AQ</td><td></td><td></td></tr><tr><td>♦ 963</td><td>♦ 542</td><td></td><td></td></tr><tr><td>♣ AKQ</td><td>♣ J632</td><td></td><td></td></tr><tr><td><b>West</b></td><td><b>North</b></td><td><b>East</b></td><td><b>South</b></td></tr><tr><td>1♠</td><td>Pass</td><td>2♠</td><td>Pass</td></tr><tr><td>4♠</td><td>All Pass</td><td></td><td></td></tr><tr><td colspan="4">North leads ♥3</td></tr></table></div>	♠ AKQJ10	♠ 8765			♥ 62	♥ AQ			♦ 963	♦ 542			♣ AKQ	♣ J632			<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	1♠	Pass	2♠	Pass	4♠	All Pass			North leads ♥3				<div><p><b>S</b> ♠ = 5, ♥ = 1, ♦ = 0, ♣ = 4</p><p><b>W</b> 10 winners but danger of 4 losers</p><p><b>O</b> The heart finesse</p><p><b>T</b> lack of entries to dummy's ♣J once ♥A has been played.</p><p><b>Cunning plan:</b> try dummy's ♥Q at trick 1.</p></div>
♠ AKQJ10	♠ 8765																																
♥ 62	♥ AQ																																
♦ 963	♦ 542																																
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♠ AKQ109	♠ J765																																
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1NT	Pass	3NT	All Pass																														
North leads ♠3																																	

## 11 Teaching Objectives for Slam Bidding

On completion of this topic, the students should be able to:

- Record the score for a small or grand slam
- Recognise Blackwood 4NT for aces and make the correct response
- Recognise 5NT as a continuation asking for kings and make the correct response
- Appreciate the values needed for slam
- Make cue bids to show first round control in a suit
- Make cue bids to show second round control in a suit

### Slam Bidding – How to teach this topic

<i>Introduction</i>	<p>The key to successful slam bidding is practice and even then it isn't easy.</p> <p>Knowing how to stop out of a bad slam is just as important as getting to a good slam.</p>
<i>Values for Slam</i>	<p>The first stage is recognising that slam might even be possible. From the earliest unit on 1NT openings some slam hands have been slipped in – using the sequence 1NT 6NT based on combined point count, but thinking about bidding slam does not come naturally.</p> <p>Responder opposite a 2♣ opening will need to be pushed to consider trying for a slam with a positive response, so the section on P30 is worth doing carefully.</p>
<i>Using Blackwood wisely</i>	<p>Blackwood is an excellent tool and most people can remember the step responses for aces, even if they have to use their fingers. The problem with Blackwood is that once it is known it is often hard for beginners to get to a slam without using it. There are many instances when Blackwood doesn't help.</p>
<i>Cue Bids</i>	<p>This is a difficult idea to get across and you will need to go slowly. You can introduce it by saying there are situations where Blackwood doesn't help – when we need to know which aces (or voids) partner holds rather than how many.</p> <p>Knowing he has one ace may mean a toss-up between a making slam and one that goes off. Cue bidding pin-points which ace it is allowing you to stop short if it is the wrong one.</p> <p>We restrict the use to situations where there is low level suit agreement.</p> <p>The idea of bidding an ace or void does take getting used to.</p>

**Review of what we know; use of Blackwood**
**TERMS DISCUSSED IN THIS LESSON**

Small slam    Grand slam    Blackwood    convention

**LESSON PLAN**

Topic	Method	Time	Notes on activities
<p>What should I know?</p> <p>What is needed for a slam?</p>	CHAT/ DEMO/ DISC	30	<p>Spend some time going over small and grand slam scores.</p> <p>Remind about basic bidding without any other aids</p> <p>                     ♠KQ5                  ♠AJ10                      ♥A75                  ♥K64                      ♦Q93                  ♦AKJ64                      ♣K752                ♣AQ                      1NT                    6NT                 </p> <p>Use the three hands on <b>P30</b> to demonstrate unscientific methods of slam bidding.</p> <p>Blackwood and responses. Explain why 5♣ (0 or 4) is unlikely to give rise to indecision</p>
Using Blackwood wisely	DEMO/ DISC	20	Go through the hands on <b>P31</b> to show how Blackwood can work and how to stop in time.
Break		10	
Misuse of Blackwood	QUIZ	20	Use the hands on <b>P35</b> – cover up the auction and see if they bid them properly.
Practical	PLAY	40	<b>TP31 C11TR1</b> 4 hands using Blackwood to get to a slam.
Next time			Cue bidding.
Notes <b>P29 – 31</b>			

# Slam Bidding

## Cue Bidding

## Lesson 8



### TERMS DISCUSSED IN THIS LESSON

Cue bid



### LESSON PLAN

Topic	Method	Time	Notes on activities
Concept of a cue bid	DISC	15	<p>There are several types of cue bid (they may have heard it after a call of the opposition suit) so this meaning will be new.</p> <p>1♠     3♠ 4♣</p> <p>Can't be natural and squash any mention of Gerber, so it is a CUE BID promising 1<sup>st</sup> round control (ace or void).</p> <p>Use the hands on <a href="#">P32</a> to show how the auction carries on. Uses aces/voids shown to get there.</p>
Second round control	DISC	15	<p>Now things move on to second round control, missing out a suit 1<sup>st</sup> time, and then bidding it next time.</p> <p><a href="#">P33</a> first hand works, <a href="#">P33</a> second hand shows the wrong control so you stop in 5.</p>
Suitable hands lacking points	DISC	15	Probably the hardest part, just getting a feel for hands where slam is possible. <a href="#">P33</a> (hand 3) and <a href="#">P34</a> (top 2)
Keeping out of bad slams	QUIZ	15	<a href="#">P37</a> do as a pairs quiz or do it for homework.
Break		10	
Play	PLAY	45	<a href="#">P39/40</a> – As many as you can manage.
Review	RECAP	5	Reminder of cue bidding in the slam zone.
Notes <a href="#">P32 - 36</a>			

*Practice Continuing Bridge Set 5 can be used after this lesson*

### SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Points of Interest
<a href="#">P39</a>	<b>Basic bidding</b>		
1	Cue bids and Blackwood	S	One Losing diamond
2	Cue bid but not enough	W	Missing ♦ A K
3	Cue bid for 1 <sup>st</sup> and 2 <sup>nd</sup> round	N	Just one loser
4	Cue bids and Blackwood	E	Might even bid the grand
<a href="#">P40</a>			
5	Cue bid, minimum hand	S	Losing club and spade
6	Cue bid and Blackwood	E	Losing club; ruff a diamond for the 12 <sup>th</sup> trick.
7	Cue bid for 2 <sup>nd</sup> round control	S	Stopping short.
8	Cue bid using 2 <sup>nd</sup> round control	W	One club to lose



## C11TR1

## HANDS TO PLAY USING BLACKWOOD (C11H2)

<div><div>♠ 642</div><div>♥ 10642</div><div>♦ 875</div><div>♣ J103</div></div> <div><div>♠ AKQJ75</div><div>♥ AK5</div><div>♦ J</div><div>♣ AQ4</div></div> <div><div>♠ 83</div><div>♥ Q8</div><div>♦ AKQ64</div><div>♣ K752</div></div> <div><div>♠ 109</div><div>♥ J973</div><div>♦ 10932</div><div>♣ 986</div></div>	<div>Board 1 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♦</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>2♣</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5♦</td><td>Pass</td></tr><tr><td>5NT</td><td>Pass</td><td>6♥</td><td>Pass</td></tr><tr><td>7NT</td><td>All Pass</td><td></td><td></td></tr></table> <div>Will this be a flat board in 7NT? I doubt it. West will hardly believe it when East opens 1♦. How do you proceed? Well 4NT straightaway will tell you East has the missing ace, followed by 5NT and he tells you both kings. 7NT should then be automatic.</div>	West	North	East	South		Pass	1♦	Pass	1♠	Pass	2♣	Pass	4NT	Pass	5♦	Pass	5NT	Pass	6♥	Pass	7NT	All Pass		
West	North	East	South																						
	Pass	1♦	Pass																						
1♠	Pass	2♣	Pass																						
4NT	Pass	5♦	Pass																						
5NT	Pass	6♥	Pass																						
7NT	All Pass																								
<div><div>♠ 32</div><div>♥ 976</div><div>♦ 875</div><div>♣ J10832</div></div> <div><div>♠ 7</div><div>♥ KQJ5</div><div>♦ AKQJ</div><div>♣ AK76</div></div> <div><div>♠ AK654</div><div>♥ A1032</div><div>♦ 32</div><div>♣ 95</div></div> <div><div>♠ QJ1098</div><div>♥ 84</div><div>♦ 10964</div><div>♣ Q4</div></div>	<div>Board 2 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♠</td><td>Pass</td></tr><tr><td>2♣</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>4NT</td><td>Pass</td><td>5♥</td><td>Pass</td></tr><tr><td>5NT</td><td>Pass</td><td>6♦</td><td>Pass</td></tr><tr><td>7♥</td><td>All Pass</td><td></td><td></td></tr></table> <div>West envisages a slam when he hears East open the bidding, but he should not charge off to Blackwood until he knows what the trump suit will be. He waits with a quiet 2♣ and is delighted to hear a rebid of 2♥. Blackwood now reveals that East has two aces and a king. West can envisage 13 tricks: 2 spades, 4 diamonds, ♠ A K and 5 hearts including cross ruffing. Note that only 12 tricks are available in no trumps.</div>	West	North	East	South			1♠	Pass	2♣	Pass	2♥	Pass	4NT	Pass	5♥	Pass	5NT	Pass	6♦	Pass	7♥	All Pass		
West	North	East	South																						
		1♠	Pass																						
2♣	Pass	2♥	Pass																						
4NT	Pass	5♥	Pass																						
5NT	Pass	6♦	Pass																						
7♥	All Pass																								
<div><div>♠ 7</div><div>♥ KQJ5</div><div>♦ AKQJ</div><div>♣ AK76</div></div> <div><div>♠ KJ109</div><div>♥ 842</div><div>♦ 10964</div><div>♣ 94</div></div> <div><div>♠ 32</div><div>♥ 976</div><div>♦ 875</div><div>♣ J10832</div></div> <div><div>♠ AQ8654</div><div>♥ A103</div><div>♦ 32</div><div>♣ Q5</div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♠</td></tr><tr><td>Pass</td><td>4NT</td><td>Pass</td><td>5♥</td></tr><tr><td>Pass</td><td>5NT</td><td>Pass</td><td>6♣</td></tr><tr><td>Pass</td><td>6NT</td><td>All Pass</td><td></td></tr></table> <div>North envisages a slam when he hears South open the bidding, but he should not charge off to Blackwood until he knows what the trump suit will be. He waits with a quiet 2♣ but 2♠ doesn't help much. Blackwood now reveals that South has two aces and no king. North easily has the values for a small slam but cannot count 13 tricks so he settles for 6NT.</div>	West	North	East	South				1♠	Pass	2♣	Pass	2♠	Pass	4NT	Pass	5♥	Pass	5NT	Pass	6♣	Pass	6NT	All Pass	
West	North	East	South																						
			1♠																						
Pass	2♣	Pass	2♠																						
Pass	4NT	Pass	5♥																						
Pass	5NT	Pass	6♣																						
Pass	6NT	All Pass																							
<div><div>♠ A7643</div><div>♥ K7</div><div>♦ 10762</div><div>♣ A2</div></div> <div><div>♠ J10</div><div>♥ J654</div><div>♦ 3</div><div>♣ Q86543</div></div> <div><div>♠ 9852</div><div>♥ 10983</div><div>♦ 9</div><div>♣ KJ109</div></div> <div><div>♠ KQ</div><div>♥ AQ2</div><div>♦ AKQJ854</div><div>♣ 7</div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♦</td></tr><tr><td>Pass</td><td>3♦</td><td>Pass</td><td>4NT</td></tr><tr><td>Pass</td><td>5♥</td><td>Pass</td><td>5NT</td></tr><tr><td>Pass</td><td>6♦</td><td>Pass</td><td>7NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <div>South will be thinking about a slam when North opens. After the 3♦ support South can ask for aces. When North shows two aces and a king South can see 13 tricks: 3 spades: 7 diamonds, ♥ A and ♣ A and North's king.</div>	West	North	East	South	Pass	1♠	Pass	2♦	Pass	3♦	Pass	4NT	Pass	5♥	Pass	5NT	Pass	6♦	Pass	7NT	All Pass			
West	North	East	South																						
Pass	1♠	Pass	2♦																						
Pass	3♦	Pass	4NT																						
Pass	5♥	Pass	5NT																						
Pass	6♦	Pass	7NT																						
All Pass																									

## 12 Teaching Objectives for Defensive Guidelines

On completion of this topic, the students should be able to:

- Know the optimum card to play in 3<sup>rd</sup> seat in common situations
- Know how to signal encouragement with a high card, discouragement with a low card
- Know how to unblock a suit
- Know the optimum card to play in 2<sup>nd</sup> seat after declarer leads in common situations
- Understand the concept of leading through strength and up to weakness

### Defensive techniques – How to teach this topic

<i>Play by third hand</i>	Many players give tricks away unnecessarily by playing an inappropriate card in third seat after partner has led. By simply looking at the dummy you can often play a lower card than you were thinking of. The card that partner leads will often give clues as to which is the correct card to play.
<i>Signalling</i>	<p>Suppose partner leads an ace from a side suit and we hold a useless doubleton 8 3. Does it matter which card is played? No it doesn't, but we are going to make it matter. By playing the high card before the low card we can signal a doubleton (or a holding of 3+ cards which includes the queen).</p> <p>Partner leads a suit through dummy and dummy plays the ace. 3<sup>rd</sup> hand has K 7 2. Does it matter which small card is played? We want to show we like the lead, so we play the 7 rather than the 2. The high card is encouraging. If we didn't like the lead we would play the 2.</p>
<i>Leads against a NT contract</i>	<p>Distinguish between an attacking lead and a passive lead. The former is right when there are hopes of establishing a long suit, either in the leader's or partner's hand; the latter when it looks right to let declarer make the wrong decisions.</p> <p>We normally try to lead our side's best suit and that may be in partner's hand.</p>
<i>Unblocking</i>	This is one of the strangest things to get over to newer players. They have seen it in the context of being declarer – high card from the short suit first, for example – but this will be new. Here we have the idea of overtaking a winner to lead it back – thereby clearing the suit for partner to rattle off all his tricks. But as is often the case in bridge, do not do so slavishly – we see an example where to do so would fail to beat the contract.

<i>Play by second hand after declarer leads</i>	<p>Players are often put in the position of having to think quickly in 2<sup>nd</sup> seat after declarer leads. Should you cover an honour with an honour, should you play low? Examples are given of each type. Here is an opportunity to introduce the idea that hesitating in 2<sup>nd</sup> seat can lead to problems. It might often tell declarer where a key card is – the act of dithering whether to play it or not and also the idea of dithering when you have nothing to think about.</p>
<i>Defence in a whole hand context</i>	<p>Whilst we can practice with single suit combinations we need to start thinking about defending the whole hand.</p> <p>Here we see the idea of leading through strength and up to weakness. In front of the dummy lead cards through the strong holdings; behind the dummy lead through declarer's apparent strength up to weakness in the dummy.</p> <p>And of course – usually lead partner's suit if he has bid anything during the auction.</p>
<i>General defensive concepts</i>	<p>Successful defence relies a great deal on the exchange of information. But you might find the opportunity to stress that this information must be legally exchanged. A grimace, a sigh or even a smile is not in order!</p> <p>The basic differences between defending a NT contract and a suit contract should already be clear. In no trumps it is usually right to return partner's lead because they have led their best suit.</p> <p>In a suit contract partner may have made a passive lead and it can be right to switch when there is a weak suit in dummy.</p> <p>Beginners tend to focus on their own hands and to start a different hare running. The choice of the right card to return is as important as the card initially led and equally comes under the heading of a 'rule'. Taking note of dummy's holding applies, of course, equally to NT and suit contracts.</p>

**3<sup>rd</sup> hand play, signalling and unblocking**
**TERMS DISCUSSED IN THIS LESSON**

Signalling      unblocking

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Defence	Q&A	15	Talk about what the defence are trying to achieve – beat every contract by one trick. What clues do we have? the bidding.
Play by the 3 <sup>rd</sup> hand	CHAT	15	Use the examples on <a href="#">P41</a> to explain why we do what we do.
Signalling	CHAT	15	Move on to the examples on <a href="#">P42</a>
Unblocking	CHAT	15	Finally use the examples on <a href="#">P43</a> to illustrate the idea of unblocking a suit to free it up for partner.
Break		10	
Play	PLAY	40	4 hands on <a href="#">P51</a> <a href="#">C12H1</a> on 3 <sup>rd</sup> hand play.
Review	RECAP	10	
Try this	QUIZ		<a href="#">P49</a>
Next time			More on defence, 2 <sup>nd</sup> hand
Notes <a href="#">P41 – 43</a>			

## 2<sup>nd</sup> hand play; lead through strength; lead partner's suit

### TERMS DISCUSSED IN THIS LESSON

### LESSON PLAN

Topic	Method	Time	Notes on activities
Go over homework	REV	10	Briefly review homework on <a href="#">P49</a> .
Play by 2 <sup>nd</sup> hand after declarer leads	CHAT	20	Explain the concept of when to cover an honour but also when not to. Use examples on <a href="#">P44/47</a> .
Whole hand analysis	QUIZ	10	Give the hand on <a href="#">P47</a> on leading through strength and up to weakness.
Break (early)		10	
Play	PLAY	60	Play hands on <a href="#">P52 C12H2</a> You might have time to look at <a href="#">P53 C12 H3</a> as lead problems rather than play hands.
Review	RECAP	5	Review main points of lesson.
Notes			<a href="#">P44 – 48</a>

If you can afford another session on defence then Hands on [P54 C12H4](#) are available.

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Points of interest
<b>P51</b> <b>C12H1</b>	<b>3<sup>rd</sup> hand play</b>		
1	3NT	N	play by West after dummy plays ♠6
2	3NT	E	North plays ♠J showing ♠Q
3	3NT	S	Switching to a heart to get a return
4	3NT	W	Unblock with the king at trick 1
<b>P52</b> <b>C12H2</b>	<b>2<sup>nd</sup> hand play hands</b>		
1	3NT	N	West must not cover ♥Q
2	4♥	E	North plays smoothly low on ♥J lead
3	3NT	S	East must cover ♥Q to promote ♥10
4	4♠	E	South must not cover ♠J
<b>P53</b> <b>C12H3</b>	<b>Opening leads</b>		
1	3NT	N	2 <sup>nd</sup> from 4 poor cards
2	4♠	E	MUD from 3 hearts
3	3NT	N	Lead highest of partner's suit
4	4♠	E	Don't lead partner's suit!
<b>P54</b> <b>C12H4</b>	<b>Whole hand play</b>		
1	3NT	N	West should play ♠10 at trick one.
2	3NT	E	North should play ♠K at trick one.
3	1NT	S	East may play a low diamond smoothly when one is led from North.
4	6NT	W	An exercise in playing smoothly. Any dithering by the defenders will give the game away.

## 13 Teaching Objectives for Competitive Bidding

On completion of this topic students will be able to:

### ***Make wider use of doubles***

- understand the basic principle that all doubles of suit bids up to and including 2♠ are for takeout.
- compete effectively when partner doubles an opponent's suit opening bid.
- recognise and use responsive and competitive doubles.
- understand how an overcall can deprive you of a natural bid.
- appreciate that a negative double is simply a takeout double in another context.
- recognise and use negative doubles.
- bid effectively after partner's negative double.
- understand different ways of raising opener's suit after an opponent's takeout double.
- recognise opportunities for penalising opponents after a 1NT opening.

### ***Intervene when opponents open 1NT***

- know the ways of intervening after an opponent's 1NT opening and understand the requirements for doing so.
- be able to respond effectively to partner's intervention over 1NT.
- be able to respond effectively when opponents overcall our 1NT opening bid.

## Competitive Bidding – How to teach this topic

<i>Takeout doubles – further work on an old topic</i>	<p>Competitive bidding was revised at the start of this, so it isn't all new! Use Chapter 13 of <i>Really Easy Bidding</i> for revision.</p> <p>Get across the idea that doubles of suit bids at low levels are for takeout most of the time.</p>
<i>Responsive and competitive doubles They are just another takeout double</i>	<p>When the bidding goes 1♠ – dbl – 2♠ – dbl, the second double is takeout. The key points are:</p> <ul style="list-style-type: none"> <li>○ it's very unlikely we can penalise opponents at a low level when they have a fit. A penalty double usually shows some trump tricks.</li> <li>○ make a natural bid when you can.</li> <li>○ a second double shows 2 or 3 places to play.</li> </ul> <p>Either partner can pass once a fit is found, so a strong hand must bid strongly.</p> <p>When the bidding goes 1♦ – 1♠ – 2♦ – dbl, this double is also for takeout.</p>
<i>Double of 1NT</i>	<p>Since a takeout double promises support for the unbid suits and it's not possible to have support for four suits, a double of 1NT is for penalties.</p> <p>High card points are a good predictor of the number of tricks available in no trumps. So if you have more points than opener, as well as the opportunity to make the first lead, you should be able to defeat 1NT.</p>
<i>Negative doubles</i>	<p>Doubles when an opponent overcalls are just another takeout double - they show a desire to bid but no convenient bid to make. If it goes, (say 1♦ 1♠) a double shows</p> <ul style="list-style-type: none"> <li>○ either support for all unbid suits (♥ and ♣)</li> <li>○ or the unbid major + opener's minor (♥ and ♦)</li> <li>○ or the unbid major + no trumps (♥ and NT)</li> </ul> <p>It is not essential to have both unbid suits if you can cope with any rebid, but it is important to have four cards in an unbid major. A negative double is wrong when there is a natural bid available.</p> <p>It's important to pass in tempo if you have a hand that would have made a penalty double.</p>
<i>Opener's rebid in response to a negative double</i>	<p>Imagine your partner had bid a suit implied by the double and make a limit bid if you can.</p> <p>Use the CDL exercise <a href="#">TP44 C13TR1</a>. The most difficult bid is on the starting hand for block B. Treat it as an exercise in eliminating the unsuitable bids and leaving the only possible choice.</p>



<i>A double of 1NT</i>	<p>The main points to make are:</p> <ul style="list-style-type: none"> <li>○ a double normally has 16+ balanced points.</li> <li>○ fewer points are needed with a good lead. AKQJxxxx is eight tricks but only 10 points!</li> <li>○ in fourth seat it's 16+ balanced. Remember partner won't lead your good suit!</li> </ul>
<i>Responding to a double of 1NT</i>	<p>Most of the time doubler's partner will pass, but can remove to a 5+ card suit if very weak, say 0-4 points. If opener's partner bids, a bid is constructive and a double is for penalties.</p>
<i>Overcalling a 1NT opening bid with a suit</i>	<p>Key points are:</p> <ul style="list-style-type: none"> <li>○ The hand is not suitable for a double.</li> <li>○ Points don't matter but a long suit, usually 6+ cards does. Your good playing strength won't take those tricks when defending.</li> <li>○ when responding, don't bid another suit; unless it is strong and long - don't punish partner's enterprise.</li> </ul>

## The wider use of takeout doubles

### TERMS DISCUSSED IN THIS LESSON

takeout double

responsive double

competitive double

### LESSON PLAN

Topic	Method	Time	Notes on activities
The takeout double <b>P55</b>	Q&A	10  (20)	Ask each table to make up a hand that would make a double of 1♥. See who has lots of hearts! Review previous knowledge on takeout doubles. Exercise on <b>P66</b> available
Responding to a takeout double <b>P67</b>	QUIZ	15	You can use the quiz Or take an auction, say, 1♥ dbl pass. Give a response, say 2♠, and ask for a sample hand that would make that bid.
Wider use of doubles <b>P56</b> <b>P67</b>	CHAT  QUIZ	15  10	The responsive and competitive doubles are just takeout doubles.
Break		10	
Play <b>P75 C13H1 (hands 1 to 4)</b>	PLAY	55	Prepared hands on responsive doubles and a quick review of the lesson.
Double of 1NT <b>P57</b>	RECAP	5	Quick reminder that we can't make a takeout double of 1NT because there is no suit to be taken out! After 1NT - dbl - 2 of a suit, fourth hand can make a penalty double.
Try this <b>P58</b>			Takeout double after an opponent overcalls. Omit with students having problems with today's lesson. Or cover this topic next time. It's only more takeout doubles on hands stuck for a bid. It was taught in year one! See <b>Book one P102</b> if it has been forgotten!
Notes <b>P55 – 57</b>			

**Takeout doubles when opponents overcall**
**TERMS DISCUSSED IN THIS LESSON**

Negative double      sputnik double      overcall      redouble

**LESSON PLAN**

Topic	Method	Time	Notes on activities
How to counter an overcall. <b>P 58 – 60</b>	CHAT	30	The overcall gives us 2 extra calls – pass and double. Introduction of negative/sputnik doubles, strength. The difference between 1♣ - 1♠ - dbl to promise 4 hearts and 1♣ - 1♠ - 2♥ to show 5 hearts; 1♦ - 1♥ - dbl to promise 4 spades and 1♦ - 1♥ - 1♠ to show 5. Make a natural bid if you can. Turning a take out/negative double into a penalty double with the appropriate type of hand
Raising partner when they interfere with a double <b>P 61</b> Try to support partner even with a poor hand.  <b>P66</b>	CHAT/ DRAG  QUIZ	  20	1♥ - dbl - 2♥: shows 4 hearts and 2-5 points 1♥ - dbl - 3♥: 4 hearts where you would have raised 1♥ to 2♥ without interference 1♥ - dbl - 2NT to show a good raise to 3♥ 1♥ - dbl - redbl to show values 3 example hands
<b>TP44 C13TR1</b>	CDL	15	CDL exercise to practice negative doubles
Break		10	
<b>Hands P76 C13H2 hands 1 to 4</b>	PLAY	45	4 hands to play on negative doubles
Next time			Defending against 1NT
Notes <b>P58 – 61</b>			

**Defence to an opponent's 1NT opening bid**
**TERMS DISCUSSED IN THIS LESSON**

Defence to 1NT

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Revision	Q&A	10	Defensive play against no trump contracts.
Double of 1NT	CHAT	5	Review values needed. Differences in protective position. Action by doubler's partner if third hand passes or rescues.
<b>TP45 C13TR2</b>	QUIZ		
Suit overcalls of 1NT <b>TP45 C13TR3</b>	CHAT SYNC	20	Brief discussion of basic requirements and responses then CDL.
Make up hands <b>TP46 C13TR4</b>	CHAL	10	Each table to make up hands consistent with given bidding sequence.
Break		10	
Play	PLAY	65	Play hands made up by students or use examples <b>TP47 C13TR5 (hands 1 to 4)</b> .
Review	RECAP		Summarise ways of competing.
Try this <b>P73</b>	QUIZ		When opponents open 1NT.
Next time			More about declarer play.
Notes <b>P62 – 64, 73</b>			Summary of competitive bidding.

*Practice Continuing Bridge set 7 can be used after this lesson*

## RESOURCE MATERIALS

Topic	Resource material	Reference
Bidding after 2 <sup>nd</sup> hand doubles	Quiz	<a href="#">P66</a>
Responding to partner's double	Quiz	<a href="#">P67</a>
What does that double mean	Quiz	<a href="#">P69</a>
How should the bidding go?	Quiz	<a href="#">P71</a>
When opponents open 1NT	Quiz	<a href="#">P73</a>

## TEACHER'S MATERIALS

Topic	Resource material	Reference
Negative doubles	CDL	<a href="#">TP44 C13TR1</a>
Action after partner doubles 1NT	Examples	<a href="#">TP45 C13TR2</a>
Action after opponents open 1NT	CDL	<a href="#">TP45 C13TR3</a>
Action after opponents open 1NT	Deals for making up	<a href="#">TP46 C13TR4</a>
Ready made hands	Instead of <a href="#">C13TR4</a>	<a href="#">TP47 C13TR5</a>

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Points of interest
<a href="#">P 75 C13H1</a>	<b>Competitive auction</b>		
1	Takeout and responsive double	E	East's double is better than 2♦
2	Takeout double	S	
3	Double of 1NT. 2♣ natural	W	Ruffing in dummy. Effect of opening lead
4	Takeout after partner overcalls	N	Ruff to establish suit
<a href="#">P76 C13H2</a>	<b>Doubles in competition</b>		
1	How far to compete	N?	Double better than 2♦. North's bid is not a reverse. Don't lead ♣A
2	Re-opening double passed for penalties	S	Recognise West's powerful hand. Ruff hearts before drawing trumps
3	Negative double	W	Establish suit before drawing trumps
4	Hand unsuitable for double	E	Avoiding 3NT. Ruff before drawing trumps
<a href="#">TP47 C13H3</a>	<b>Defence after opponent's opening 1NT</b>		
1	Opponents bid to game	E	Take out after a double, bidding on to game
2	Leaving the penalty double in	S	No where to run to
3	Overcalling 1NT	W	Adding the points and bidding to game
4	Double in the pass out seat left in	W	Full value double in 4 <sup>th</sup> seat. North should not remove.

# C13TR1 CDL Record Sheet for Negative doubles

**A** The bidding goes: 1♦ (partner) 1♥ (overcall) **BID?**

<b>Starting hand</b>	♠Q98	♥QJ5	♦J102	♣7642	<b>Pass</b>
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Without the overcall we would have scraped up a response of 1NT, but there is no need to bid now on such a poor hand. Partner gets another chance to bid, and will if holding a stronger opening.

<i>Change:</i>	♥Q to ♥A	♠Q98	♥AJ5	♦J102	♣7642	<b>1NT</b>
<i>Change:</i>	♥J to ♠J	♠QJ98	♥A5	♦J102	♣7642	<b>Double</b>
<i>Change:</i>	♣2 to ♠2	♠QJ982	♥A5	♦J102	♣764	<b>1♠</b>

**B** The bidding goes: 1♥ (partner) 2♦ (overcall) **BID?**

<b>Starting hand</b>	♠Q86	♥K102	♦53	♣A9854	<b>2♥</b>
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Without four cards in the unbid major, responder can't double.

Responder is too weak to bid a new suit at the three level, so can't say 3♣.

But with 9 HCP responder wants to bid. You will see later in chapter 15 that 2♥ (a 3-card raise) is the only option.

<i>Change:</i>	♣4 to ♠4	♠Q864	♥K102	♦53	♣A985	<b>Double</b>
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<i>Change:</i>	♣5 to ♣K	♠A864	♥K102	♦53	♣AK98	<b>Double</b>
	♠Q to ♠A					

There's no upper limit to the values shown by a negative double

<i>Change:</i>	♣K to ♠K	♠AK864	♥K102	♦53	♣A98	<b>2♠</b>
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Make a natural bid if you can.

**C** The bidding goes: You 1♣ LHO 1♠ Partner double RHO pass **BID?**

<b>Starting hand</b>	♠KQ5	♥J42	♦Q3	♣AK1096	<b>1NT</b>
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Responder has made a takeout double, it's not for penalties. Opener must bid unless very strong in the suit overcalled. In effect opener is bidding as if their partner had responded 1♥ to the 1♣ opening.

With 15 HCP and a stopper in spades, 1NT is clearly right.

<i>Change:</i>	♠Q to ♠8	♠K85	♥J2	♦Q3	♣AK10964	<b>2♣</b>
	♥4 to ♣4					

<i>Change:</i>	♠5 to ♥5	♠K8	♥J542	♦Q5	♣AK1096	<b>2♥</b>
	♣4 to ♥4					

<i>Change:</i>	♥J to ♥A	♠K8	♥A542	♦Q5	♣AK1096	<b>3♥</b>
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**C13TR2****Action after partner doubles 1NT**

Both sides are vulnerable. LHO opens 1NT and partner doubles. What do you say on each of the following hands if RHO i) passes or ii) bids 2♣?

A	♠ 10 7 6 5 3 2 ♥ Q 2 ♦ 7 5 ♣ J 9 8	B	♠ K Q 8 4 2 ♥ J 9 6 ♦ 10 7 5 ♣ 6 3	C	♠ 7 5 4 ♥ 8 7 ♦ A J 7 6 ♣ Q 10 8 4	D	♠ Q J 2 ♥ A 9 8 7 6 5 3 ♦ 4 2 ♣ 3
<b>Answers</b>							
	i) 2♠		i) pass		i) pass		i) 3♥
	ii) pass		ii) 2♠		ii) double		ii) 3♥

**C13TR3****CDL EXERCISE ON INTERVENTION OVER 1NT**

**A** RHO opens 1NT. **BID?**

<b>Starting hand:</b>	♠ AK1053	♥ KQ7	♦ A96	♣ 54	<b>double</b>
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You have 16 HCP. You have a good suit to lead. Hope 1NT goes down

*Change:* ♠ K to ♠ 2    ♠ A10532    ♥ KQ7    ♦ A96    ♣ 54    **pass**

*Change:* ♦ 9 to ♠ 9    ♠ A109532    ♥ KQ7    ♦ A6    ♣ 54    **2♠**

*Change:* ♥ Q to ♠ Q    ♠ AQ109532    ♥ K7    ♦ A6    ♣ 54    **3♠**

**B** LHO opens 1NT, partner overcalls 2♠ and the next player passes. **BID?**

<b>Starting hand</b>	♠ Q75	♥ AJ986	♦ 3	♣ KJ104	<b>4♠</b>
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You have three spades, a singleton and enough useful points to expect game to make.

*Change:* ♠ 5 to ♦ 5    ♠ Q7    ♥ AJ986    ♦ 53    ♣ KJ104    **3♠**

*Change:* ♠ Q to ♦ Q    ♠ 7    ♥ AJ986    ♦ Q53    ♣ KJ104    **pass**

*Change:* ♣ 10 to ♥ K    ♠ 7    ♥ AKJ986    ♦ Q53    ♣ KJ4    **3♥**

**C13TR4****Bidding after AN OPPONENT OPENS 1NT**

Ask each table to make up a complete deal consistent with one of the following auctions. Play the hands and record the result on the traveller.

Allow time for discussion.

<b>Board 1</b>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1NT	Double	2♣
	2♠	pass	3♥	pass
	4♥			
<b>Board 2</b>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			1NT	pass
	pass	double	pass	2♥
<b>Board 3</b>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
				1NT
	2♥	pass	4♥	
<b>Board 4</b>	<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1NT	3♠	pass	4♠



**C13TR5 Defence to an opponent's opening 1NT (C13H3)**

<div><div>♠KQ10</div><div>♥654</div><div>♦J1098</div><div>♣AK5</div></div> <div><div>♠J98765</div><div>♥A102</div><div>♦76</div><div>♣64</div></div> <div><div>♠A2</div><div>♥KQJ987</div><div>♦AK3</div><div>♣32</div></div> <div><div>♠43</div><div>♥3</div><div>♦Q542</div><div>♣QJ10987</div></div>	<div>Board 1 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1NT</td><td>Dbl</td><td>2♣</td></tr><tr><td>2♠</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>North has a normal 1NT opening but it goes at least three down. East must double with a good lead and good high cards. South bids 2♣, hoping that it is better than 1NT. West bids his 6-card spade suit but when East can show hearts, West raises to game. South might lead ♣Q, but whatever the lead, East ruffs a diamond in dummy for his tenth trick.</p>	West	North	East	South		1NT	Dbl	2♣	2♠	Pass	3♥	Pass	4♥	All Pass		
West	North	East	South														
	1NT	Dbl	2♣														
2♠	Pass	3♥	Pass														
4♥	All Pass																
<div><div>♠8652</div><div>♥62</div><div>♦K76</div><div>♣J1097</div></div> <div><div>♠A9</div><div>♥KQ10974</div><div>♦A85</div><div>♣AK</div></div> <div><div>♠743</div><div>♥53</div><div>♦Q432</div><div>♣6532</div></div> <div><div>♠KQJ10</div><div>♥AJ8</div><div>♦J109</div><div>♣Q84</div></div>	<div>Board 2 : Dealer East : NS Vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1NT</td></tr><tr><td>Dbl</td><td>All Pass</td><td></td><td></td></tr></table> <p>Both North and East will be unhappy to hear West's double, but without a sensible bid, both should pass. West leads ♥K and South ducks. West should continue hearts, even though it costs a trick. South wins and plays ♠K. West wins and clears the hearts. Now N/S make five tricks but West wins the rest for two down.</p>	West	North	East	South			Pass	1NT	Dbl	All Pass						
West	North	East	South														
		Pass	1NT														
Dbl	All Pass																
<div><div>♠J9732</div><div>♥4</div><div>♦AQ643</div><div>♣53</div></div> <div><div>♠-</div><div>♥AJ10932</div><div>♦J98</div><div>♣KQ87</div></div> <div><div>♠K8654</div><div>♥K75</div><div>♦5</div><div>♣A642</div></div> <div><div>♠AQ10</div><div>♥Q86</div><div>♦K1072</div><div>♣J109</div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1NT</td></tr><tr><td>2♥</td><td>2♠</td><td>4♥</td><td>All Pass</td></tr></table> <p>West can't double 1NT but 2♥ is a sound overcall. East with ten points, three trumps and a singleton can raise to game. North probably leads ♠3, but West ruffs the queen and plays a diamond. Now both diamonds can be ruffed in dummy. A trump has to be lost to the queen, so only eleven tricks are likely. If North bids 2♠ over 2♥ South must not bid 4♠. East can double this for penalties.</p>	West	North	East	South				1NT	2♥	2♠	4♥	All Pass				
West	North	East	South														
			1NT														
2♥	2♠	4♥	All Pass														
<div><div>♠A8</div><div>♥J43</div><div>♦Q10863</div><div>♣653</div></div> <div><div>♠Q1043</div><div>♥K62</div><div>♦AK</div><div>♣Q1098</div></div> <div><div>♠J52</div><div>♥10987</div><div>♦942</div><div>♣J74</div></div> <div><div>♠K976</div><div>♥AQ5</div><div>♦J75</div><div>♣AK2</div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1NT</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>South's balanced hand with honours in all suits is a good fourth in hand double. South is ready for any lead. North must not think of taking out the double, seven points is quite enough to pass. East, with a flat hand, can only hope for the best. North leads ♦6 his best suit and South should play diamonds every time he wins a trick, to establish three winners. West plays on clubs to set up two winners but goes two down.</p>	West	North	East	South	1NT	Pass	Pass	Dbl	All Pass							
West	North	East	South														
1NT	Pass	Pass	Dbl														
All Pass																	

C13H3

## 14 Teaching Objectives for Declarer Play

On completion of this topic, the student will be able to:

### ***Use the Danger Hand concept***

- Understand what is meant by the Danger Hand in no trumps.
- Plan the play that stops the danger hand gaining the lead.
- Realise that threats can be different in a suit contract.
- Use various plays that keep the danger hand from gaining the lead, including avoidance and discovery plays, ducking, the ruffing finesse, loser on loser plays and leading towards honours.

### ***Count to get information about defenders' hands***

- Look for the extra chance when declarer to make extra tricks.
- Count the distribution shown by the cards played.
- Count where the high card points are located.
- Work out the possible distribution of opponents' hands.
- Use the information gained to work out the best line of play.

## Declarer Play – How to teach this topic

Introduction	<p>Improving their declarer play is something students can do on their own, by reading a book. <i>Really Easy Play in No Trumps</i> and <i>Really Easy Play with Trumps</i> are recommended reading for all who want to improve.</p> <p>As with defence, students should learn with actual cards not chalk and talk. The play session works best if you can have every table playing the same hand. That way you can explain the correct line to avoid the danger hand getting the lead and let another declarer have a go at making the contract.</p>
SWOT Revision	<p>Book One contained much good advice on Declarer Play and the most useful idea is to do a SWOT analysis before touching a card.</p> <p>If you have new students who haven't met SWOT take time to explain the technique for making a plan for playing the hand.</p>
The Danger Hand in a No Trump contract	<p>Often there is a hand that must be kept off lead – perhaps because it has winners to cash, or it can lead through a weak holding. Students have already learned the hold-up play but it is worth revising in the context of keeping the danger hand off lead.</p>
The Danger Hand in a suit contract	<p>Playing in a suit, there are different ploys available to declarer. Ducking is still a good way of leaving the safe hand on lead, but you can also introduce the ruffing finesse, the loser on loser play and leading towards honours.</p>
Counting by declarer	<p>Most people find it very hard to count everything, but the SWOT analysis should uncover the important facts you need to count. e.g.</p> <ul style="list-style-type: none"> <li>○ How trumps break.</li> <li>○ Cards discarded in a key suit.</li> <li>○ Points shown by a hand that didn't open.</li> </ul>

**The Danger Hand****TERMS DISCUSSED IN THIS LESSON**

Avoidance play	Danger Hand	Ducking	Loser on loser
Ruffing finesse	SWOT		

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Try this from Competitive Bidding	CHAT	5	Check last times homework.
Using SWOT <b>P77</b> <b>P83</b>	REV  SWOT	10	The danger hand comes up naturally in a revision of SWOT analysis when we look at Threats. Use the hands in the notes and the exercise. The discipline of SWOT makes students think more deeply about play.
The Danger Hand <b>P85</b>	CHAT QUIZ	20	Teach the danger hand using the danger hand quiz on <b>P85</b> . Let each table try Q1 then go over it altogether.
Break		10	
Play <b>P87 C14H1 (Hands 1 to 4)</b>	PLAY	70	Four hands to play. Make sure students have reached the contract given. Perhaps put a slip in the board.
Review	REV	5	Review main points of lesson.
Try this <b>TP53 C14TR1</b>	QUIZ		How do you play this suit.
Next time			Keeping count.
Notes <b>P77 – 80</b>			Encourage students to go through notes at home with a pack of cards, to see what is happening in the play.

## Declarer Play

## Lesson 15

### Counting by declarer

#### TERMS DISCUSSED IN THIS LESSON

Discovery play

#### LESSON PLAN

Topic	Method	Time	Notes on activities
Try this from last time	CHAT REV	10	Remind students what we did last time and go through the exercise on <b>TP53 (answers on TP54)</b> .
Counting by declarer <b>P81</b>	CHAT	25	Students never believe their teacher can remember the cards played. Explain how they can identify the important things that need counting. <ul style="list-style-type: none"><li>○ Trumps</li><li>○ Points</li><li>○ Distribution</li></ul> Use the examples in the book on <b>P81</b> , do a SWOT, make a plan and work out what declarer needs to know.
Break		10	At a suitable time.
Play <b>P88 C14H2 (Hands 1 to 4)</b> <b>P89 C14H3 (Hands 1 to 4)</b>	PLAY	55	Two sets of four hands to play.
Review	REV	10	Review main points of lesson.
Try this <b>TP55 C14TR2</b>	QUIZ		Keeping Count, a problem for you and a pack of cards to solve together.
Next time			Bending the Rules.
Notes <b>P81 – 82</b>			
<b>Error in student's book on P89</b>			P89, hand 1. West's clubs should be ♣J1093

*Practice Continuing Bridge set 8 can be used after this lesson*

## RESOURCE MATERIALS

Topic	Resource material	Reference
Example on Declarer Play	Play this hand	<a href="#">P83</a>
The Danger Hand	Quiz or hands to play	<a href="#">P85</a>

## TEACHER'S MATERIALS

Topic	Resource material	Reference
How do you play this suit?	Quiz	<a href="#">TP53</a>
Keeping Count	A play problem	<a href="#">TP55</a>

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Other points
<a href="#">P87</a> <a href="#">C14H1</a>	<b>Danger Hands</b>		
1	1NT 3NT	N	Duck with two stoppers. Drive out ♦ A first.
2	1♦ - 1♥/ 2♣ 3NT	W	Club finesse first, then long suit.
3	2NT 6NT	S	Play clubs to cater for a bad break.
4	4♠	E	North is the danger hand, prefer ruffing finesse.
<a href="#">P88</a> <a href="#">C14H2</a>	<b>Discovery hands</b>		
1	4♠ after East opened 1♥	S	Play clubs first to find ♣ A.
2	2NT 4NT 6NT	E	Try ♠ finesse first, when it loses, ♦ must be played for 4 tricks – work out how.
3	3NT	W	♥K lead makes North the danger hand, so finesse club into safe hand.
4	1NT 6NT	N	If spade finesse wins, play the club suit for one loser. If it loses can't afford safety play.
<a href="#">P89</a> <a href="#">C14H3</a>	<b>Counting as declarer</b>		
1	4♠ after simple raise	S	♥A lead and encouraging signal. West didn't open so can't have ♦ Q.
2	4♥ after simple raise	N	Two suits to guess but when ♠ loses, count the points.
3	3♥ pre-empt raised to 4♥	W	11 points have been shown by South, so a passed hand can't have ♠ Q.
4	Jump raise to 3♠.	E	Elimination rather than take a finesse.

**C14TR1      How do you play this suit?**

Assuming you have enough entries in either hand, how do you play the following suits to have the best chance of making the number of tricks shown?

	West	East	Tricks needed	How do you play this suit?
1	♠ A K J 10 9	♠ 3 2	5	
2	♥ A K 8 2	♥ Q 9 6 5 4	5	
3	♦ A 7 6	♦ K Q 9 5 4 2	6	
4	♣ A Q 7 4	♣ K 10 7 2	4	
5	♠ A 9 6 4	♠ K J 5 2	3	
6	♥ A Q 8 5	♥ J 9 7 4 3 2	6	
7	♦ A Q 8 7 6 5 4	♦ 3 2	6	
8	♣ A K J 8 2	♣ 10 9 3	5	

**C14TR1****How do you play this suit?****Answers**

Assuming you have enough entries in either hand, how do you play the following suits to have the best chance of making the number of tricks shown?

	West	East	Tricks needed	How do you play this suit?
1	♠ A K J 10 9	♠ 3 2	5	Play South for the queen. Lead the two to the nine. Return to the East hand and lead the three towards the jack. This works if South has fewer than five spades, but not five.
2	♥ A K 8 2	♥ Q 9 6 5 4	5	Cash the queen. If North shows out lead the nine and beat South's ten with the king. Return to the East hand and lead the four towards the eight.
3	♦ A 7 6	♦ K Q 9 5 4 2	6	Play the ace. If North has all four, South will show out. Play the seven and beat North's ten. Return to the West hand and lead the six to finesse against the jack.
4	♣ A Q 7 4	♣ K 10 7 2	4	Play the ace then the queen. If North has four clubs you can finesse by leading the four towards the ten.
5	♠ A 9 6 4	♠ K J 5 2	3	Play the king. Cross to the West hand with another suit and lead the six. If North follows play the jack. If that loses, the suit breaks 3-2. If North shows out play the jack and finesse the nine next time.
6	♥ A Q 8 5	♥ J 9 7 4 3 2	6	Lead the jack. If South has the king and North shows out, you can finesse the eight next time. You lose a trick if North has the king.
7	♦ A Q 8 7 6 5 4	♦ 3 2	6	Cash the ace in case North has a singleton king. If no king appears, return to the East hand and lead the three towards the queen.
8	♣ A K J 8 2	♣ 10 9 3	5	Cash the ace in case North has the singleton queen. If no queen appears, return to the East hand. Lead the ten and finesse if South plays low. This is different to hand (1) where East had only two spades.



Sitting West, you open 1NT, which partner raises to 6NT. North leads ♠J.

When the dummy goes down, this is what you see.

West	East
(you)	(dummy)
♠ Q 7 5 3	♠ A K 2
♥ 7 5 2	♥ A Q
♦ K 8 2	♦ A Q 5 4
♣ A Q J	♣ K 7 3 2

It is strongly recommended that you make up these two hands from a pack of cards. The remaining 26 cards must belong to North and South. As you play the tricks, build up a picture of the two unseen hands.

With eleven tricks for the taking, what are your opportunities for making the twelfth?

Do a SWOT analysis. Work out the order you will cash your winners to give the defence the best chance of going wrong. Then look at the answer over the page before trying the second question, but don't read the answer to the second part.

### Suppose the play goes like this.

You win the first trick in dummy and cash four club tricks, discarding a diamond from your hand. Both defenders follow to three rounds of clubs. Both throw hearts on the fourth club.

You try the diamonds next and South shows up with two and North with four. South throws another heart away on the third diamond.

You try the spades and North shows up with two and South with four. North throws another heart away on the third spade.

Put out the cards you know the defence held, then you will have clues as to how the remaining cards lie. At this stage you can take the heart finesse and will make your slam if North has the ♥K.

Can you see any alternative to the heart finesse?

You open 1NT, which partner raises to 6NT. Don't panic when you count your tricks.

West (you)	East (dummy)
♠ Q 7 5 3	♠ A K 2
♥ 7 5 2	♥ A Q
♦ K 8 2	♦ A Q 5 4
♣ A Q J	♣ K 7 3 2

**Strengths** Three spades, one heart, three diamonds, and four clubs. Eleven tricks.

**Weakness** One trick short but no immediate losers.

**Opportunities** The twelfth trick might come from a 3-3 break in either spades or diamonds. If neither suit breaks favourably, there is the heart finesse in reserve.

**Threats** No suit breaks 3-3. The ♥K is in the South hand.

**Plan** Watch the discards to know if a diamond or spade is discarded.

If both the spades and the diamonds have broken 4-2, we must have the lead in the West hand to take the heart finesse. Win ♠J with ♠A. Cash ♣A Q J. Cross to dummy with ♦A and cash ♣K, throwing a diamond.

The defence will have to make two discards. Someone may throw a spade or a diamond, remember the defenders can't see you have four spades. Then cash the high diamonds, watching to see if the fourth diamond is a winner. Cash ♠K and play a spade to ♠Q; is the fourth spade is a winner?

You are now in the West hand to take the heart finesse if you need to.

2. You have cashed four clubs, three spades and three diamonds.

The lead is in the West hand and the remaining cards are:

West	East
♠ 3	♠
♥ 7 5	♥ A Q
♦	♦ 4
♣	♣

Now you do not need to rely on the heart finesse. The contract is now certain provided you have been watching the cards played. If you have been building up a picture of the South hand, you will know that South has no clubs or diamonds left, just one spade (a winner) and two hearts. South may have the ♥K or maybe North has it. You cannot tell.

Play your last spade from hand throwing the ♦4 from dummy. Allow South to win that master spade and force South to lead a heart into dummy's ♥A Q. South has been endplayed, that is put on lead at a time when any return will give declarer a trick. Look at *Practice Beginning Bridge* Page 111, or *Really Easy Play with Trumps* Page 90 to see other endplays.

## 15 Teaching Objectives for Bending the Rules

On completion of this topic students will be able to:

### ***Confidently and correctly bid shapely hands***

- have a better understanding of how bids convey information about shape as well as strength.
- know how to approach the bidding of shapely hands.
- gain more experience of interpreting bidding sequences.

### ***Understand the basic principles of Fourth Suit Forcing***

- recognise situations suitable for the use of Fourth Suit Forcing.
- recognise when partner makes a fourth suit forcing bid.
- formulate a meaningful response and be able to continue the auction thereafter.

### ***Bending the rules***

- understand that the system is just a guide and it can pay to ignore the rules.
- raise a major suit opening bid with 3-card support and a ruffing value rather than responding 1NT.
- know when to open 1NT with a weak 5-card major.
- consider overcalling on a strong 4-card suit.
- pre-empt with a poor 4-card major on the side.
- with an unbalanced hand, rebid in no trumps to show the points.

## Bending the Rules – How to teach this topic

Revision	<p>Students have already met examples of bids that convey specific information about shape as well as strength. Revise the idea that to open one suit and rebid another shows the first is 5+cards.</p> <p>Mention 4441 hands as the exception to this and that with hands with 15+ HCP it may be better to rebid no trumps, if partner bids the singleton suit. We are telling a lie one-way or the other and maybe to pretend we are balanced is the lesser lie. So with</p> <p>♠ Q ♥ A K 4 2 ♦ A 10 8 5 ♣ Q J 10 9</p> <p>Open 1♦ and over 1♠ bid 1NT</p>
Bidding shapely hands	<p>This leads on to a discussion of how to approach the bidding of more shapely hands. The material is reinforced with a quiz <a href="#">P97</a>.</p>
<i>Correcting misunderstandings</i>	<p><a href="#">TP63 C15TR1</a> is designed to revise several aspects of basic bidding involving more than one suit. Misunderstandings often come to light at this stage and can be corrected. Students are asked to construct sample hands and it is useful to have examples of your own for comparison and as a basis for discussion. See <a href="#">TP65 C15TR2</a>.</p> <p>With the end of the course coming up, you could revise the whole bidding system. The end of year quiz is coming up so it is an opportune moment.</p>
<i>Fourth suit forcing</i>	<p>Describe the problems fourth suit forcing tries to solve and how opener must respond more strongly with a better hand.</p> <p>Stress they can often bid NT with a stopper, so fourth suit shows 11+ points at the two-level and a hand that can't rebid NT.</p>
<i>Bending the rules</i>	<p>It is important that students realise that occasionally there are hands that require a flexible approach, such as raising partner's major suit on three cards. A set of notes <a href="#">P94</a> and hands <a href="#">P105-106 C15H3 (hands 1 to 8)</a> is provided and this could form the basis of an extra lesson if time permits.</p>

## Showing Shape

### TERMS DISCUSSED IN THIS LESSON

Choice of opening    4441 hands    2 suited hands

### LESSON PLAN

Topic	Method	Time	Notes on activities
Last time's Try this	CHAT	10	Any questions?
Bids show shape <b>P90</b>  <b>P91</b> for 4441 hands	REV	15	Review bids already studied that give specific information about shape e.g. no trump bids, reverses. Include 4441 hands to show the one wretched exception – the only time a second suit rebid does not have five cards in the first suit. This is a good time to revise any bits that students are getting wrong. <b>TP65 C15TR2</b> is available.
Bidding shapely hands <b>P97</b>	CHAT QUIZ	15	Bidding and rebidding with shapely hands – 5/5, 6/6, 6/4 etc. Are there any hands where we bid a 5-card suit before a 6-card suit? (when too weak to reverse). Remember shape makes a hand stronger than its point count suggests.
Break		10	
Play <b>P103 C15H1</b> <b>(Hands 1 to 4)</b>	PLAY	60	Four hands to play. Hands three and four are also designed to promote discussion of handling entries.
Review	REV	10	Review main points of lesson.
Try this <b>TP63 C15TR1</b>	QUIZ		Interpreting the bidding.
Next time			A conventional bid – fourth suit forcing.
Notes <b>P90 – 91</b>			

## Fourth Suit Forcing

### TERMS DISCUSSED IN THIS LESSON

fourth suit forcing      conventional bid

### LESSON PLAN

Topic	Method	Time	Notes on activities
Interpreting the bidding <b>TP63/64 C15TR1</b>	DISC	20	Go over homework, using it as a means of revisiting aspects of basic bidding. Useful to display on board to aid discussion. Or give students a pack of cards to make up a sample hand.
Fourth suit forcing <b>P99</b> can be used here <b>TP65 C15TR3</b> <b>TP66 C15TR4</b>	CHAT  CDL	30	Lead on from above to show that no trump bids are often made when you hold the fourth suit. Then give hands where this is unsuitable. Take it slowly and check it is going in.
Break		10	
Play <b>P104 C15H2</b> <b>(Hands 1 to 4)</b>	PLAY	50	Four hands to play. Get students alerting fourth suit bids.
Review	REV	5	Summarise fourth suit forcing.
Try this			Quiz – <b>P99</b> – if not used in class
Next time			Bidding awkward hands
Notes <b>P92 – 93</b>			

*Practice Continuing Bridge set 9 can be used after this lesson*

**Bending the bidding rules****TERMS DISCUSSED IN THIS LESSON**

judgement

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Hands that don't quite fit <b>P101</b>	QUIZ	20	Selecting bids in situations.
Play <b>P105/106 C15H3 (Hands 1 to 8)</b>		90	Eight hands to play and use their judgement on when to vary the system.
Break		10	Some convenient point
Try This			<b>P102.</b> Look back at the quiz hands and check you now follow the reasoning for the suggested bidding
Next time			More on defence
Notes <b>P94 – 96</b>			

*Practice Continuing Bridge set 10 can be used after this lesson*

## RESOURCE MATERIALS

Topic	Resource material	Reference
Showing shape	Quiz	<a href="#">P97</a>
Fourth suit forcing	Quiz	<a href="#">P99</a>
Rule breaking hands	Quiz	<a href="#">P101</a>

## TEACHER'S MATERIALS

Topic	Resource material	Reference
Understanding the bidding	Quiz	<a href="#">TP63 C15TR1</a>
Understanding the bidding	Sample hands to fit bidding sequences in <a href="#">TP63 C15TR1</a>	<a href="#">TP65 C15TR2</a>
Fourth Suit Forcing	CDL Exercise	<a href="#">TP65 C15TR3</a>
Continuations after FSF	Make up hands	<a href="#">TP66 C15TR4</a>

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Dec	Other points
<a href="#">P103 C15H1</a>	<b>Showing Shape Hands</b>		
1	6-5 shape	N	
2	4-4-4-1 opening	S	
3	6-4 shape	W	Discuss thinking about entries.
4	Don't reverse, too weak	E/W	West can raise to 2♠ on 3-card support rather than rebid 2♦. 4♠ might be made.
<a href="#">P104 C15H2</a>	<b>Fourth Suit Forcing Hands</b>		
1	Fourth suit forcing	N	
2	Fourth suit forcing – 6:5 shape	E	Needs care in the order of play and the hearts to be unblocked.
3	NT response after fourth suit forcing	S	
4	Minimum rebid after fourth suit forcing	W	
<a href="#">P105/6 C15H3</a>	<b>Bidding Awkward Hands</b>		
1	Raise on 3-card support	E	2NT rebid as a game try.
2	Open 1♥ with 4-4 in the majors	W	Respond 1♠ not 2♣
3	2NT response not 2♣	N	Care needed in play.
4	Takeout double by passed hand	S?	Raise on three-card support.
5	NT rebid on 4441 hand	N	
6	4-card heart overcall	S?E?	
7	4-card spade overcall	N?	
8	pre-empt and raise	W	N/S have a slam to bid!



**C15TR1****Exercise on Understanding the bidding**

Describe the hands held by each person in the bidding sequences below. West is the dealer on each hand and the opponents say pass whenever it is their turn to bid.

Try to make up a pair of hands that would produce the bidding sequence shown.

	West	East	What does the bidding show about the E/W hands?	
<b>a</b>	1♣	1♥	<b>West</b>	
	1♠	2NT	<b>East</b>	
	pass			
<b>Possible hands for E/W</b>			<b>West</b>	<b>East</b>
			♠	♠
			♥	♥
			♦	♦
			♣	♣
<hr/>				
<b>b</b>	1♣	1♥	<b>West</b>	
	1♠	2NT	<b>East</b>	
	3NT			
<b>Possible hands for E/W</b>			<b>West</b>	<b>East</b>
			♠	♠
			♥	♥
			♦	♦
			♣	♣
<hr/>				
<b>c</b>	1♣	1♥	<b>West</b>	
	1♠	3NT	<b>East</b>	
<b>Possible hands for E/W</b>			<b>West</b>	<b>East</b>
			♠	♠
			♥	♥
			♦	♦
			♣	♣
<hr/>				
<b>d</b>	1♣	1♥	<b>West</b>	
	2♠	4♠	<b>East</b>	
<b>Possible hands for E/W</b>			<b>West</b>	<b>East</b>
			♠	♠
			♥	♥
			♦	♦
			♣	♣
<hr/>				

West	East	What does the bidding show about the E/W hands?
a	1♣ 1♥ 1♠ 2NT pass	<b>West:</b> 5+ clubs and four spades, too weak to bid 3NT. <b>East:</b> fairly balanced hand with 4/5 hearts and something useful in diamonds. About 10 - 12 points.
Possible hands for E/W	<b>West</b> ♠ Q 10 5 4 ♥ 9 6 ♦ J 2 ♣ A K Q 8 6	<b>East</b> ♠ K 8 7 ♥ Q 10 8 5 ♦ K Q 9 ♣ J 10 2
b	1♣ 1♥ 1♠ 2NT 3NT	<b>West:</b> 5+ clubs and four spades and 15+ points. <b>East:</b> 4/5 hearts and something in diamonds with 10 - 12 points.
Possible hands for E/W	<b>West</b> ♠ A J 10 5 ♥ 9 6 ♦ J 2 ♣ A K Q 8 6	<b>East</b> ♠ K 8 7 ♥ Q 10 8 5 ♦ K Q 9 ♣ J 7 2
c	1♣ 1♥ 1♠ 3NT	<b>West:</b> 5+ clubs and four spades and about 12-18 points. <b>East:</b> 4/5 hearts and stoppers in diamonds with 13+ points.
Possible hands for E/W	<b>West</b> ♠ A J 10 5 ♥ 9 6 ♦ J 2 ♣ A K Q 8 6	<b>East</b> ♠ K 8 ♥ K Q 10 3 2 ♦ K Q 9 8 ♣ J 7
d	1♣ 1♥ 2♠ 4♠	<b>West:</b> 5+ clubs and 4+ spades. 2♠ is a jump shift, which is forcing to game, so will have 19 points or extra distribution. Maybe hand improved by 1♥. <b>East:</b> 4+ hearts and four spades. Not strong, because no interest in slam (no cue bid over 4♠). 3♠ by East would show a better hand and suggest going on further.
Possible hands for E/W	<b>West</b> ♠ A Q 10 4 ♥ K 9 6 ♦ 2 ♣ A K Q J 6	<b>East</b> ♠ J 8 7 6 ♥ Q J 10 8 7 ♦ Q 6 ♣ 3 2

**C15TR2****Deals to make up to fit the bidding**

			Sample hands that fit the auction	
	West	East	West	East
1.	1♣ 1♠	1♥ 2NT	♠ Q J 7 4 ♥ K 7 ♦ 6 3 ♣ A K 9 5 2	♠ 9 4 2 ♥ A Q 8 2 ♦ K J 4 ♣ 6 4 3
2.	1♣ 1♠ 3NT	1♥ 2NT	♠ A Q 7 4 ♥ K 7 ♦ 6 3 ♣ A K 9 5 2	♠ 9 4 2 ♥ A Q 8 2 ♦ K J 4 ♣ 6 4 3
3.	1♣ 1♠	1♥ 3NT	♠ A Q 7 4 ♥ K 7 ♦ 6 3 ♣ A K 9 5 2	♠ 9 4 2 ♥ A Q 8 2 ♦ A K 4 ♣ 6 4 3
4.	1♣ 2♠ 4♠	1♥ 3♠	♠ A Q 7 4 ♥ K 7 ♦ 3 ♣ A K Q 9 5 2	♠ 9 4 3 2 ♥ A Q 8 2 ♦ K J 4 ♣ 6 4
5.	1♣ 2♠ 4♥	1♥ 3♥	♠ A Q 7 4 ♥ K 7 2 ♦ 3 ♣ A K Q 9 5	♠ J 9 ♥ A Q 8 5 4 2 ♦ K 7 6 ♣ 8 4

**C15TR3****CDL Record Sheet on Fourth Suit Forcing**

The bidding has gone		1♥ 2♣	1♠ ?	BID?		
<b>Starting hand</b>	♠A Q 10 7 4 2	♥J 9	♦10 2	♣J 7 4	<b>2♠</b>	
<i>Change</i>	♠4 2 to ♥2 & ♦A	♠A Q 10 7	♥J 9 2	♦A 10 2	♣J 7 4	<b>3♥</b>
<i>Change</i>	♥2 to ♦4	♠A Q 10 7	♥J 9	♦A 10 4 2	♣J 7 4	<b>2NT</b>
<i>Change</i>	♣4♦A to ♠4 & ♣A	♠A Q 10 7 4	♥J 9	♦10 4 2	♣A J 7	<b>2♦</b>

Ask what shape has opener shown after the 2♣ rebid? Explain 2♦ as

- Fourth Suit Forcing – solve your bidding problem by involving partner.
- conventional, nothing to do with diamonds (but you probably don't hold them).
- at least a good 11 points. Without that give simple preference back to hearts or rebid spades or raise clubs. Or with 10-12 and diamond stoppers you can bid 2NT, **so 2♦ usually denies diamonds.**

# C15TR4 Continuations of the auction after FSF

Say the bidding from the previous problem has gone

1♥ 1♠

2♣ 2♦

?

Make up a hand where opener would make the bid shown:

- Opener's bid
- |   |   |
|---|---|
| 1 | 2NT over FSF and what would responder do now? |
| 2 | 3♥ over FSF and what would responder do now?  |
| 3 | 2♠ over FSF and what would responder do now?  |
| 4 | 3♠ over FSF and what would responder do now?  |
| 5 | 3♣ over FSF and what would responder do now?  |
| 6 | 3NT over FSF and what would responder do now? |
| 7 | 2♥ over FSF with nothing else to show.        |

Possible answers

1	♠ 8 ♥ K Q 10 4 2 ♦ K Q 10 ♣ Q 9 7 2	1♥ 1♠ 2♣ 2♦ 2NT	Minimum opener but does have a good diamond stopper. Responder can pass this bid.
2	♠ K 8 ♥ K Q 10 9 4 2 ♦ 6 ♣ K Q 7 2	1♥ 1♠ 2♣ 2♦ 3♥	Better than a minimum opener. This bid is forcing to game.
3	♠ K J 8 ♥ K Q 10 4 2 ♦ 6 ♣ K 9 7 2	1♥ 1♠ 2♣ 2♦ 2♠	Minimum points but spade support. Responder can pass this bid.
4	♠ K J 8 ♥ K Q 10 4 2 ♦ 6 ♣ K Q 9 2	1♥ 1♠ 2♣ 2♦ 3♠	Good spade support and willing to go to game. This bid is forcing to game.
5	♠ K 8 ♥ A Q 10 4 2 ♦ 6 ♣ K Q 9 7 2	1♥ 1♠ 2♣ 2♦ 3♣	Shows a fifth club and better than a minimum. This bid is forcing to game.
6	♠ 8 ♥ K Q 10 4 2 ♦ K Q 10 ♣ K Q 7 2	1♥ 1♠ 2♣ 2♦ 3NT	Better than minimum with diamonds well stopped. Responder can pass as it is a game bid.
7	♠ 8 ♥ K Q 10 4 2 ♦ 10 6 ♣ K Q 9 7 2	1♥ 1♠ 2♣ 2♦ 2♥	Nothing useful to show. Too weak for 3♣. Responder can pass this bid.
8	♠ K 2 ♥ A K Q 4 2 ♦ 10 6 ♣ K Q 9 2	1♥ 1♠ 2♣ 2♦ 3♦	Game forcing but stuck for a good reply. Only mention this bid with very good students.

## 16 Teaching Objectives for Defenders' Play

On completion of this topic students will be able to:

### Use simple signals in defence

- play an attitude high-low signal to show a liking for the suit.
- play a count high-low signal to show an even number in the suit declarer leads.
- lead K then A to signal a doubleton A K against a suit contract.
- lead a king against no trumps, asking partner to unblock an honour else give a count signal.
- play high-low in the trump suit to show a third trump and the ability to ruff.
- understand why it is wrong to play high-low with Q x.
- discard, making use of the opportunity to signal attitude where appropriate.

### As a defender, plan the defence on a deal

- deduce information about points and suits from the bidding.
- work out what values partner might hold from own hand, dummy and the bidding.
- make a plan to beat the contract or hold declarer to the minimum number of tricks.
- think how to get partner's cooperation to your planned defence.

### As third hand defender make appropriate plays to help partner

- as third hand play high to try and win the trick, taking into account dummy's holding, playing the lowest card from a sequence.
- return the appropriate card to give partner a length count in the suit.
- when discarding, aim to keep winners and throw losers.
- give and interpret suit preference signals suggesting the return of a specific suit.

### Use standard defensive techniques

- with long trumps, play to force declarer to ruff.
- lead trumps if declarer needs ruffs in the short trump hand.
- refuse to overruff with a card that will take a trump trick anyhow.
- consider ruffing with a high trump from a useless holding, when it could promote a trick for partner.

### Understand about leading a king against a no trump contract

- asks partner to play highest honour held
- with no honour give a count signal

## Defender's Play – How to teach this topic

<i>Introduction to defensive signalling</i>	<p>We defend two hands for every one we play as declarer, so it's worth learning to defend well. Good defence is exciting. You can win a session when holding poor cards by defending well.</p> <p>Aim to get every contract one down, make that your goal. Stress that, in pairs, the defenders must be alert even if the contract is certain, to prevent undeserved overtricks. You want to show that defence can be as exciting as declarer play.</p> <p>We revised defensive signalling in chapter 12 so start from what we have covered already.</p>
<i>Approach to teaching signals</i>	<p>The approach for all lessons on defence is to <b>use the play hands as the basis for teaching</b>.</p> <p>Your problem is not so much getting students to signal but getting their partner to notice the cards their partner plays.</p> <p>Have a slip with each board (to be opened at the end of the auction) giving the contract and the initial lead. Tell students to 'Stop Play at trick .x'. Ask each defender what cards partner has played and whether the cards send a message, but let play continue from that point. Playing the same hand at every table simultaneously is best, so you can go through the deal when play is finished.</p>
<i>Learn by playing the hands</i>	<p>You should get through 8 hands by allowing longer for the play, but discussion may slow things down – see how it goes.</p> <p>Only talk about a deal when students are looking at real cards on the table (or some other display). Leave enough time for the analysis to make sure that all students have understood the points.</p> <p>If you put the cards on a table with all the students gathered round, make a sign with <b>DUMMY</b> on it, so that students don't become disorientated.</p> <p>Your analysis should be interactive. Ask whether the contract should have been made or defeated and how. What happened at the table is not always a guide!</p>

<i>Giving count</i>	As a player, you may not be in love with routine count signals on declarer's lead. You know not to give signals when they are of no use to partner. However, your students do not have your experience; so, the system says give count signals as a matter of habit.
<i>The trump signal</i>	Explain that the exception to giving count is when following in the trump suit. High-low shows more than two trumps and an interest in ruffing. You can miss this out if this topic is proving hard.
<i>Discards</i>	Stress that discards are usually made without giving a particular message but that the other defender should always be watchful. Sometimes partner can show control of a suit (or an entry) by discarding 3 and then 2, from A 3 2. Easy to miss.
<i>Defensive plays in trump contracts</i>	Knowing declarer can run out of trumps opens up a whole new part of defence. Leading a card that can be ruffed by the long trump hand, but not dummy, needs to be demonstrated till all students see what is happening.
<i>Trump promotion</i>	Very little talk, just play the hand and show what is happening on each deal. Perhaps play each hand twice with the board rotated to test that the whole class understands.
<i>Leading a king against a no trump contract</i>	<p>Explain that you do this when you have a good holding that could defeat the contract but you need help from partner. So the rule is for partner to play the highest honour he holds. This may include overtaking a king lead with the ace to return the suit and therefore stop the suit being blocked or dropping a high honour under the king.</p> <p>Without an honour partner gives a suit length signal such as high-low with a doubleton.</p>

## Revision of Signals

### TERMS DISCUSSED IN THIS LESSON

attitude signal

suit preference signal

discard signal

the lead asks for a signal

the lead is a signal

### LESSON PLAN

Topic	Method	Time	Notes on activities
<b>P118</b> – starter question Signals we know already <b>P107</b> <b>TP77 C16TR1</b> and lots more defence exercises if needed	CHAT DRAG	25	Watch partner's cards and try to remember the card played otherwise signalling is a waste of time. <b>Signals already met include</b> <ul style="list-style-type: none"> <li>○ The standard opening lead.</li> <li>○ High-low to encourage/discourage.</li> <li>○ High-low on an ace lead in a suit contract to encourage with a doubleton.</li> </ul>
Playing the queen on an ace lead <b>P108</b> Suit preference <b>P109</b> Signals in the trump suit <b>P111</b>	CHAT	15	Introduce these signals now and why they are useful. More about them in the hands played.
Play <b>P121/122 C16H1</b> <i>Hands 1 to 8</i> <i>Note – hand 3 involves a king lead against no trumps which is not covered until lesson 23.</i>	PLAY SYNC DISC	75	Have break at a suitable point. 'All at the same time' works well for defence play. Get each table making up the board to play. Then students can see the cards as the hand is discussed. Involve the class by asking if they think the contract should be defeated and, if so, how. Then explain the signalling techniques involved. The suit preference signal is the most important, and exciting, but all signals have their place.
Review	RECAP	5	Summarise points covered in lesson.
Try this <b>TP79 C16TR2</b> and/or <b>TP81 C16TR3</b>			<b>C16TR2</b> on reading partner's card. <b>C16TR3</b> on making a defensive plan.
Next time			Signals when declarer is on lead. Discarding. Or you may give a second lesson with this week's material to finish the topics.
Notes <b>P107 – 109, P111</b>			If you didn't start with <b>P118</b> they can do it as homework.



**Planning the Defence in No Trumps**
**TERMS DISCUSSED IN THIS LESSON**

Count signal    Discarding    attitude signal when discarding

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Review	RECAP	10	Is everyone happy with the principle of signals? Last week, we covered signals when a defender is on lead.
Signals when declarer is on lead <b>P110-112</b>	CHAT	20	Note the small section on discarding in the notes and also on <b>P108</b> . More contracts are given by rotten discarding than almost anything else!
Play <b>P123/124 C16H2</b> <b>Hands 1 to 8</b>	PLAY Q&A	70	As with the last lesson, it is best if all tables play the same hand at the same time. Check the bidding and lead before the play starts.  After the hand has been played, discuss the signals that might have been given, particularly if the contract made when it should go down.  Keep the class involved by asking questions during the discussion. Get them to review the play whilst the cards are on the table.
Break		10	At suitable point.
Review	RECAP	10	Ask students one lesson they have learned today. Use this to draw together main points of lesson.
Try this <b>P119</b>			Some more hands involving signalling.
Next time			Defending trump contracts.
Notes <b>P110-112</b>			
<b>Error in students book – P123</b>			P123 hand 2. West's diamonds should be ♦ KQ1095

## Defeating Trump Contracts

### TERMS DISCUSSED IN THIS LESSON

shorten trumps

long trumps, lead long suit

### LESSON PLAN

Topic	Method	Time	Notes on activities
Using trumps <b>P113</b>  The forcing defence	CHAT	30	Emphasise that making declarer ruff can be a good defence as <b>declarer can run out of trumps</b> . This is particularly true if trumps break 4-1 rather than 3-2.  Use cards on the table and get every table to play the hand on <b>P113</b> . Let students suggest how to defend and you show how you will make the contract. Then you defend and they go down!
Break		10	At a suitable time.
Play <b>P125/126 C16H3</b> <b>Hands 1 to 8</b>	PLAY & CHAT	75	All tables play same hand and then discuss the defence that will beat the contract. Make them play the deal out to see how declarer runs out of trumps. You probably won't play all the hands.
Review	REV	5	
Try this <b>TP83 C16TR4</b>	QUIZ		This quiz is in the teacher's materials. These pages may be photocopied if you decide to use this example.  And/or – Read the write up on hands played to make sure the techniques are understood.  Or – Make up the hands and play them again at home. Most students won't remember them from the class!
Next time			More things to do with defeating trump contracts.
Notes <b>P113</b>			

## Using Trumps

### TERMS DISCUSSED IN THIS LESSON

forcing defence

forcing declarer to ruff

### LESSON PLAN

Topic	Method	Time	Notes on activities
TP85 C16TR5	Q&A	10	Using trumps to kill an established winner and possibly promoting a trump trick along the way, by ruffing with ♠9.
Play P126 C16H3 hand 7	PLAY	10	Use hand 7 to show how an extra spade trick can be generated when East refuses to overruff.
Forcing defence	CHAT	15	Based on material on P114
Make up hands TP85 C16TR6	CHAL	10	Each table to make up a hand requiring a different defensive strategy. Weaker students may need a lot of help. Don't forget to check how they think it should be bid.
Break		10	
Play	PLAY	55	Play as many hands made up by other tables as possible. Include a traveller with each board so people can see the results.
How the hands were played	DISC	10	Post mortem on how the play went using travellers.
Try this TP86 C16TR7	QUIZ		These pages may be photocopied if you decide to use the SWOT exercise for your Try This.
Next time			Leading a king against NT
Notes P114			

*Practice Continuing Bridge set 6 can be used after this lesson*

**Lead of a king against no trumps**
**TERMS DISCUSSED IN THIS LESSON**

highest honour      count signal      lead asks for a signal      blocking a suit

**LESSON PLAN**

Topic	Method	Time	Notes on activities
P 115/116	DISC	20	Leading a king against NT Partner signals by either <ul style="list-style-type: none"> <li>• playing highest honour or</li> <li>• giving a count signal</li> </ul>
Play hands <b>P127/128 C16H4</b> <b>hands 1 to 8</b>	PLAY	80	All hands lead a king except hand 8
Review		20	Discuss the hands played
Next time			Play session or New Gadgets
Notes <b>P115/116</b> <b>P117</b>			

## RESOURCE MATERIALS

Topic	Resource material	Ref
Giving count signals	SWOT by a defender	<a href="#">P119/120</a>

## TEACHER'S MATERIALS

Topic	Resource material	Ref
Giving a signal	Recognising situations	<a href="#">TP77 C16TR1</a>
How to read partner's card	Quiz	<a href="#">TP79 C16TR2</a>
Planning the defence	SWOT by a defender	<a href="#">TP81 C16TR3</a>
The use of force	SWOT by a defender	<a href="#">TP83 C16TR4</a>
Killing declarer's winner	Example demonstration hand	<a href="#">TP85 C16TR5</a>
Deals for trump defences	For students to make up	<a href="#">TP85 C16TR6</a>
The thoughtful defence in NT	The thinking needed	<a href="#">TP86 C16TR7</a>

## SUMMARY OF HANDS TO PLAY

Hand	Bidding	Play points	Dec	Student instructions
<a href="#">P121/122 C16H1</a>	<b>Signalling practice</b>			<b>Stop. Say partner's card.</b>
1	1NT response, 2♠ rebid	Attitude signal on lead	S	Stop play after trick 1
2	1NT opening. Stayman	Signal returning lead	E	Stop play after trick 2
3	1NT rebid	King lead v NT contract	W	Stop play after trick 1
4	Strong two	Suit preference signal	N	Goes down on best defence
5	Takeout double	Ace lead, play queen?	W	Stop play after trick 1
6	Raising partner to game	King Ace lead	S	Stop play after trick 2
7	South doubtful overcall in ♥s	Trump peter with 3	E	Stop play after trick 3
8	South raises to game on 9 HCP	High ♦ for the lead	N	North misplay gives a chance

<a href="#">P123/124 C16H2</a>	<b>The thoughtful defence to no trumps</b>			
1	1♥ 2♣ 2NT 3NT	Suit pref. to show entry	N	Stop play after trick 4
2	1NT 2♣ 2♦ 3NT	East plays ♦	E	Win lead and switch to hearts
3	1NT 3NT	Duck ♥Q at trick 1	W	South to rise with ♣A at trick 3
4	1NT 2NT 3NT	High card to get right lead	S	Use Rule of 11 in ♠
5	1NT 3NT	Count partner's points	N	Play Q from AQx
6	2NT 3NT	Diamonds well placed	E	Rise with Q from Q10x
7	3NT rebid	Lead knocks out entry	S	Give count on diamonds
8	2♠ 2NT 3NT 4♠	Signal gives ♦ count	E	Remove dummy entry

<b>P125/126 C16H3</b>	<b>Defence to trump contracts</b>			
1	West overcalls 2♠	♠10 lead, ♠A, ♠K	N	Play ♣A before third spade
2	3♠ or 4♠ from North not 2♠	♠Q then ♠A	E	South should reuse overruff
3	Game forcing 3♥ rebid by South	Three rounds of clubs	S	West ducks spades twice
4	E/W game after North opens	On ♥A South plays high-low	W	Third ♥ ruffed with ♠10
5	4♠ freely bid	Singleton lead	S	Use ♦9 for SP signal
6	5♦ freely bid	♣A K and ♣5 not ♣Q?	E	Trump promotion
7	3♥ pre-emptive overcall	♥Q lead overtaken	N	Not overruffing third heart
8	3♠ pre-emptive overcall	South keeps playing spades	W	Trump promotion

<b>P127/128 C16H4</b>	<b>Lead a king against NT</b>			
1	1NT passed out by W	♦K lead, drop jack	N	Jack shows suit is solid once ace is played
2	3NT by North	♠K lead, play ♠7	E	Switch to heart. You want partner to lead the suit through
3	3NT by South	♠K lead, overtaken with ace	S	Stops the suit being blocked
4	3NT by East	♥K top of sequence, play two	W	Play lowest with odd number. North must duck the diamond once to kill the dummy
5	3NT by North	♠K lead, unblock with jack	S	Get in with ♥A and return a spade
6	3NT by East	♠K lead, overtake and return spade	E	Easy!
7	3NT by South	♠K lead, play six with ♠6 5	N	Switch to a club at trick two
8	3NT by West	♠8 lead, normal 4 <sup>th</sup> best	W	The suit isn't good enough to lead the king.

The bidding was 1♥ raised to 3♥ and opener bid 4♥, our side didn't bid.

Partner leads ♠A against this 4♥ contract. When dummy goes down you see

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

1. What possible holdings might partner have in spades where it would be right to lead ♠A?
2. What sort of signal does partner expect you to make on an ace lead?

What card would you play from the following holdings?

3. ♠ Q J 10 9
4. ♠ K 9 4 2
5. ♠ 8 2
6. ♠ 9 8 4
7. ♠ Q 2
8. ♠ 9 8 4 2

- 1 Usually when partner leads an ace it shows the king too. Leading unsupported aces against a game contract is rarely a good lead, though if our side had bid and supported spades, the ♠A would be the right lead from any spade holding.  
It won't be just ♠AK alone, because partner would lead ♠K from ♠AK, hoping to get a ruff. So expect partner to have three or more spades. Exceptionally partner might lead the ace from ace doubleton hoping for a ruff, but it is a desperation lead and usually doesn't work out well.
- 2 Partner expects me to play a high card to encourage a spade continuation and a low card to show nothing useful in spades.
- 3 ♠ Q J 10 9  
Play ♠Q, it is a conventional signal showing either the singleton queen or the ♠J. It says partner can underlead the king safely and you will be able to win the next trick.
- 4 ♠ K 9 4 2  
Play the ♠9. Partner has made an unusual lead, which if not a singleton must be either from a doubleton or from a long suit. Either way the nine should encourage partner to continue spades.
- 5 ♠ 8 2  
Play the ♠8 hoping partner will continue with the king and you will get a ruff.
- 6 ♠ 9 8 4  
Play the ♠4, your lowest card, since you have no reason to encourage. It is likely that you hold three small spades when you play a low card.
- 7 ♠ Q 2  
Play the ♠2. As we saw on the first hand, to play the queen is a special signal. So this is the one doubleton we cannot show. Just hope partner continues with the spade king. When the queen appears, partner will guess your holding and perhaps be able to give you a ruff.
- 8 ♠ 9 8 4 2  
Clearly you have nothing to be encouraging about and the card you play will depend on the rest of your hand. Play the ♠2 if you want partner to switch, but play the ♠8 if you want to stop partner opening up another suit. The ♠K at trick 2 shouldn't help declarer.

## Conclusion

Remember our agreement. When partner leads and you cannot win the trick, either because partner has played a big card or because dummy wins the trick, playing a high card is encouraging and playing a low card is discouraging. Signal with as large a card as you can spare.



**C16TR2****Exercise on How to read partner's card**

Sitting West you hold

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

The bidding went	West	North	East	South
				1♥
	pass	3♥	pass	4♥

What is your opening lead?

Did you lead ♠A? Leading from an ace king holding is often a good lead. It rarely costs a trick and you may cash your spade winners before declarer can discard spades on another suit. Leading the ace is a signal to partner that you are likely to have the king as well.

When dummy goes down this is what you see.

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

You can see three spades in dummy, the ♠7 6 5.

The missing spades must be in one of the two hands you cannot see – partner's or declarer's.

They are the ♠Q ♠J ♠10 ♠9 ♠4 ♠2

Work out from the card that partner and declarer play, whether you should cash the ♠K or switch to the ♦J.

Try to work out the holdings that are possible for partner if he plays each of the cards he might hold, listed below. You may find it helpful to lay the spades out on the table to work out the holdings.

1. ♠Q
2. ♠J
3. ♠10
4. ♠9
5. ♠4
6. ♠2

You will find some cards that partner plays are ambiguous. Nevertheless, at the table you have to decide what to play to trick two.

1. What would it mean if partner played the ♠Q?  
 Playing ♠Q suggests either ♠Q is singleton or partner has a holding that includes ♠J.  
 2-cards Q J. Partner won't play ♠Q with a doubleton holding like ♠Q 2.  
 3-cards ♠Q J x – this would give declarer three small  
 4-cards ♠Q J x x – this gives declarer a doubleton  
 5-cards ♠Q J x x x – this gives declarer a singleton.  
 6-cards, South will ruff the opening lead!  
 In all these cases it is right to continue spades, it won't help declarer.
  
2. What would it mean if partner played the ♠J?  
 Playing ♠J denies holding ♠Q. It might be a doubleton or a long suit, such as:  
 4-cards ♠J 10 9 4, ♠J 10 4 2, ♠J 10 9 2.  
 5-cards ♠J 10 9 4 2. You will find out about this holding because declarer must play ♠Q.  
 In all these cases it cannot cost to play ♠K next, because you will either drop declarer's ♠Q or be able to give partner a spade ruff.
  
3. Your partner plays ♠10, what might this show?  
 The ♠10 is always encouraging you to continue with spades. It could be:  
 The singleton ten; Doubleton ♠10 2, ♠10 4 or ♠10 9 and hoping for a ruff  

Any 3-card or longer holding including the ♠Q (but not the ♠J) such as ♠Q 10 9 or ♠Q 10 4 2. Partner wants you to continue spades and the ten, the biggest card that can be spared, encourages you to do so.
  
4. Your partner plays the ♠9, what might this show?  
 The ♠9 is ambiguous. Usually encouraging, for example with:  
 Singleton ♠9 or a doubleton ♠9 4 or ♠9 2  
 A holding including the queen such as ♠Q 9 4 or ♠Q 9 4 2  
 But it could just be from ♠J 10 9 where continuing spades would cost a trick.
  
5. Your partner plays the ♠4, what might this show?  
 Singleton 4 or doubleton ♠4 2 (watch what declarer plays at trick one).  
 3-cards headed by the ♠J or ♠10. It won't cost to continue spades in this case.  
 4-cards are unlikely, since partner would normally encourage you to cash the king, since it can't cost with three small in dummy. Partner would not encourage with the ♠4 but would play a bigger card. Probably best defence is to switch to ♦J.
  
6. Finally what would it mean if partner had played the ♠2?  
 Partner would play ♠2 from holdings like ♠10 4 2 or ♠10 9 2 showing no interest in the suit. You may choose to continue spades, but you know there is no help from partner.  
 Switching to the ♦J looks to be a good idea.

## CONCLUSIONS

- Some possible holdings will be eliminated when you see the card declarer plays. Declarer must follow suit, but is not bound to play a true card to help you!
- High cards like ♠Q ♠J ♠10 or ♠9 normally mean it is right to continue by cashing ♠K.
- Low cards like ♠4 or ♠2 mean partner cannot help. It may be right to continue spades but don't expect anything useful from partner. Usually switch to ♦J.

## C16TR3 Making a defensive plan

Defenders can make a plan in just the same way as declarer. When the opening lead has been made and dummy is on the table, a sensible declarer will take a few moments to work out how to play the contract - declarer becomes a SWOT. The defenders should use this time to make their own cunning plan to beat the contract.

Sitting East, you hold     ♠ A Q J 2     South opens 1♥.  
                                      ♥ K 5 2     Partner passes and North responds 2♣.  
                                      ♦ 10 9 6 2  
                                      ♣ 7 5

1. What should you bid?

You are not strong enough to bid or double, you should pass.

The bidding continues

West (Partner)	North	East (You)	South
			1♥
pass	2♣	pass	2♦
pass	3♥	pass	4♥

Partner leads ♠8 and dummy goes down on the table. This is what you can see

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

2. What do you make of partner's lead? Declarer plays ♠5 from dummy.
3. Perform a SWOT analysis as a defender.

**Strengths**     How many tricks can you see in your hand?  
**Weakness**     How many tricks do you need to make to get declarer down?  
**Opportunities**     How many points do you think declarer has? How many have you?  
                                  Hence, how many has partner? What high cards might partner hold? Which would you like him to hold?  
**Threats**     How might 4♥ make? How might you beat 4♥?

4. Which card should you play? Why?

Declarer plays ♠3 to this trick.

5. What are you going to lead now? Why?

You return ♦4. Declarer plays ♦A and partner plays ♦7.

6. What do you make of partner's card?

Declarer leads ♥Q. Partner plays ♥6 and declarer plays ♥3 from table. You win with ♥K.

7. What now?

You continue with ♦6. Declarer plays ♦Q. Partner wins with ♦K and now plays ♠4. Dummy plays ♠6 and you win with ♠Q, declarer playing ♠10.

8. What do you make of that? Which card do you play now?
9. Write down the complete deal.

1. Pass. Holding a balanced hand, your strength is just as likely to win tricks as a defender as declarer so go for the easier target of fewer tricks. A takeout double would show spades and diamonds, but you need more points to make it.

2. It cannot be fourth down from an honour by the rule of 11 since  $11 - 8 = 3$  and you can see four cards higher than the 8. It could be top of a doubleton or second one down from three or four small spades.

3.

**Strengths** three tricks. You can win two spades and must make ♥K as it is over the ace.

**Weakness** to take the contract down you need to find one more trick.

**Opportunities** declarer has probably got around 15 HCP, you have ten and dummy has twelve. That means partner probably has three or four. Declarer might plan to set up the clubs. If partner has ♣A or ♦A, we will win it anyway. If partner has ♦K, we need to win it before declarer can discard diamonds on the clubs. Alternatively, if partner's lead was top of a doubleton, we need to play a second spade and lead a third round before declarer draws trumps.

**Threats** must avoid setting up a spade trick for the defence.

4. Play ♠J, the lowest card of touching honours. When it holds, partner knows you have ♠Q.

5. Lead ♦4. If partner has ♦K, we need to set up this trick. You don't want partner to get the impression you have a doubleton diamond and are looking for a ruff.

6. ♦7 is quite a high card so it looks as if partner is encouraging.

7. Continue with ♦6.

8. Partner definitely started with two or four little spades. Might as well lead ♠A. If partner started with four spades, declarer will ruff it – but that will do no harm as he will be ruffing with one of his long trumps. If partner started with two spades, we will win another trick.

9. The full deal was:

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

If we fail to get the defence right, declarer can make four heart tricks, five clubs, overtaking the ♣J, and ♦A. He will ditch his diamonds on the clubs and partner will never make his ♦K.

Sitting West, you hold

♠ 4 3

♥ A 7 6 5

♦ K J 9 7 5

♣ 6 5

The bidding goes:

West (you)	North	East (Partner)	South
	pass	pass	1♥
pass	2♣	pass	2NT
pass	3♥	pass	4♥
all pass			

1. Describe North and South's hands. How many hearts do you expect each to hold?
2. How many points do you expect partner to have?
3. Make a plan as to how you might beat the contract – do a SWOT.

You decide you are more likely to make an extra trump trick by making declarer run out of trumps – a forcing defence – than by trying to score a ruff yourself. You lead ♦7. This is what you see when dummy goes down.

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

It is a good day! Partner plays ♦A followed by ♦Q then a third diamond. Declarer ruffs the third diamond.

Declarer now leads ♥K.

4. How do you plan to defend?

1. South has 15 or 16 HCP in a balanced hand with a 5-card heart suit.

North has 10 or 11 HCP with at least a 4-card club suit and three hearts.

When South bids 2NT, North knows that the partnership have enough strength for game but North is unsure which game. By bidding 3♥ North offers South the choice of games. This shows 3-card heart support. South knows it must be 3-card support because with 4-card support, North would have supported hearts immediately.

2. North/South seem to have at least 25 HCP between them and you have eight so partner will have at most six or seven.

3.

**Strengths** Must win a trick with ♥A and probably with ♦K.

Hopefully, partner's values will produce one (or perhaps two) tricks.

**Weakness** We seem to need one more trick.

**Opportunities** The trumps are breaking badly for declarer, since I have four trumps and partner can only have one.

Can that extra trick come from the trump suit?

There are two possible ways to make a trick from trumps:

1) Score a ruff in clubs or spades. This plan would depend on getting two rounds of that suit played and then partner on lead to lead a third round before declarer can draw trumps. Possible but not likely.

2) Make declarer ruff twice so that he has fewer trumps than I do – a forcing defence. It is most likely he is short in diamonds.

**Threats** Don't let declarer ruff a diamond in dummy. Declarer must be made to ruff them in hand to shorten his trumps.

4. Do not play ♥A until the third round of trumps when dummy is out of trumps. Then the fourth diamond can safely be led. Declarer cannot then draw the last trump and it will win a trick. In this way, the defence will take two diamond tricks, ace of hearts and a small heart for one down.

Declarer might stop drawing trumps when he realises the bad break and cash his black suit winners. Now you can ruff one with a small trump and the defence still makes four tricks.

Try making up hands for South and East consistent with the bidding and play and see how the plan works out in practice.

**C16TR5****Example hand on killing an established winner**

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

The bidding goes 1♠ (2♥ partner) 3♠ (pass by you) 4♠.

Against 4♠, West needs to play a third heart after cashing ♥A K to kill the ♥Q in case a club can be discarded after drawing trumps. East should ruff with ♠9. It might just drive out a high honour, when declarer has ♠AK872 and partner has ♠Q4.

**C16TR6****Make up deals to illustrate trump defences**

Get each table to make up a hand involving defensive use of trumps. The contract should be 4♠ by the dealer e.g. it goes 1♠ 3♠ 4♠ or something similar.

1. Make up a deal where North declares 4♠ and East leads a doubleton heart. West must win his ace and play another heart. West has ♠A and can give his partner a ruff when he wins the ♠A.
2. Make up a deal where East declares 4♠ and South has AKQJ10 of diamonds and dummy (West) has four small. North and East both have a doubleton. South must play a third diamond for his partner to ruff as high as he can, forcing a big trump from declarer.
3. Make up a deal where South declares 4♠ and West leads a singleton club. East wins his ♣A and gives his partner a ruff using a suit preference signal to show a heart entry for the second ruff.
4. Make up a deal where West declares 4♠ and the defensive trumps are Qx opposite Jx but the defence can create a trump winner by a trump promotion to beat the contract.
5. Make up a deal where North declares 4♠ and East could over-ruff declarer but where failing to do so creates an extra trump trick.
6. Make up a deal where East declares 4♠ and South leads ♥A and ♥K. South must play a third round to kill a trick in dummy.

**C16TR7****Exercise on The thoughtful defence**

Sitting East, you hold:

♠ K Q 9 8 7 3

♥ 7 3

♦ A 10 5

♣ K 6

North (dummy) ♠ 6 5 2 ♥ Q J 8 ♦ Q 9 7 ♣ A Q J 10	<b>West</b>  Pass	<b>North</b>  3NT	<b>East</b> 1♠ All Pass	<b>South</b> 1NT
East (you) ♠ K Q 9 8 7 3 ♥ 7 3 ♦ A 10 5 ♣ K 6	Partner leads the ♠ 10 and dummy goes down. This is what you can see:			

1. How many spades does South have?
2. Where are the jack and ace of spades? How do you know?
3. What are the minimum and maximum number of hearts held by South? Why?
4. How many hearts has partner?
5. How many diamonds might South have? Why?
6. How many diamonds has partner?
7. Repeat questions 5 and 6 for clubs.
8. How many points has South got? Why?
9. How many points has partner?
10. Construct as far as possible the two unseen hands, using the symbol x for small cards
11. How is South likely to play this hand? What is your best line of defence?



1. Partner has ♠10 singleton or doubleton, so South has 2 or 3 spades.
2. South has ♠J and ♠A. 1NT showed at least one spade stopper. Partner's ♠10 denies ♠J.
3. South must have at least two hearts for 1NT and is unlikely to have five.
4. Partner probably has four, five or six hearts.
5. South should have at least two and maybe as many as five diamonds. It's unlikely South overcalled 1NT with a singleton diamond or a 6-card suit.
6. So partner has between two and five diamonds also.
7. South has between two and five clubs. So partner has between two and five clubs too.
8. South's 1NT shows 16–18 HCP. Dummy has 12, I have 12, so South has 16.
9. Partner has no points at all.
10. Construct as far as possible the two unseen hands, using the symbol x for small cards

	♠ 6 5 2	
	♥ Q J 8	
	♦ Q 9 7	
	♣ A Q J 10	
♠ 10 (x)		♠ K Q 9 8 7 3
♥ x x x x (x x)		♥ 7 3
♦ x x (x x x)		♦ A 10 5
♣ x x (x x x)		♣ K 6
	♠ A J (x)	
	♥ A K (x x)	
	♦ K J (x x x)	
	♣ x x (x x x)	

11. How is South likely to play this hand? What is your best line of defence?

♠ A J x    I hope that the South hand is something like the hand shown. South will  
 ♥ A K x    win the spade and take a club finesse. I will win my ♣K, cash the ♠K  
 ♦ K J x    (watching to see if the jack drops) and play another spade. South can  
 ♣ x x x x    win the ♠J but has only got two spades, three hearts and three club  
                  tricks. South will need to set up a diamond trick. I will grab my ♦A and  
                  cash my spade tricks.

If I am wrong and South has five diamonds we cannot beat 3NT. South will make two spades, three hearts, four diamonds and a club.

If South has four hearts, South can make two spades, four hearts and three clubs.

This hand is a race between you trying to set up your spade tricks and declarer trying to set up his club and diamond tricks. Note, however, that 3NT is North/South's only chance of a game as the alternatives of 5♣ or 5♦ will definitely go down.

## 17 Teaching Objectives for New Gadgets

On completion of this topic, the students should be able to:

### ***Losing Trick Count***

- Understand and use the Losing Trick Count.
- Recognise occasions on which use of the Losing Trick Count is appropriate and those when it is not.

### ***Splinter, pudding and pre-emptive raises of a major suit opening***

- Understand the importance of a pre-emptive response with hands with limited points but good trumps and shape.
- Understand the use of splinter bids and pudding raises.
- Respond appropriately when partner makes a splinter bid or a pudding raise.

### ***Red suit transfers***

- Describe red suit transfers and understand the advantages of red suit transfers.
- Use red suit transfers to better describe their hand.

### ***Weak two openings in diamonds, hearts and spades***

- Explain the advantage of pre-empting at the two level, making it more difficult for opponents to reach their best contract.
- Recognise suitable hands for a weak two opening and assess the value of responding hands.
- Appreciate that competing against opponents' weak two pre-empts has to balance the objectives of bidding constructively and penalising over-aggressive opponents.

### ***Landy defence to a 1NT opening***

- Know how to intervene over an opponent's 1NT opening with at least 5-4 in the majors and understand the requirements for doing so.
- Be able to respond effectively to partner's Landy 2♣ overcall.

## New Gadgets – How to teach this topic

<i>Losing Trick Count</i>	Many students will have heard of this and be keen to be initiated into its mysteries! The main point to emphasise is it is only of use once a major suit fit has been established. However, with more able and sophisticated groups, using it to inform marginal decisions can also be discussed.
<i>Splinter, pudding and pre-emptive raises of a major suit opening</i>	The concept of splinter bids will not present any difficulty with most groups. The challenge is deciding what to do with the information and most of the discussion will need to centre around what is and is not useful opposite partner's shortage.
<i>Red suit transfers</i>	<p>Deficiencies in simple methods and value of transfers. Use transfers over 1NT and 2NT openings.</p> <p>Many people misuse Stayman and bid it with 5-card majors. Don't be surprised at the misconceptions with this simple convention. Emphasise how transfer bids make it possible to bid more accurately over 1NT. Responder's second bid can invite or force to game.</p> <p>If 1NT is doubled make sure students know all bids are natural.</p>
<i>Weak two openings in diamonds, hearts and spades</i>  <i>Responding to a pre-empt</i>  <i>Defence to pre-empts</i>	<p>Ideal pre-empts strike a balance between</p> <ul style="list-style-type: none"> <li>○ taking bidding space from opponents and getting them to the wrong contract.</li> <li>○ going down when opponents have nothing.</li> <li>○ our side missing a better contract.</li> </ul> <p>Students must pass on hands that would be good opposite a one level opening bid.</p> <p>On balance one needs little more to bid over a pre-empt than over a one level bid, given shape and a good suit.</p>
<i>Landy defence to a 1NT opening</i>	<p>The importance of aggression over 1NT. Hands where it is better to defend.</p> <p>Many hands with more than one suit may want to compete over opponents opening 1NT.</p> <p>Any method should balance safety and simplicity.</p> <p>Requirements: at least 5-4 in the majors.</p>

**Supporting partner – The Losing Trick Count**

This is a plan for one lesson on this topic.

**TERMS DISCUSSED IN THIS LESSON**

losers                      total loser count                      LTC                      raising partner

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Losing Trick Count <b>P129/130</b>	CHAT	30	Explain LTC and how we use it, only when we have found a major suit fit, to raise partner's suit.
<b>Exercise on LTC</b> <b>P141</b>	QUIZ	20	
<b>TP97 C17TR1</b>		10	Working in twos, make up a pair of hands to fit the auction and conditions.
Break		10	Some convenient point
<b>Play P152 C17H1</b> <b>hands 1 to 4</b>	PLAY	50	Four hands to play and afterwards students can analyse the results as their Try This
Try This			
Next time			Supporting partner – splinter bids, pudding raises and pre-emptive raises
Notes <b>P129 - 130</b>			

## Supporting partner – Pre-emptive, splinter and pudding raises

This is a plan for one lesson on the topic.

### TERMS DISCUSSED IN THIS LESSON

Boring raises   exciting raises   pre-emptive raises   splinter bids

### LESSON PLAN

Topic	Method	Time	Notes on activities
Which hands bid 4♥? <b>P131</b>	REV CHAT	10	Remember LTC. With 7 losers we raise 1♥ to 4♥. Maybe <ul style="list-style-type: none"> <li>○ We expect to make</li> <li>○ We might have a slam</li> <li>○ We could shut out the opposition</li> </ul> How can partner tell what we have?
Pudding Raises Pre-emptive raises <b>P131</b> <b>P143 Part 1</b>	CHAT QUIZ	10	Bid 3NT - boring shape but 12-15 HCP. Bid 4♥ only 7 losers but poor defence. Make up an example of each.
Splinter raises <b>P132/133</b> <b>P143 Part 2</b>	CHAT QUIZ	30	What to do over a splinter, judging hand value by points that are wasted.
Break		10	When appropriate.
Play the hands <b>P153 C17H2 hands 1 to 4</b>	PLAY	50	4 Hands to bid with a fit for partner's major.
Review		10	
Notes <b>P131-133</b>			

**Red Suit transfers**

This is a plan for one lesson on the topic. It covers only red suit transfers and ignores the 2♠ bid. Do NOT teach students that 2♠ shows 11 HCP and 2NT shows 12 HCP. Tell them to wait to learn more about 2♠. Or they can read *chapter 3 of Really Easy Modern Acol*.

A second lesson could concentrate on transfers over 2NT.

**TERMS DISCUSSED IN THIS LESSON**

Transfer Bid      Red suit transfer      Stayman      Game Forcing Bids

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Why transfers are useful The basic scheme of responses to 1NT <b>P134</b> <b>P145</b>	REV CHAT	15	Allow responder to show a 5+ suit and have another bid. Either a game bid or a game try. Lead comes up to 1NT opener. Practice basic responses with the quiz.
Transfers in action <b>P135</b> <b>P147</b>	CHAT QUIZ	20	Use the quiz to drive home the key points, before actually playing the method.
Break		10	When appropriate.
Play the hands <b>P154 C17H3 (1 to 4)</b> <b>P155 C17H4 (1 to 4)</b>	PLAY	70	4 hands to bid over 1NT. 4 hands to bid over 2NT.
Review		5	
Notes <b>P134-135</b>			

**Weak twos in diamonds, hearts and spades**

This is a single lesson on Weak Twos in diamonds, hearts and spades. It does not cover Benjamin two bids, which are more complicated and dubiously of better value. Weak Twos in three suits are simple to play and easy to learn.

With a strong two, tell students to either open one of the suit or open 2♣.

**TERMS DISCUSSED IN THIS LESSON**

Weak Two Bid      Game try response of 2NT      Game Forcing Bids

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Why play weak twos? <b>P136-137</b> <b>P149</b>	CHAT QUIZ	15	What is a weak two? Responder tries for game. Direct raises as shut out bids. New suit responses. What to do with a strong two hand?
Defending against opponent's weak two opening	CHAT	10	<ul style="list-style-type: none"> <li>○ Play a takeout double with shortage.</li> <li>○ Overcall a new suit with a quality suit, preferably 6-cards at the 3-level.</li> <li>○ Bid 2NT with 16-19 HCP.</li> <li>○ Jump to game in 3NT or your suit.</li> </ul>
Break		10	When appropriate.
Play the hands <b>P156 C17H5 (1 to 4)</b> <b>P157 C17H6 (1 to 4)</b>	PLAY	80	4 hands to open a weak two. 4 hands to defend against a weak two.
Review		5	
Notes <b>P136-137</b>			

**Landy defence to 1NT**

This is a single lesson on the Landy defence to 1NT, introducing the idea of the 2♣ bid to show at least 5-4 in the majors.

**TERMS DISCUSSED IN THIS LESSON**

2-suited hands      Landy      convention

**LESSON PLAN**

Topic	Method	Time	Notes on activities
Whether to compete or not 2 suited overcalls v natural overcalls <b>P138</b>		15	Discuss the merits of passing or overcalling. Various 2-suited methods – Landy is one of them. Landy shows 5-4 in the majors.
Responding to partner <b>P138/139</b>		15	Pass 2♣ with long clubs, otherwise show better major. 2♦ is available as a 'you choose partner'.
Example hands <b>P151</b>		20	Exercise to do in pairs
Break		10	
Hands to play <b>P158 C17H7 hands 1 to 4</b>		40	
Give out end of year quiz if not given out before		10	<b>TP108 - 110</b>
Notes <b>P138-139</b>			
<b>Error in students book P158</b>			P158. Hand 2 - Auction should be West   North   East   South pass   2♥   1NT   2♣ end



**Play session****Lesson 29**

Use set [TP99 Handset 1](#) as a set of 12 hands to play (may have played them in lesson 4 which probably won't matter too much!!)

**Play session****Lesson 30**

Use set [TP102 Handset 2](#) as a set of 12 hands to play

*Practice Continuing Bridge set 11 can be used after this lesson*

**RESOURCE MATERIALS**

Topic	Resource material	Reference
Losing Trick Count		<a href="#">P141</a>
Supporting Partner	Quiz	<a href="#">P143</a>
Transfer Bids	Responder's bidding	<a href="#">P145</a>
Playing transfers	Hands to bid	<a href="#">P147</a>
Test your weak twos	Hands to bid	<a href="#">P149</a>
Landy convention	Hands to bid	<a href="#">P151</a>
<b>Teachers Resource material</b>		
Losing trick count		<a href="#">TP97 C17TR1</a>
Hands to play	12 hands	<a href="#">TP99 C18H1</a>
More hands to play	12 hands	<a href="#">TP102 C18H2</a>

**SUMMARY OF HANDS TO PLAY**

Hand	Bidding	Dec	Other points
<a href="#">P152 C17H1</a>	<b>Supporting partner</b>		
1	1♠ 2♠ ?	N	North can bid 4♠ with a 5 loser hand East could protect over 2♠.
2	1♥ 2♥ 4♥	E	West with 11 HCP bids 2♥ counting losers
3	1♥ 3♥ 4♥	S	Duck first ♦ on ♦K lead.
4	1♥ 4♥	W	East only has 10 HCP but the shape is good.
<a href="#">P153 C17H2</a>	<b>Splinter Bids</b>		
1	4♣ splinter	E	Splinter improves East hand.
2	4♣ splinter after negative	S	Splinter improves South hand.
3	1♥ 1♠ 4♦	N	Splinter by opener.
4	1♥ 3NT 4♥	W	3NT = Pudding raise.

<b>P154 C17H3</b>	<b>Transfers over 1NT</b>		
1	Weak takeout to 2♥	S	E/W can make 3NT.
2	1NT 2♥ 2♠ 2NT 4♠	E	No disgrace to miss game. East might bid 3♠.
3	1NT 2♦ 2♥ 3NT 4♥	W	West should prefer 4♥ with 3 hearts.
4	1NT 3NT	N	South should not bid ♦.
<b>P155 C17H4</b>	<b>Transfers over 2NT</b>		
1	2NT 3♥ 3♠ 3NT 4♠	N	Prefer to play in spades with 3 card support.
2	2NT 3♣ 3♥ 4♥	W	Bid Stayman with both majors, don't transfer
3	2NT 3♣ 3♥ 3NT 4♠	S	Must have a major to use Stayman.
4	2♣ 2♦ 2NT 3♦ 3♥ 3NT 4♥	E	Still transfer in this auction.
<b>P156 C17H5</b>	<b>Weak Two openings</b>		
1	2♠ 2NT 3♦ 4♠	N	North shows ♦ values with a maximum hand
2	2♠ x 4♠	S	Pre-emptive raise gives South a problem
3	2♥ 3♥ (x) P (5♣)	W	East might bid 3♣ over 2♥
4	2♥ 2♠ 4♣ 6♠	E	Splinter by weak two hand leads to slam.
<b>P157 C17H6</b>	<b>Defence to Weak Twos</b>		
1	Takeout double of 2♠	W	
2	Takeout double of 2♦	S	Cue bid weak two suit.
3	Takeout double of 2♥	E	Jump response of 3♠.
4	Takeout double of 2♠	N	North too strong for 3♥ but 4♥ possible.
<b>P158 C17H6</b>	<b>Landy defence to 1NT</b>		
1	2♣ bid left in	E	Best spot to play in
2	North shows preference for hearts	N	
3	Use of 2♦ response – you choose partner	W	With 5 spades and 4 hearts West chooses spades
4	Jumping with a better hand and finding game	S	

## C17TR1 Raising partner using Losing Trick Count

Make up a pair of hands that might have the auction given.

1 E/W can bid and make 4♥ with a combined point count of less than 20 HCP.

2 E/W stop in 2♠ with a combined point count of 25 HCP and a 4-4 spade fit.

3 E/W have less than 20 points between them yet can make 4♥.

4 E/W have a combined count of 23 HCP or less, yet can bid and make a slam.

For the teacher a sample pair of hands is provided, but of course there are many other pairs of hands that can be made up.

### Possible answer

1.	<b>West</b>	<b>East</b>	<b>West</b>	<b>East</b>
	1♣	1♥	♠ 7	♠ 9 5 4 2
	4♥		♥ A 7 6 3 2	♥ K Q 8 2
			♦ 6	♦ J 4 3
			♣ A K 9 5 3 2	♣ 6 4

N/S have more than half the points but E/W can bid and make game.

In the example West has 5 losers and 11 HCP and East has 9 losers and 6 HCP.

2.	<b>West</b>	<b>East</b>	<b>West</b>	<b>East</b>
	1♠	2♠	♠ A Q 7 4	♠ K J 4 2
			♥ Q 7	♥ J 8 2
			♦ 8 7 3 2	♦ Q 6 4
			♣ A Q J	♣ K 4 3

E/W have a combined 25 count and a spade fit, yet they stop out of game.

West has 15 HCP and 7 losers. East has 10 HCP and 9 losers. East is only worth a raise to 2♠. Even 2♠ could go down if spades break 5-0!

3.	<b>West</b>	<b>East</b>	<b>West</b>	<b>East</b>
	1♥	4♥	♠ Q 8 6 5	♠ 2
			♥ A 10 8 4 3	♥ K 9 7 6 5 2
			♦ 6	♦ 4
			♣ A K 8	♣ Q 9 6 4 3

West has 13 HCP and 6 losers. East has 5 HCP and 6 losers. If the defence don't lead or switch to diamonds 12 tricks will be made.

4.	<b>West</b>	<b>East</b>	<b>West</b>	<b>East</b>
	1♠	3♠	♠ A Q 7 4 3 2	♠ K J 9 8 5
	4NT	5♦	♥ 7	♥ A 10 8 2
	6♠		♦ 3	♦ 9 7 6
			♣ A K 10 9 5	♣ 4

West has 4 losers and 13 HCP. East has 8 losers and 8 HCP. The slam is unbeatable despite only a combined 21 points.

## SUMMARY OF HANDS TO PLAY

TP99 Handset 1 C18H1	Revision hands – Year 1	Dec	
1	Weakness take out of 1NT	S	EW can make 3NT but 2♥ makes.
2	Choice of game after 1NT 3♠	W	East chooses to bid 4♠ with three spades.
3	Showing hand shape	N	Spades first then hearts promises 5-4. With only 3 cards in the majors North chooses 3NT
4	Weak 3 opening	E	With cover in all the suits AND an entry to West 3NT is the best bid.
5	Simple overcall	W	West should prefer NT to showing the clubs as he has a good diamond stop.
6	1NT overcall	S	Unlucky for South that North is so poor. North shouldn't rescue.
7	Take out double	E	East, with good points and good diamonds can jump to 2NT.
8	Simple overcall	N	With 3 hearts and 10 points South is worth a raise.
9	2♣ opening	N	South must bid again after 2♠ even with his yarborough.
10	Strong 2♥ opening	E	West might need convincing to raise to 5♦ with only 5 points, but with 5 diamonds its worth a go.
11	Rebid 1NT	S	With 5-5 in the majors, North can jump to 4♥ providing South with a choice of playing spots.
12	4441 opening	W	Open the suit below the singleton.

TP102 Handset 2 C18H2	Revision hands – Year 2	Dec	
1	Danger hand	N	Need to keep East off lead
2	Trump management	E	With 2 losing diamonds you cannot afford 2 trump losers, so play for the drop.
3	Slam bidding using cue bidding	S	Blackwood will tell you that North has one king but cue-bidding tells you it is the ♦ K.
4	Weak 2 opening	W	East should resist the temptation to try to find a better spot.
5	Forth suit forcing	N	Minimum hand so stop short of game.
6	King lead against NT	E	North should play high/low with his doubleton, denying the missing honour.
7	Penalty double of 1NT	S	Opportunity to introduce the 'redouble' card if you have not used it before.
8	Transfer after 1NT opening	W	Stopping short of game when both East and West have minimum hands.
9	Landy overcall	W	A jump response to Landy, still not enough to bid game.
10	Defence to weak 2 opening	S	2NT to show the strong hand
11	Showing 5-4 in the bidding	N	Not strong enough to make a reverse bid.
12	Slam bidding using Blackwood	E	A grand slam to finish with – what else? Blackwood means you can count 13 tricks.

## Handset 1 – Revision set of 12 hands on Year 1 work (C18H1)

<div><div>♠854</div><div>♥Q2</div><div>♦AK65</div><div>♣A764</div></div> <div><div>♠KQJ</div><div>♥K5</div><div>♦J932</div><div>♣J1082</div></div> <div><div>♠A1076</div><div>♥A43</div><div>♦1087</div><div>♣KQ5</div></div> <div><div>♠932</div><div>♥J109876</div><div>♦Q4</div><div>♣93</div></div>	<div>Board 1 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1NT</td><td>Pass</td><td>2♥</td></tr></table> <div>All Pass</div> <div>North opens 1NT, showing 12-14 points. South makes a weakness takeout into 2♥.</div> <div>West starts with ♠K, top of a sequence, and the defenders may take three spade tricks. Then West switches to ♣J. Declarer cannot afford to draw trumps immediately. He must start off by cashing ♦Q A K, discarding a club loser.</div> <div>Despite having only 3 points South makes 2♥, a good result because East/West could make 3NT.</div>	West	North	East	South		1NT	Pass	2♥								
West	North	East	South														
	1NT	Pass	2♥														
<div><div>♠Q108</div><div>♥8653</div><div>♦109</div><div>♣AKQ5</div></div> <div><div>♠K9754</div><div>♥KQ10</div><div>♦KQ2</div><div>♣62</div></div> <div><div>♠A63</div><div>♥A97</div><div>♦A7643</div><div>♣87</div></div> <div><div>♠J2</div><div>♥J42</div><div>♦J85</div><div>♣J10943</div></div>	<div>Board 2 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>4♠</td><td>All Pass</td></tr></table> <div>East opens 1NT, showing 12-14 points. With enough for game and five spades West offers a choice between 3NT and 4♠ by bidding a forcing 3♠. With three spades East chooses 4♠.</div> <div>North leads ♣A but the defenders can take only two club tricks before declarer can ruff. As soon as he gets the lead declarer cashes the ♠A K. Because the last trump is a winner he ignores it and sets about cashing his red suit winners.</div>	West	North	East	South			1NT	Pass	3♠	Pass	4♠	All Pass				
West	North	East	South														
		1NT	Pass														
3♠	Pass	4♠	All Pass														
<div><div>♠J</div><div>♥K3</div><div>♦AK63</div><div>♣Q109875</div></div> <div><div>♠1084</div><div>♥J1095</div><div>♦J7</div><div>♣K632</div></div> <div><div>♠Q932</div><div>♥Q42</div><div>♦Q1082</div><div>♣A4</div></div> <div><div>♠AK765</div><div>♥A876</div><div>♦954</div><div>♣J</div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>3NT</td><td>All Pass</td><td></td></tr></table> <div>When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. With 13 points North must ensure game is reached and with no fit and values in the unbid suit (diamonds) 3NT is obvious.</div> <div>East leads ♦2, the fourth highest of the unbid suit. North wins ♦A and tackles clubs. There is a twist here: he should play ♣Q, swallowing up South's ♣J. Because he has all the high clubs except ♣A K he can afford to squander ♣J, and just in case the defenders decide not to win the first club trick, the lead must remain with North so he can continue clubs.</div>	West	North	East	South				1♠	Pass	2♣	Pass	2♥	Pass	3NT	All Pass	
West	North	East	South														
			1♠														
Pass	2♣	Pass	2♥														
Pass	3NT	All Pass															
<div><div>♠93</div><div>♥KJ1097</div><div>♦10543</div><div>♣85</div></div> <div><div>♠1064</div><div>♥Q</div><div>♦92</div><div>♣AQJ10976</div></div> <div><div>♠A752</div><div>♥A86</div><div>♦QJ8</div><div>♣K43</div></div> <div><div>♠KQJ8</div><div>♥5432</div><div>♦AK76</div><div>♣2</div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>3♣</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <div>3♣ shows a long, strong suit, normally at least seven cards and fewer than ten points. East bids 3NT, envisaging taking seven club tricks and two aces. South starts with ♠K – top of a sequence but East can make nine tricks off the top.</div>	West	North	East	South	3♣	Pass	3NT	All Pass								
West	North	East	South														
3♣	Pass	3NT	All Pass														

<div><div><div>♠ AK2</div><div>♥ Q32</div><div>♦ QJ10762</div><div>♣ 9</div></div><div><div>♠ Q107</div><div>♥ 107</div><div>♦ AK8</div><div>♣ Q10872</div></div><div><div>♠ J8</div><div>♥ AKJ94</div><div>♦ 954</div><div>♣ AK3</div></div><div><div>♠ 96543</div><div>♥ 865</div><div>♦ 3</div><div>♣ J654</div></div></div>	<div>Board 5 : Dealer North : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♦</td><td>1♥</td><td>Pass</td></tr><tr><td>1NT</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>1♥ shows 8-16 points and a 5-card suit. East is right at the top end so when West bids 1NT East bids game. The 1NT response to 1♥ shows 9-12 points and a good stopper in diamonds, the opposition's suit.</p> <p>North leads ♦Q. Declarer wins ♦A and finesses hearts, running ♥10. When he tackles clubs he cashes ♣A K and sees that North shows out so he can take a 100% certain finesse of ♣10. Declarer should make 12 tricks.</p>	West	North	East	South		1♦	1♥	Pass	1NT	Pass	3NT	All Pass				
West	North	East	South														
	1♦	1♥	Pass														
1NT	Pass	3NT	All Pass														
<div><div><div>♠ 654</div><div>♥ J1084</div><div>♦ 54</div><div>♣ 9732</div></div><div><div>♠ K1098</div><div>♥ K632</div><div>♦ 86</div><div>♣ A85</div></div><div><div>♠ J7</div><div>♥ AQ</div><div>♦ QJ10932</div><div>♣ QJ10</div></div><div><div>♠ AQ32</div><div>♥ 975</div><div>♦ AK7</div><div>♣ K64</div></div></div>	<div>Board 6 : Dealer East : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♦</td><td>1NT</td></tr><tr><td>Dbl</td><td>All Pass</td><td></td><td></td></tr></table> <p>The 1NT overcall shows 16-18 points and preferably two stoppers in diamonds, the opposition's suit. With ten points West knows his side has the majority of points so he doubles, for penalties.</p> <p>West leads ♦8 top of a doubleton in his partner's suit. Despite his excellent hand declarer will do well to make more than three tricks.</p>	West	North	East	South			1♦	1NT	Dbl	All Pass						
West	North	East	South														
		1♦	1NT														
Dbl	All Pass																
<div><div><div>♠ 1074</div><div>♥ 7542</div><div>♦ Q8</div><div>♣ 10854</div></div><div><div>♠ J983</div><div>♥ KQJ10</div><div>♦ 2</div><div>♣ AK76</div></div><div><div>♠ KQ2</div><div>♥ 863</div><div>♦ KJ109</div><div>♣ Q32</div></div><div><div>♠ A65</div><div>♥ A9</div><div>♦ A76543</div><div>♣ J9</div></div></div>	<div>Board 7 : Dealer South : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♦</td></tr><tr><td>Dbl</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>West has the perfect shape for a take out double. 2NT from East shows 10-12 points and preferably two guards in the opponents' suit. South leads ♦5. North will play ♦Q (third hand high) leaving declarer with three diamond stoppers. He should make ten tricks, losing just three aces.</p>	West	North	East	South				1♦	Dbl	Pass	2NT	Pass	3NT	All Pass		
West	North	East	South														
			1♦														
Dbl	Pass	2NT	Pass														
3NT	All Pass																
<div><div><div>♠ 98</div><div>♥ AKJ94</div><div>♦ 954</div><div>♣ AKJ</div></div><div><div>♠ AK</div><div>♥ 32</div><div>♦ KQJ762</div><div>♣ 963</div></div><div><div>♠ J65432</div><div>♥ 1065</div><div>♦ 103</div><div>♣ 54</div></div><div><div>♠ Q107</div><div>♥ Q87</div><div>♦ A8</div><div>♣ Q10872</div></div></div>	<div>Board 8 : Dealer West : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♦</td><td>1♥</td><td>Pass</td><td>3♥</td></tr><tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr></table> <p>1♥ shows 8-16 points and a 5-card suit. North is right at the top end of this point range so when South raises to 3♥ North bids game.</p> <p>Note that because the 1♥ overcaller has five hearts, his partner needs only three hearts to support hearts.</p> <p>Declarer makes 11 tricks by winning ♦10 lead, drawing trumps and making five club tricks. On the third round of clubs he overtakes ♣J with ♣Q to retain the lead in dummy.</p>	West	North	East	South	1♦	1♥	Pass	3♥	Pass	4♥	All Pass					
West	North	East	South														
1♦	1♥	Pass	3♥														
Pass	4♥	All Pass															

<div><div><div>♠ AKQ84</div><div>♥ AK82</div><div>♦ AK9</div><div>♣ 2</div></div><div><div>♠ 10</div><div>♥ J103</div><div>♦ 654</div><div>♣ KJ10763</div></div><div><div>♠ J9753</div><div>♥ Q9</div><div>♦ QJ10</div><div>♣ AQ8</div></div><div><div>♠ 62</div><div>♥ 7654</div><div>♦ 8732</div><div>♣ 954</div></div></div>	<div>Board 9 : Dealer North : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>2♣</td><td>Pass</td><td>2♦</td></tr><tr><td>Pass</td><td>2♠</td><td>Pass</td><td>2NT</td></tr><tr><td>Pass</td><td>3♥</td><td>Pass</td><td>4♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>2♣ is artificial and 100% forcing, indeed it is game forcing unless the auction starts 2♣ 2♦ 2NT. 2♦ is a negative response, showing 0-7 points (or maybe up to nine points in queens and jacks). 2♠ is game forcing. 2NT is a second negative showing 0-2 points. 3♥ is a second suit. East leads ♦Q, won by ♦A. Declarer then cashes ♥A K and leaves the remaining trump. He continues with ♠A K Q, trumps ♠4, returns to hand with ♦K and ruffs his ♠8. At some stage West may ruff with ♥J but it doesn't prevent declarer taking ten tricks.</p>	West	North	East	South		2♣	Pass	2♦	Pass	2♠	Pass	2NT	Pass	3♥	Pass	4♥	All Pass			
West	North	East	South																		
	2♣	Pass	2♦																		
Pass	2♠	Pass	2NT																		
Pass	3♥	Pass	4♥																		
All Pass																					
<div><div><div>♠ AQJ</div><div>♥ 9765</div><div>♦ 105</div><div>♣ 10865</div></div><div><div>♠ K54</div><div>♥ 2</div><div>♦ Q9876</div><div>♣ 9732</div></div><div><div>♠ 62</div><div>♥ AKQJ4</div><div>♦ AKJ32</div><div>♣ 4</div></div><div><div>♠ 109873</div><div>♥ 1083</div><div>♦ 4</div><div>♣ AKQJ</div></div></div>	<div>Board 10 : Dealer East : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>2♥</td><td>Pass</td></tr><tr><td>2NT</td><td>Pass</td><td>3♦</td><td>Pass</td></tr><tr><td>5♦</td><td>All Pass</td><td></td><td></td></tr></table> <p>2♥ is forcing for one round – partner must respond. It shows a hand with lots of shape and high cards which is not quite strong enough to open with a game-forcing 2♣. 2NT is an artificial negative bid showing 0-7 points. 3♦ is a second suit, at which point West becomes quite excited because of the good diamond fit. South starts with ♣A. If he switches to a spade then declarer can immediately be defeated because the ♠A Q are sitting over ♠K. However in practice South will continue ♣K. Declarer ruffs and draws trumps. Now declarer doesn't need the spade finesse. He cashes his hearts, throwing all of dummy's spades. Now he can cross ruff his way to 12 tricks.</p>	West	North	East	South			2♥	Pass	2NT	Pass	3♦	Pass	5♦	All Pass						
West	North	East	South																		
		2♥	Pass																		
2NT	Pass	3♦	Pass																		
5♦	All Pass																				
<div><div><div>♠ KQJ102</div><div>♥ Q10754</div><div>♦ 8</div><div>♣ K5</div></div><div><div>♠ 543</div><div>♥ 832</div><div>♦ A72</div><div>♣ Q432</div></div><div><div>♠ A76</div><div>♥ 96</div><div>♦ K653</div><div>♣ J1097</div></div><div><div>♠ 98</div><div>♥ AKJ</div><div>♦ QJ1094</div><div>♣ A86</div></div></div>	<div>Board 11 : Dealer South : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♦</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>1NT</td></tr><tr><td>Pass</td><td>4♥</td><td>All Pass</td><td></td></tr></table> <p>South is too strong to open 1NT, but the 1NT rebid shows 15-16 points. North responds 1♠ the higher of the two 5-card suits he could have bid at the one level. 4♥ gives South the choice between 4♥ and 4♠. East leads ♣J, top of a sequence. Declarer can win ♣A, draw trumps, force out ♠A and make four spade tricks.</p>	West	North	East	South				1♦	Pass	1♠	Pass	1NT	Pass	4♥	All Pass					
West	North	East	South																		
			1♦																		
Pass	1♠	Pass	1NT																		
Pass	4♥	All Pass																			
<div><div><div>♠ J986</div><div>♥ J82</div><div>♦ QJ</div><div>♣ J987</div></div><div><div>♠ KQ32</div><div>♥ AQ76</div><div>♦ 4</div><div>♣ KQ32</div></div><div><div>♠ A75</div><div>♥ K943</div><div>♦ A976</div><div>♣ 54</div></div><div><div>♠ 104</div><div>♥ 105</div><div>♦ K108532</div><div>♣ A106</div></div></div>	<div>Board 12 : Dealer West : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♣</td><td>Pass</td><td>1♦</td><td>Pass</td></tr><tr><td>1♥</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>4♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>With a 4-4-4-1 hand and a red suit singleton West opens the suit below the singleton. The 1♥ rebid suggests 5 clubs, but it is less damaging to mislead in a minor than in a major. Note that East could have continued 1♠ if he had 4 spades and fewer than 4 hearts: 2♠ is normally played as fourth suit forcing.</p>	West	North	East	South	1♣	Pass	1♦	Pass	1♥	Pass	3♥	Pass	4♥	All Pass						
West	North	East	South																		
1♣	Pass	1♦	Pass																		
1♥	Pass	3♥	Pass																		
4♥	All Pass																				

C18H1

## Handset 2 Revision hands for a play session (C18H2)

These hands each feature a concept from Book 2. If the auctions go correctly, each player should be declarer 3 times in the 12 hands (once per set of four).

**In these hands assume we are playing weak twos (hands 4 and 10), red suit transfers (hand 8) and Landy (hand 9).**

<div><div><div>♠ A32</div><div>♥ Q64</div><div>♦ KJ32</div><div>♣ A63</div></div><div><div>♠ 84</div><div>♥ J10973</div><div>♦ 54</div><div>♣ 10954</div></div><div><div>♠ KQJ109</div><div>♥ 82</div><div>♦ Q76</div><div>♣ QJ8</div></div><div><div>♠ 765</div><div>♥ AK5</div><div>♦ A1098</div><div>♣ K72</div></div></div>	<div>Board 1 : Dealer North : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1NT</td><td>Pass</td><td>3NT</td></tr></table> <div>All Pass</div> <div>East leads ♠K. Declarer takes ♠A on third round of spades.</div> <div><b>Danger Hand:</b> East, because East can cash spades.</div> <div><b>Cunning Plan:</b> Declarer has 8 top tricks and needs to develop one more diamond trick without East gaining the lead. He finesses dummy's ♦10.</div>	West	North	East	South		1NT	Pass	3NT																				
West	North	East	South																										
	1NT	Pass	3NT																										
<div><div><div>♠ Q103</div><div>♥ 107</div><div>♦ 10632</div><div>♣ KQ86</div></div><div><div>♠ K2</div><div>♥ 82</div><div>♦ 984</div><div>♣ AJ10543</div></div><div><div>♠ A7654</div><div>♥ AKQJ6</div><div>♦ J5</div><div>♣ 2</div></div><div><div>♠ J98</div><div>♥ 9543</div><div>♦ AKQ7</div><div>♣ 97</div></div></div>	<div>Board 2 : Dealer East : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♠</td><td>Pass</td></tr><tr><td>1NT</td><td>Pass</td><td>2♥</td><td>Pass</td></tr><tr><td>2♠</td><td>Pass</td><td>3♥</td><td>Pass</td></tr><tr><td>4♠</td><td>All Pass</td><td></td><td></td></tr></table> <div>South cashes ♦A K and continues with ♦Q which declarer ruffs. Declarer cashes ♠K A and both defenders follow. He can't afford two trump losers in 4♠ so must play a third round, hoping they break 3-3.</div>	West	North	East	South			1♠	Pass	1NT	Pass	2♥	Pass	2♠	Pass	3♥	Pass	4♠	All Pass										
West	North	East	South																										
		1♠	Pass																										
1NT	Pass	2♥	Pass																										
2♠	Pass	3♥	Pass																										
4♠	All Pass																												
<div><div><div>♠ 10983</div><div>♥ Q62</div><div>♦ K75</div><div>♣ 975</div></div><div><div>♠ 4</div><div>♥ K9843</div><div>♦ J984</div><div>♣ 1042</div></div><div><div>♠ 2</div><div>♥ AJ1075</div><div>♦ 1063</div><div>♣ J863</div></div><div><div>♠ AKQJ765</div><div>♥ -</div><div>♦ AQ2</div><div>♣ AKQ</div></div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>2♣</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2♠</td></tr><tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♣</td></tr><tr><td>Pass</td><td>4♠</td><td>Pass</td><td>5♣</td></tr><tr><td>Pass</td><td>5♦</td><td>Pass</td><td>7♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <div>4♣ shows first round control in clubs. 4♠ denies first round control in diamonds or hearts. 5♣ shows second round control in clubs. 5♦ shows second round control in diamonds.</div>	West	North	East	South				2♣	Pass	2♦	Pass	2♠	Pass	3♠	Pass	4♣	Pass	4♠	Pass	5♣	Pass	5♦	Pass	7♠	All Pass			
West	North	East	South																										
			2♣																										
Pass	2♦	Pass	2♠																										
Pass	3♠	Pass	4♣																										
Pass	4♠	Pass	5♣																										
Pass	5♦	Pass	7♠																										
All Pass																													
<div><div><div>♠ J1032</div><div>♥ AQ5</div><div>♦ 654</div><div>♣ KJ6</div></div><div><div>♠ AQ8754</div><div>♥ 2</div><div>♦ Q987</div><div>♣ 75</div></div><div><div>♠ 6</div><div>♥ K8643</div><div>♦ A32</div><div>♣ AQ43</div></div><div><div>♠ K9</div><div>♥ J1097</div><div>♦ KJ10</div><div>♣ 10982</div></div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>2♠</td><td>All Pass</td><td></td><td></td></tr></table> <div>2♠ shows 5-9 points and a good 6-card suit. With 13 points and a misfit East has no reason to bid on. The general principle is: 'With a misfit, don't fight partner'.</div>	West	North	East	South	2♠	All Pass																						
West	North	East	South																										
2♠	All Pass																												



<p>♠ 8 ♥ AQ9652 ♦ 98 ♣ AJ32</p> <p>♠ 10932                      ♠ QJ4 ♥ 84                            ♥ K107 ♦ AKJ76                      ♦ Q54 ♣ 54                            ♣ Q1076</p> <p>♠ AK765 ♥ J3 ♦ 1032 ♣ K98</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♣</td><td>Pass</td><td>2♦</td></tr><tr><td>Pass</td><td>2♥</td><td>All Pass</td><td></td></tr></table> <p>Opening 1♥ and rebidding 2♣ guarantees 5 hearts. 2♦ is fourth suit forcing. It shows at least game invitational values (11+ HCP) but might be a lot stronger. 2♥ shows a minimum opening and suggests a sixth heart (though sometimes North may have no choice but to continue with 2♥ with a 5-card suit).</p>	West	North	East	South		1♥	Pass	1♠	Pass	2♣	Pass	2♦	Pass	2♥	All Pass	
West	North	East	South														
	1♥	Pass	1♠														
Pass	2♣	Pass	2♦														
Pass	2♥	All Pass															
<p>♠ J872 ♥ 82 ♦ AJ1043 ♣ 42</p> <p>♠ K93                      ♠ AQ106 ♥ 943                      ♥ Q107 ♦ K87                      ♦ Q65 ♣ AQJ10                      ♣ K93</p> <p>♠ 54 ♥ AKJ65 ♦ 92 ♣ 8765</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>South's hearts are so strong that he leads ♥K to look at dummy. North should unblock if he has the ♥Q. When North fails to play ♥Q South knows declarer has it so he switches suit. Eventually North comes in with ♦A and returns a heart through declarer's ♥Q. Note that North should play ♥8 denying the ♥Q and suggesting a doubleton heart which means declarer's ♥Q will not fall under South's ♥A on the second round of the suit.</p>	West	North	East	South			1NT	Pass	3NT	All Pass						
West	North	East	South														
		1NT	Pass														
3NT	All Pass																
<p>♠ 643 ♥ A832 ♦ K63 ♣ KJ3</p> <p>♠ AKJ10                      ♠ 982 ♥ KQJ                      ♥ 1096 ♦ 1098                      ♦ 754 ♣ Q107                      ♣ 9865</p> <p>♠ Q75 ♥ 754 ♦ AQJ2 ♣ A42</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1NT</td></tr><tr><td>Dbl</td><td>Rdbl</td><td>All Pass</td><td></td></tr></table> <p>Double of a 12-14 1NT shows 16+ HCP: possibly fewer if the doubler has a good source of tricks. North expects 1NT doubled to make easily, so he redoubles. East/West have the choice between conceding a large score to 1NT redoubled or trying to escape. If East/West decide to escape to 2♣ or 2♠ they should lose 800.</p> <p>Some players choose to give a conventional meaning to redouble.</p>	West	North	East	South				1NT	Dbl	Rdbl	All Pass					
West	North	East	South														
			1NT														
Dbl	Rdbl	All Pass															
<p>♠ QJ1064 ♥ A4 ♦ 932 ♣ 986</p> <p>♠ 932                      ♠ 87 ♥ Q107                      ♥ KJ532 ♦ AQJ                      ♦ K75 ♣ K542                      ♣ A107</p> <p>♠ AK5 ♥ 986 ♦ 10864 ♣ QJ3</p>	<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1NT</td><td>Pass</td><td>2♦</td><td>Pass</td></tr><tr><td>2♥</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3♥</td><td>All Pass</td><td></td><td></td></tr></table> <p>2♦ shows 5+ hearts and requires partner to bid 2♥. 2NT shows 11-12 HCP and exactly 5 hearts. West signs off in 3♥ because he has a minimum 1NT opening and 3-card heart support. 3♥ makes 9 tricks. 2NT is one off on a spade lead.</p>	West	North	East	South	1NT	Pass	2♦	Pass	2♥	Pass	2NT	Pass	3♥	All Pass		
West	North	East	South														
1NT	Pass	2♦	Pass														
2♥	Pass	2NT	Pass														
3♥	All Pass																

<div><div>♠AJ2</div><div>♥K9</div><div>♦10943</div><div>♣AQ83</div></div> <div><div>♠K643</div><div>♥65</div><div>♦AQ76</div><div>♣K109</div></div> <div><div>♠Q10987</div><div>♥AQJ42</div><div>♦8</div><div>♣42</div></div> <div><div>♠5</div><div>♥10873</div><div>♦KJ52</div><div>♣J765</div></div>	<div>Board 9 : Dealer North : EW vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1NT</td><td>2♣</td><td>Pass</td></tr><tr><td>3♠</td><td>All Pass</td><td></td><td></td></tr></table> <p>2♣ is Landy, showing 9-15 HCP and at least 5-4 in the major suits. 3♠ is a game try, declined by East who has a minimum for 2♣.</p>	West	North	East	South		1NT	2♣	Pass	3♠	All Pass										
West	North	East	South																		
	1NT	2♣	Pass																		
3♠	All Pass																				
<div><div>♠KJ96</div><div>♥86</div><div>♦K983</div><div>♣QJ3</div></div> <div><div>♠A87</div><div>♥Q2</div><div>♦10764</div><div>♣10542</div></div> <div><div>♠43</div><div>♥KJ10543</div><div>♦52</div><div>♣A96</div></div> <div><div>♠Q1052</div><div>♥A97</div><div>♦AQJ</div><div>♣K87</div></div>	<div>Board 10 : Dealer East : All vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>2♥</td><td>2NT</td></tr><tr><td>Pass</td><td>3♣</td><td>Pass</td><td>3♠</td></tr><tr><td>Pass</td><td>4♠</td><td>All Pass</td><td></td></tr></table> <p>2♥ shows 5-9 points and a good 6-card suit. 2NT shows 16-19 points and a heart stopper. North bids as he would over a 2NT opening bid, bearing in mind that the 2NT overcall is weaker. 3♣ is Stayman, leading to the 4-4 spade fit.</p>	West	North	East	South			2♥	2NT	Pass	3♣	Pass	3♠	Pass	4♠	All Pass					
West	North	East	South																		
		2♥	2NT																		
Pass	3♣	Pass	3♠																		
Pass	4♠	All Pass																			
<div><div>♠QJ987</div><div>♥4</div><div>♦QJ9</div><div>♣KJ42</div></div> <div><div>♠A642</div><div>♥J98</div><div>♦532</div><div>♣Q108</div></div> <div><div>♠K53</div><div>♥10732</div><div>♦K64</div><div>♣973</div></div> <div><div>♠10</div><div>♥AKQ65</div><div>♦A1087</div><div>♣A65</div></div>	<div>Board 11 : Dealer South : Love all</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♥</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♦</td></tr><tr><td>Pass</td><td>2NT</td><td>Pass</td><td>3NT</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>South has plenty to spare for his rebid but he is not strong enough for a game forcing 3♦, hence he must content himself with 2♦ even though it is not forcing. He will normally get another chance. In this case North has 10 HCP and club stoppers, the minimum necessary for 2NT.</p>	West	North	East	South				1♥	Pass	1♠	Pass	2♦	Pass	2NT	Pass	3NT	All Pass			
West	North	East	South																		
			1♥																		
Pass	1♠	Pass	2♦																		
Pass	2NT	Pass	3NT																		
All Pass																					
<div><div>♠9852</div><div>♥Q1098</div><div>♦98</div><div>♣K109</div></div> <div><div>♠A10743</div><div>♥K76</div><div>♦2</div><div>♣AJ63</div></div> <div><div>♠KQJ</div><div>♥A32</div><div>♦AKQJ54</div><div>♣7</div></div> <div><div>♠6</div><div>♥J54</div><div>♦10763</div><div>♣Q8542</div></div>	<div>Board 12 : Dealer West : NS vulnerable</div> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♠</td><td>Pass</td><td>3♦</td><td>Pass</td></tr><tr><td>3♠</td><td>Pass</td><td>4NT</td><td>Pass</td></tr><tr><td>5♥</td><td>Pass</td><td>7NT</td><td>All Pass</td></tr></table> <p>East shows good diamonds and at least 16 points with his jump shift to 3♦. When West rebids 3♠ East knows of the 8-card spade fit. He also has a far stronger hand than he has shown and is justified in using Blackwood. When West shows two aces East can see 13 tricks: 5 spades: 6 diamonds, ♥A and ♣A.</p>	West	North	East	South	1♠	Pass	3♦	Pass	3♠	Pass	4NT	Pass	5♥	Pass	7NT	All Pass				
West	North	East	South																		
1♠	Pass	3♦	Pass																		
3♠	Pass	4NT	Pass																		
5♥	Pass	7NT	All Pass																		

C18H2

## **HAND BANKS 1 AND 2**

Andrew Kambites has devised some further practice handsets on topics from books 1 and 2 with commentaries (available on the teacher's part of the EBU website) which can be used for as a basis for any additional revision sessions. Handsets 1 (C18H1) and 2 (C18H2) are taken from the hand bank.

### **The following hands from Set 1 consolidate material in book 1**

- HBSET 1 One No Trump Openings and Responses
- HBSET 2 Quantitative Raises
- HBSET 3 One No Trump (and 2NT) Response
- HBSET 4 Opener's Rebid when it is a Limit Bid
- HBSET 5 Opener's Rebid
- HBSET 6 Overcalls
- HBSET 7 Double for Takeout
- HBSET 8 Stayman
- HBSET 9 Acol Opening Two Bids
- HBSET 10 Pre-emptive (Barrage) Hands
- HBSET 51 Declarer Play – Establishing Entries. More Finesses
- HBSET 52 Declarer Play – Finessing
- HBSET 53 Declarer Play – Making that Contract
- HBSET 54 Defending NT Contracts
- HBSET 55 Defending Suit Contracts

### **These hands from set 2 consolidate material in book 2**

- HBSET 11 Competitive bidding in the protective position
- HBSET 12 Cue Bidding and use of Blackwood
- HBSET 13 Defending against pre-empts
- HBSET 14 Responsive, competitive and negative doubles
- HBSET 15 Doubling and bidding over 1NT
- HBSET 16 Fourth suit forcing
- HBSET 17 Limit bid responses
- HBSET 18 Use of losing trick count
- HBSET 19 Splinter bids and pudding raises
- HBSET 20 Red suit transfers after 1NT and 2NT
- HBSET 21 Weak two openings in diamonds, hearts and spades
- HBSET 56 Use of S.W.O.T.
- HBSET 57 Defence 1
- HBSET 58 The danger hand
- HBSET 59 Declarer and defenders' play – counting the opponents' points
- HBSET 60 Signals and Discards

# CONTINUING BRIDGE – Mid Course Assessment

## Record of student learning and achievement

Student name \_\_\_\_\_

Criteria	Criteria details	Date/Activity showing achievement
1.1	say what system they have been taught	
1.2	add new topics to the system as learned	
2	bid, taking into account short and long suits, not sticking just to point count when determining the correct action	
3.1	take note of the bidding when planning the play	
3.2	make plans for playing a hand in no trumps, including hold up and ducking	
3.3	play a hand in a trump contract which involves delaying drawing trumps	
3.4	change the plan during play, if the need arises because of information available	
4.1	recognise and make strong two opening bids, either in a suit or no trumps	
4.2	explain what makes a hand worth a strong opening bid	
4.3	respond to partner's strong two bids	
5.1	play the cards in tempo	
5.2	decide how to defend a hand	
5.3	as a defender, give signals, choosing count, attitude or suit preference, as needed	
5.4	notice when partner makes a signal	
5.5	return partner's lead, playing the correct card to indicate length in the suit	
6.1	appreciate when a hand might be bid to slam	
6.2	bid slam hands, using specifically chosen hands	
6.3	recognise and use correctly the Blackwood convention	

Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Attendance															
Homework															

# CONTINUING BRIDGE – End Of Year Assessment

## Record of student learning and achievement

Student name \_\_\_\_\_

Criteria	Criteria details	Date/Activity showing achievement
1.1	play bridge, not necessarily correctly, without needing a teacher standing by	
1.2	make a bid of some sort play outside the classroom	
2.1	take part in a competition in class, playing at least eight boards in two hours	
2.2	remain calm when the unexpected occurs	
2.3	complete a personal scorecard	
2.4	fill in a travelling score sheet realise that going down is not always a bad result	
3.1	identify hands where it is appropriate to open at the three level and higher	
3.2	make appropriate responses to partner's pre-emptive opening	
3.3	bid when opponents pre-empt	
4.1	make a penalty double of 1NT and double again in the subsequent auction	
4.2	make a natural overcall of a 1NT opening and respond to such an overcall	
5.1	use and respond to takeout doubles both after opponents have opened and when we open and opponents overcall	
5.2	explain the difference between, and make penalty and takeout doubles	
6.1	say what the English Bridge Union is, how it governs and supports the game	
6.2	read and discuss one article from <i>English Bridge</i>	

Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Attendance															
Homework															

## Continuing Bridge

### End of Year Revision Quiz

Your Name \_\_\_\_\_ Your Teacher \_\_\_\_\_

Please help your teacher by trying these revision questions.

It is important to know how effective the course has been.

Don't worry if you can't do all the questions.

You can look up the answers in your notes if you want to.

In ALL Questions you are non-vulnerable unless it says different.

The new gadgets in Chapter 17 are NOT tested in this quiz.

1 As dealer, what do you open on each of the following hands?

A	<p>♠ 2</p> <p>♥ AQJ9854</p> <p>♦ 4 3</p> <p>♣ 4 3 2</p>	B	<p>♠ A K Q 5 4</p> <p>♥ A K Q 9</p> <p>♦ K 4</p> <p>♣ K 4</p>	C	<p>♠ A K 4 2</p> <p>♥ Q J 3 2</p> <p>♦ 4</p> <p>♣ K 4 3 2</p>	D	<p>♠ A K 10 3</p> <p>♥ Q J 4 2</p> <p>♦ A Q 4</p> <p>♣ A J</p>
---	---	---	---	---	---	---	--

I open \_\_\_\_\_

2 The opponents bid 1NT 3NT. Dummy is the hand shown in the left-hand box. Your partner leads and you, sitting in third seat, have to decide how to defend with the 3 hands shown.

<p>♠ Q 5</p> <p>♥ 10 7 6</p> <p>♦ A Q J 9 8 7</p> <p>♣ A 3</p> <p>DUMMY</p>	A	<p>♠ 4 3 2</p> <p>♥ A 4</p> <p>♦ 6 5 4 3</p> <p>♣ 10 5 4 2</p> <p>Lead is ♥K</p>	B	<p>♠ A 6 2</p> <p>♥ 9 4 3</p> <p>♦ K 4 3</p> <p>♣ K 10 4 2</p> <p>Lead is ♠7</p>	C	<p>♠ A J 9 2</p> <p>♥ Q 4 2</p> <p>♦ K 4 3</p> <p>♣ Q 5 2</p> <p>Lead is ♠3</p>
---	---	--	---	--	---	---

What do you play? \_\_\_\_\_

If you win, what card at trick 2? \_\_\_\_\_

3 What would you call in the auctions given? The opposition do not bid.

A	<p>♠ 4 3 2</p> <p>♥ A K 9</p> <p>♦ J 7 6 2</p> <p>♣ K J 7</p>	B	<p>♠ K 2</p> <p>♥ 10 4 3 2</p> <p>♦ Q J 4 3</p> <p>♣ Q 6 2</p>	C	<p>♠ 7 4</p> <p>♥ 10 8 2</p> <p>♦ 9 2</p> <p>♣ A Q 7 4 3 2</p>	D	<p>♠ 3 2</p> <p>♥ K J 6 5</p> <p>♦ A 9 8 7</p> <p>♣ Q 3 2</p>
---	---	---	--	---	--	---	---

Partner	You	Partner	You	Partner	You	Partner	You
1♠	2NT	2♥	?	1♠	?	3♠	?
3♥	?						

I bid \_\_\_\_\_

4 As South, what would you call in the auctions given?

A	<div> <p>♠ Q 10 2</p> <p>♥ Q 9 8</p> <p>♦ K 7 5</p> <p>♣ J 10 6 3</p> </div>	B	<div> <p>♠ J 9 7 2</p> <p>♥ 10 4</p> <p>♦ A 4 3 2</p> <p>♣ Q 6 2</p> </div>	C	<div> <p>♠ K 4 2</p> <p>♥ 10 8</p> <p>♦ A K 9 8 7 6</p> <p>♣ K 8</p> </div>	D	<div> <p>♠ A Q J 9 4 2</p> <p>♥ K J 4</p> <p>♦ Q J 2</p> <p>♣ 2</p> </div>
---	--	---	---	---	---	---	--

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
1NT	dbl	2♣	?	1NT	dbl	P	?	1♠	dbl	P	?	P	P	1♣	?

I call \_\_\_\_\_

5 As South, what would you call in the auctions given?

A	<div> <p>♠ A 3 2</p> <p>♥ K 9</p> <p>♦ Q 8 7 6 2</p> <p>♣ 9 8 7</p> </div>	B	<div> <p>♠ J 9 7 2</p> <p>♥ 10 4 3 2</p> <p>♦ K 8</p> <p>♣ 6 4 2</p> </div>	C	<div> <p>♠ A J 9 7</p> <p>♥ K 10 2</p> <p>♦ 5 4 2</p> <p>♣ 6 3 2</p> </div>	D	<div> <p>♠ K Q J 10 9</p> <p>♥ 2</p> <p>♦ A K Q J 2</p> <p>♣ K Q</p> </div>
---	--	---	---	---	---	---	---

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
P	2♠	P	?	P	2♣	P	2♦	1♦	P	2♦	P		1♠	P	?
				P	2NT	P	?	P	dbl	P	?				

I call \_\_\_\_\_

6 It is your lead, after the auction shown. What card should you lead?

A	<div> <p>♠ J 10 9 2</p> <p>♥ A Q 4</p> <p>♦ 9 8 7 6</p> <p>♣ K 3</p> </div>	B	<div> <p>♠ J 10 9</p> <p>♥ A Q 9 4</p> <p>♦ J 9 6 2</p> <p>♣ 9 8</p> </div>	C	<div> <p>♠ J 9 7</p> <p>♥ K J 10 4 2</p> <p>♦ A 4 3</p> <p>♣ Q 6</p> </div>	D	<div> <p>♠ 7 4 2</p> <p>♥ A Q 10</p> <p>♦ J 9 8 2</p> <p>♣ 7 4 3</p> </div>
---	---	---	---	---	---	---	---

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
1NT	P	3NT	P	1♦	P	1♠	P	1NT	P	2NT	P	1♠	P	2♦	P
P	P	P		2♣	P	3♣	P	3NT	P	P	P	2♥	P	2♠	P
				3NT	P	P	P					4♠	P	P	P

I lead \_\_\_\_\_

7 The auction goes as shown, which hand A B or C best matches your bidding?

A	♠ 4 2 ♥ 4 3 2 ♦ Q 5 4 3 ♣ J 5 4 3	B	♠ 4 3 2 ♥ A 4 3 ♦ K J 5 4 ♣ Q J 5	C	♠ Q J 3 ♥ Q 3 ♦ 4 3 2 ♣ 10 9 5 4 3	Partner	You
					2♠	2NT	
					3♥	3♠	
					4♠	pass	

Hand \_\_\_\_\_

8 The auction goes as shown, which hand A B or C best matches your bidding?

	A	B	C	Partner	You
	♠ A 6 4 2	♠ A 8 4	♠ 10 7 5 3	1NT	2♣
	♥ Q 5	♥ Q 5 4	♥ A 5	2♥	2NT
	♦ K Q 8 6 4	♦ K Q 8 6	♦ K Q 8 6 4	3NT	pass
	♣ 9 8	♣ J 9 8	♣ A 9		

Hand \_\_\_\_\_

9 Your side bid to 3NT .You are South, the declarer.

a) How do you think the bidding went? You were dealer.

♠ Q 6
♥ 6 5 4
♦ A K Q 8 3
♣ 4 3 2

b) West leads the ♠5. What can you deduce from the lead?

♠ A 7 4
♥ A K 2
♦ 7 4
♣ A 8 7 6 5

c) You play the ♠Q and East plays the ♠3. How many tricks do you now have in

♠ ..... ♥ ..... ♦ ..... ♣ .....

d) How do you play the hand to give yourself the best chance of making the contract?

10 Your side bids to 3♥ with the bidding shown. You are South, the declarer.

♠ Q J 3
♥ 8 7 6 5
♦ 6 5 2
♣ A 8 6

♠ A 2
♥ K Q J 10 9
♦ A 4 3
♣ K 4 3

North	South
	1♥
2♥	3♥
pass	

West leads the ♣Q. You potentially have one spade, one heart, two diamonds and one club to lose. How do you play the hand to make sure you only lose four tricks?

How long did it take you to complete the quiz?

Was it a fair test of this year of learning bridge?

What do you plan to do playing and/or learning bridge next year?



## SUGGESTED ANSWERS TO THE CONTINUING BRIDGE REVISION QUIZ

Two marks for each part of a question, one for second best answers. Q2 has 6 part answers. Q7 and Q8, give 4 for a right answer. Allot 10 marks to Q9 and Q10. Total is 80.

1 As dealer, what do you open on each of the following hands.

A	<div style="border: 1px solid black; padding: 5px;"> <p>♠ 2</p> <p>♥ AQJ9854</p> <p>♦ 4 3</p> <p>♣ 4 3 2</p> </div>	B	<div style="border: 1px solid black; padding: 5px;"> <p>♠ A K Q 5 4</p> <p>♥ A K Q 9</p> <p>♦ K 4</p> <p>♣ K 4</p> </div>	C	<div style="border: 1px solid black; padding: 5px;"> <p>♠ A K 4 2</p> <p>♥ Q J 3 2</p> <p>♦ 4</p> <p>♣ K 4 3 2</p> </div>	D	<div style="border: 1px solid black; padding: 5px;"> <p>♠ A K 10 3</p> <p>♥ Q J 4 2</p> <p>♦ A Q 4</p> <p>♣ A J</p> </div>
---	---	---	---	---	---	---	--

I open 3♥ 2♣ 1♣ 2NT

2 The opponents bid 1NT 3NT. Dummy is the hand shown in the left-hand box. Your partner leads and you, sitting in third seat, have to decide how to defend with the 3 hands shown.

<div><p>♠ Q 5</p><p>♥ 10 7 6</p><p>♦ A Q J 9 8 7</p><p>♣ A 3</p></div>	A	<div><p>♠ 4 3 2</p><p>♥ A 4</p><p>♦ 6 5 4 3</p><p>♣ 10 5 4 2</p></div>	B	<div><p>♠ A 6 2</p><p>♥ 9 4 3</p><p>♦ K 4 3</p><p>♣ K 10 4 2</p></div>	C	<div><p>♠ A J 9 2</p><p>♥ Q 4 2</p><p>♦ K 4 3</p><p>♣ Q 5 2</p></div>
DUMMY	Lead is ♥K	Lead is ♠7	Lead is ♠3			

What do you play? ♥A ♠A ♠J if dummy plays ♠5

If you win, what card at trick 2? ♥4 ♠6 to show 3 cards ♠A if ♠J wins  
♥K lead asks for unblock ♠2 would show 2 or 4 partner has ♠K or ♠10

3 What would you call in the auctions given? The opposition do not bid.

A	<div><div>♠ 4 3 2</div><div>♥ A K 9</div><div>♦ J 7 6 2</div><div>♣ K J 7</div></div>	B	<div><div>♠ K 2</div><div>♥ 10 4 3 2</div><div>♦ Q J 4 3</div><div>♣ Q 6 2</div></div>	C	<div><div>♠ 7 4</div><div>♥ 10 8 2</div><div>♦ 9 2</div><div>♣ A Q 7 4 3 2</div></div>	D	<div><div>♠ 3 2</div><div>♥ K J 6 5</div><div>♦ A 9 8 7</div><div>♣ Q 3 2</div></div>
Partner	You	Partner	You	Partner	You	Partner	You
1♠	2NT	2♥	?	1♠	?	3♠	?
3♥	?						

I bid 4♠ 4♥ 1NT pass

4 As South, what would you call in the auctions given?

A	<div style="border: 1px solid black; padding: 5px;"> <p>♠ Q 10 2</p> <p>♥ Q 9 8</p> <p>♦ K 7 5</p> <p>♣ J 10 6 3</p> </div>	B	<div style="border: 1px solid black; padding: 5px;"> <p>♠ J 9 7 2</p> <p>♥ 10 4</p> <p>♦ A 4 3 2</p> <p>♣ Q 6 2</p> </div>	C	<div style="border: 1px solid black; padding: 5px;"> <p>♠ K 4 2</p> <p>♥ 10 8</p> <p>♦ A K 9 8 7 6</p> <p>♣ K 8</p> </div>	D	<div style="border: 1px solid black; padding: 5px;"> <p>♠ A Q J 9 4 2</p> <p>♥ K J 4</p> <p>♦ Q J 2</p> <p>♣ 2</p> </div>
---	---	---	--	---	--	---	---

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
1NT	dbl	2♣	?	1NT	dbl	P	?	1♠	dbl	P	?	P	P	1♣	?

I call double pass 3NT 2♠

5 As South, what would you call in the auctions given?

A	<div> <p>♠ A 3 2</p> <p>♥ K 9</p> <p>♦ Q 8 7 6 2</p> <p>♣ 9 8 7</p> </div>	B	<div> <p>♠ J 9 7 2</p> <p>♥ 10 4 3 2</p> <p>♦ K 8</p> <p>♣ 6 4 2</p> </div>	C	<div> <p>♠ A J 9 7</p> <p>♥ K 10 2</p> <p>♦ 5 4 2</p> <p>♣ 6 3 2</p> </div>	D	<div> <p>♠ K Q J 10 9</p> <p>♥ 2</p> <p>♦ A K Q J 2</p> <p>♣ K Q</p> </div>
---	--	---	---	---	---	---	---

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
P	2♠	P	?	P	2♣	P	2♦	1♦	P	2♦	P		1♠	P	?
				P	2NT	P	?	P	dbl	P	?				

I call \_\_\_\_3♠\_\_\_\_ \_\_\_\_3♣\_\_\_\_ \_\_\_\_2♠\_\_\_\_ 4NT Blackwood

6 It is your lead, after the auction shown. What card should you lead?

A	<div> <p>♠ J 10 9 2</p> <p>♥ A Q 4</p> <p>♦ 9 8 7 6</p> <p>♣ K 3</p> </div>	B	<div> <p>♠ J 10 9</p> <p>♥ A Q 9 4</p> <p>♦ J 9 6 2</p> <p>♣ 9 8</p> </div>	C	<div> <p>♠ J 9 7</p> <p>♥ K J 10 4 2</p> <p>♦ A 4 3</p> <p>♣ Q 6</p> </div>	D	<div> <p>♠ 7 4 2</p> <p>♥ A Q 10</p> <p>♦ J 9 8 2</p> <p>♣ 7 4 3</p> </div>
---	---	---	---	---	---	---	---

W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S
1NT	P	3NT	P	1♦	P	1♠	P	1NT	P	2NT	P	1♠	P	2♦	P
P	P	P		2♣	P	3♣	P	3NT	P	P	P	2♥	P	2♠	P
				3NT	P	P	P					4♠	P	P	P

I lead \_\_\_\_♠J\_\_\_\_ \_\_\_\_♠J\_\_\_\_ \_\_\_\_♥J\_\_\_\_ \_\_\_\_♠2(♠4 or ♠7)\_\_\_\_

7 The auction goes as shown, which hand A B or C best matches your bidding?

A	<div><p>♠ 4 2</p><p>♥ 4 3 2</p><p>♦ Q 5 4 3</p><p>♣ J 5 4 3</p></div>	B	<div><p>♠ 4 3 2</p><p>♥ A 4 3</p><p>♦ K J 5 4</p><p>♣ Q J 5</p></div>	C	<div><p>♠ Q J 3</p><p>♥ Q 3</p><p>♦ 4 3 2</p><p>♣ 10 9 5 4 3</p></div>	<b>Partner</b>	<b>You</b>
				2♠	2NT		
				3♥	3♠		
				4♠	pass		

**Hand A** (B would not start with 2NT, C would jump to 4♠ over 3♥)

8 The auction goes as shown, which hand A B or C best matches your bidding?

A	<div><p>♠ A 6 4 2</p><p>♥ Q 5</p><p>♦ K Q 8 6 4</p><p>♣ 9 8</p></div>	B	<div><p>♠ A 8 4</p><p>♥ Q 5 4</p><p>♦ K Q 8 6</p><p>♣ J 9 8</p></div>	C	<div><p>♠ 10 7 5 3</p><p>♥ A 5</p><p>♦ K Q 8 6 4</p><p>♣ A 9</p></div>	<b>Partner</b>	<b>You</b>
				1NT	2♣		
				2♥	2NT		
				3NT	pass		

**Hand A** (B has not got a 4-card major, so would not use Stayman, C would bid 3NT over 2♥).

- 9 Your side bid to 3NT with the bidding shown. You are South, the declarer.

a)

<p>♠ Q 6</p> <p>♥ 6 5 4</p> <p>♦ A K Q 8 3</p> <p>♣ 4 3 2</p>		<p><b>North</b></p> <p>1♦</p> <p>3NT</p>	<p><b>South</b></p> <p>1♣</p> <p>1NT</p>
---	--	--	--

  

<p>♠ A 7 4</p> <p>♥ A K 2</p> <p>♦ 7 4</p> <p>♣ A 8 7 6 5</p>			
---	--	--	--

b) ♠5 means East has two cards higher than the 5. West doesn't have KJ10 or would lead J.

c) ♠2 ♥2 ♦3 ♣1 = 8

d) Win the spade Queen and play a low diamond from both hands. Provided diamonds break 3-3 or 4-2, you make two spades, two hearts, four diamonds and one club. If you don't duck a diamond, you are relying on a 3-3 break as dummy has no entry.

- 10 Your side bid to 3♥ with the bidding shown. You are South, the declarer.

<p>♠ Q J 3</p> <p>♥ 8 7 6 5</p> <p>♦ 6 5 2</p> <p>♣ A 8 6</p>		<p><b>North</b></p> <p>2♥</p> <p>pass</p>	<p><b>South</b></p> <p>1♥</p> <p>3♥</p>
---	--	---	---

  

<p>♠ A 2</p> <p>♥ K Q J 10 9</p> <p>♦ A 4 3</p> <p>♣ K 4 3</p>			
--	--	--	--

Win ♣K. Play ♠A then ♠2 to set up a spade trick. Win next club in dummy and discard club loser on spade winner. Then play on trumps to knock out the ace. If you play on trumps first, dummy's club entry goes and you have to rely on the spade finesse.



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