

- Lesson Plan Title:** Week 7 Lesson 1 - Math through Games
- Beginning Bridge:** Preemptive Bids
- Concept/Topic:** To teach math in the real world.
- Standards Addressed:** M7P3.a Organize and consolidate their mathematical thinking through communication.
- General Goal(s):** To teach math using bridge.
- Specific Objectives:** To learn the use of Preemptive bids.
- Required Materials:** Paper
Pencil
Notebook
WK 7 LP 1.1 Practice Sheet -Preemptive Bids (attached)
Hand Records 7.1.1, 7.1.2, 7.1.3, and 7.1.4 (attached)
Four Prepared Handsets in Duplicate Bridge Boards for each Table of four student players. Handsets will have to be dealt and duplicated in advance of the class according to the attached Hand Records 7.1.1, 7.1.2, 7.1.3, and 7.1.4.

Anticipatory Set (lead-in):

- Briefly review last week’s lessons.
- Last week we learned some methods for competing in the auction when we had good hands. Now we are going to become familiar with ways to disrupt our Opponents’ bidding when we don’t have strong hands, but we do have long suits.

Step-by-step Procedures:

1. Sometimes you get a really nice suit dealt to you, maybe as many as 6, 7, or 8 cards in a single suit, but you have hardly any HCP to go with it. It is time to put on the boxing gloves and come out swinging. If you have a good long suit and very few HCP, there is a good chance the opponents are short in that suit. There is an even better chance they have lots of HCP and a fit in another suit.
2. You are trying to make it very difficult for them to bid by eating up their bidding room. Cause havoc! Make a preemptive strike!

3. Basic Concept:
 - With a decent 6 card suit: Preempt (Open) at the 2 level
 - With a decent 7 card suit: Preempt (Open) at the 3 level
 - With a decent 8 card suit: Preempt (Open) at the 4 level
 - With a bad suit: Wait until partner bids and then show your suit.
4. A decent suit is one that has two of the top three honors or three of the top five honors. The more the better.
5. A hand to preempt with has less than opening points, somewhere around 5 to 10 HCP with most of the points located in your long suit.
6. The basic message of a preemptive bid is this:

If my suit is trump, I can take a lot of tricks. If anything else is trump, my hand is pretty worthless.
7. Do not preempt with lots of HCP. If you preempt, your partner will think you have a weak hand and even with a strongish hand partner might decide not to bid. This could cause your side to miss a game. If you've got 11 or 12 HCP and a 7 card suit open one of that suit and then rebid the suit. Good hands don't preempt – only weak hands preempt.
8. Don't preempt with good defensive values outside your suit. If you have most of your points located in side suits, you'll just have to be patient and hope to enter the auction later.
9. Don't preempt with length in another major suit or strength in other suits. Suppose you've got six great diamonds and four little hearts and three little spades. You'd like to bid 2♦ as a preemptive bid. DON'T! You and your partner might just have a game in one of the majors. Be patient. Partner may open. If not, you may be able to overcall later.
10. When you preempt, you are undoubtedly putting yourself at some risk. In fact, a preemptive bidder doesn't really expect to make his contract! He hopes he'll only go set one or two tricks at most. If his partner shows up with a couple of good cards he might even make it. So why make the bid expecting to go set? Your hope is that you will only go down a small amount compared to the amount the opponents will score if they can make game or slam.

11. Since you have some familiarity with scoring, you can understand the popularity of preemptive bids. Remember that a preemptive hand is a weak hand with a very long suit. Suppose you are Not Vulnerable and the opponents are Vulnerable. If you Open 3♣ and they double you and you go set three tricks, you will lose 500 points. But if the Opponents can make 4♥, you would lose 620 points. If they can make a small slam, you would lose 1430 points! However, if you bid high early you might make it hard for them to discover their fit or they may not find their game or slam.
12. Preempts can also be useful as overcalls when the Opponents open the bidding. You must skip a level of bidding when you overcall to indicate that you have a preemptive hand. This is call a Weak Jump Overcall. You can see from the penalties scale that making Non-Vulnerable preemptive bids is a lot safer than making Vulnerable ones.
13. After partner preempts, what are my choices as Responder? Partner's message should be loud and clear. Partner has a good long suit and at most one decent outside card. From there you have to decide where you want to go.
14. With a weak hand and at least three trumps for partner, you might think about adding to the preempt. Together you can really take all the bidding room away from the opponents and leave them guessing big time. Try a jump raise with more than three card support, especially if your hand is weak.
15. With a really good hand that has lots of tricks in the side suits you can raise partner to game. You don't need much trump support – the preemptive bidder has that covered. You need to be able to help with the side suit tricks since partner has no strength there. Preempts are about how many tricks your side can take, not about how many points you have. Aces and Kings in partner's short suits and honor cards in partner's long suits are indicators that your side might be able to make game.
16. If partner preempts in a minor suit and you have a good hand with a fit for partner's minor consider if 3NT might be a possible contract. You would need to have stoppers in the remaining three suits, a fit with partner and around 15 HCP to consider that your side might be able to make game in NT.
17. Most of the time you'll have a mediocre hand with something like 8-11 HCP and little trump support. Now's the time to Pass. Your few good cards might help partner make his bid. If the opponents bid, let them win the auction. Maybe they'll bid too low, maybe too high. Maybe they won't find their best suit. Just because we preempted in an auction doesn't mean we want to win the auction. Our primary goal is to interfere with opponents' communication.

18. What if you are short in partner's suit? Don't try to rescue partner. Remember that if partner has seven cards in one suit, then he only has six other cards split between the remaining three suits. Partner is very unlikely to have a fit for any long suit you might have. Partner can survive playing a 6-1 or even a 6-0 trump suit. If you bid, partner will bid again – your bid is forcing – and you'll most likely make matters worse.
19. Review with Students WK7 LP 1.1 Practice Sheet - Preemptive Bidding.
20. Direct students to bid and play Handsets 1-4 at each table. (Students may wind up in any number of different contracts, but the suggested contract and Declarer is listed on the hand record.) Coach students at each table as required.

Plan for Independent Practice: Allow students time to play additional hands as time permits. A tip: When you finish up the last lesson plan hand (#4), gather up the tricks into a single deck. DO NOT SHUFFLE. Just cut the cards and deal them out three at a time to each player. This method tends to create very distributional hands with long suits.

Assessment Based on Objectives: observation

Adaptations (For Students with Learning Disabilities): Allow students to use their notebooks.

Extensions (For Gifted Students): Allow students to help those who are struggling.

Possible Connections to Other Subjects: communication skills, L.A.

WK7 LP 1.1 Practice Sheet – Preemptive Bidding

Your RHO has passed and it is your bid. What do you bid with the following hands?

1. ♠ KQ109642 ♥ 743 ♦ 8 ♣ Q8
2. ♠ 3 ♥ AKJ8543 ♦ 1095 ♣ 54
3. ♠ KJ109843 ♥ J10 ♦ 953 ♣ 8
4. ♠ 3 ♥ 42 ♦ AKJ109742 ♣ 32
5. ♠ AQ109532 ♥ A43 ♦ 62 ♣ 3
6. ♠ 64 ♥ 832 ♦ QJ95432 ♣ 9
7. ♠ KQJ109754 ♥ 532 ♦ 3 ♣ 6
8. ♠ T9 ♥ 542 ♦ AQJ109643 ♣ Void

Partner Opens 3♥. What do you bid?

9. ♠ A4 ♥ K743 ♦ KJ109543 ♣ Void

Partner Opens 4♠. What do you bid?

10. ♠ Void ♥ KQJ10943 ♦ K4 ♣ J984

Partner Opens 3♦. What do you bid?

11. ♠ AQ4 ♥ KJ4 ♦ QJ42 ♣ A43

Partner Opens 3♠. What do you bid?

12. ♠ KJ32 ♥ 653 ♦ 3 ♣ AQ742

WK7 LP 1.1 Practice Sheet – Preemptive Bidding

Suggested Answers

1. 3♠
2. 3♥
3. 3♣ 3S nonvulnerable vs. vul. Otherwise, Pass
4. 4♦ You have eight diamonds, Bid ‘em all!!
5. 1♠ Plan to rebid 4S. If Partner is a passed hand, open 4♠, as slam is unlikely. If partner doesn’t have enough winners for you to make 4♠, the Opponents surely have a game somewhere.
6. Pass Too weak even to preempt.
7. 3♠ At favorable vulnerability, bid 4♠!!
8. 4♦ We might make 5, or the opponents may overbid and we can beat them. Let partner decide.
9. 4♥ I expect to make this one. Partner can ruff his club losers, and lose perhaps one spade and one diamond.
10. Pass Partner figures to have 8 spades. You have no Aces, so slam is out of the question.
11. 3NT You surely have 7 running diamonds and two outside aces, plus potential for several overtricks. 3NT scores better than 5 of a minor. Even with this beast of a hand, slam is probably unlikely.
12. 4♠ This bid is a bit of a gamble. 3♠ is odds on to make, so I might Pass 3♠ if I was having a good game otherwise.

Hand Records 7.1.1-4


Pg. 1

Teacher directions: Prepare four duplicate boards with North, South, East, and West in turn as Dealer. Use the hand diagrams below to prepare the boards. Prepare an additional set of the same hands for each additional table of students in the class. Hand out a set of four boards to each table at the beginning of the class. Objective is for students to practice bidding, responding to, and playing Preemptive hands.

Board 7.1.1

North Deals

None Vul

	♠ A Q J 10 9 8 7		
	♥ 8 3		
	♦ 6		
	♣ J 10 7		
♠ 2		♠ K 5	
♥ 7 5 2		♥ K J 4	
♦ A J 9		♦ Q 10 8 5 4	
♣ A Q 6 5 3 2		♣ K 9 8	
	♠ 6 4 3		
	♥ A Q 10 9 6		
	♦ K 7 3 2		
	♣ 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

North Opens 3♠ with 7 spades and four of the top five honors.

South Raises to 4♠ as they have a fit in spades, a singleton and an Ace in a side suit.

Hand Records 7.1.1-4

Pg. 2

Board 7.1.2

East Deals

N-S Vul

	♠ K 10 5		
	♥ 9 8 5 3		
	♦ A 10 2		
	♣ K J 6		
♠ A Q 9 8 6	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ 3	
♥ A 6 4		♥ 10 7 2	
♦ 3		♦ K Q J 9 7 6 5	
♣ 9 8 7 3		♣ 10 5	
	♠ J 7 4 2		
	♥ K Q J		
	♦ 8 4		
	♣ A Q 4 2		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		3 ♦	
Pass	Pass		Pass

East opens 3♦ with a good 7 card suit and a weak hand.

West does not have a fit in diamonds and knows that partner probably does not have a fit in spades so passes.

Board 7.1.3

South Deals

E-W Vul

	♠ Q 10 8		
	♥ Q 2		
	♦ J 6 5 3		
	♣ K 9 7 2		
♠ K 7 3 2	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ A 9 6 5	
♥ 10 3		♥ 5	
♦ A K 2		♦ Q 10 7 4	
♣ Q 10 8 5		♣ A J 6 3	
	♠ J 4		
	♥ A K J 9 8 7 6 4		
	♦ 9 8		
	♣ 4		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			4 ♥
Pass	Pass	Pass	


South opens 4♥ with eight good hearts and a weak hand. Even though they will go down two tricks as you can see East/West could make 4♠ and would have bid game had they had an opportunity to communicate.

Hand Records 7.1.1-4 Pg. 3

Board 7.1.4

West Deals

Both Vul

	♠ J 10 4 2		
	♥ Q 9 8 6		
	♦ A K Q 5		
	♣ 4		
♠ 5 ♥ 7 ♦ J 9 8 3 ♣ K Q 10 8 7 5 2		♠ K Q 9 3 ♥ A 10 4 ♦ 10 7 6 ♣ A J 6	
	♠ A 8 7 6		
	♥ K J 5 3 2		
	♦ 4 2		
	♣ 9 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3 ♣	Pass	Pass	Pass

West has a good 7 card club suit with three of the top five honors so opens 3♣.

Even though East has a good fit for his partner he should pass 3♣ as he doesn't have enough tricks for them to make 5♣ and has some good defensive values should the opponents decide to bid.

- Lesson Plan Title:** Week 7 Lesson 2 - Math through Games
- Beginning Bridge:** Weak Two Bids
- Concept/Topic:** To teach math through games.
- Standards Addressed:** M6P2.b Make and investigate mathematical conjectures.
- General Goal(s):** To teach bridge.
- Specific Objectives:** To teach the use of Weak Two Bids.
To teach how to apply the Rule of 2, 3 and 4 when Preempting.
- Required Materials:** Paper
Pencil
Notebook
WK7 LP 2.1 Practice Sheet - Weak Two Bids (attached)
Hand Records 7.2.1, 7.2.2, 7.2.3, and 7.2.4 (attached)
Four Prepared Handsets in Duplicate Bridge Boards for each Table of four student players. Handsets will have to be dealt and duplicated in advance of the class according to the attached Hand Records 7.1.1, 7.1.2, 7.1.3, and 7.1.4.

Anticipatory Set (lead-in):

- Briefly review previous lesson on Preempts.
- Today we will learn more about the use of Preempts, and we will learn a technique that may help you to judge when to preempt, and when not to.

Step-by-step Procedures:

1. Preempts at the two level are called “Weak Two Bids.” They get a special name because, for many years, all opening two bids were very strong hands. However, experience has proven that weak two bids are a better use for these two bids. We don’t need the entire two level for monster hands that come up maybe once every 25 hands. Weak hands with long suits come up much more often.
2. The exception bid is an opening 2♣ bid. We need some bid to show the really monster hands to Partner, so he/she knows to keep the auction open even with ZERO points. As you will see later this week, we reserve the 2♣ for virtually all monster hands of 22 HCP or more. So an opening 2♣ bid is super strong, and opening bids of 2♦, 2♥, and 2♠ are weak two bids.

3. As we saw in the last lesson, the Weak Two Bidder's Partner, has several choices in his response.
 - Raise the preempt with a weak hand and at least three trumps for partner. You might even jump raise with more than three card support. Your primary goal is to interfere with the Opponents' communication.
 - Raise partner to game with a really good hand that has lots of tricks in the side suits.
 - Pass with a mediocre hand with something like 8-11 HCP and little trump support. If the opponents bid, let them win the auction.
 - Pass if you are short in partner's suit. Don't try to rescue partner, you'll most likely make matters worse.

4. When you Preempt, you are putting yourself at risk. You don't really expect to make your contract. You hope you only go set one or two tricks. What you don't want to happen is - you preempt, the Opponents double your bid, and you go set more than the value of their game. If you bid 3♥, they double, and you go down 3 Vulnerable, you lose 800 points. Even if the opponents have a Vulnerable game, they would only reap 600 or 620 or so.

5. **The Rule of 2-3-4** is a simple technique that may help you avoid one of those catastrophes. You count your "reasonably sure" winners. For example, if you hold ♥AKxxxx and are thinking of preempting, you can count six reasonably sure winners. You would have to be very unlucky not to win six heart tricks. The Rule of 2-3-4 says: To obtain the safe level to Preempt at, add 2 to your winners at adverse Vulnerability, add 3 to your winners at equal Vulnerability, and add 4 to your winners at Favorable Vulnerability. (*Write the chart on the board*)

Vulnerability		<u>Level to Preempt at</u>
<u>You</u>	<u>Opponents</u>	
• Vul	Not Vul	Add 2 to your reasonably sure winners.
• Vul	Vul	Add 3 to your reasonably sure winners.
• Not Vul	Not Vul	Add 3 to your reasonably sure winners.
• Not Vul	Vul	Add 4 to your reasonably sure winners.

6. The Rule of 2-3-4 presumes the Preempter's partner is going to provide one trick for him/her. That should be enough so you don't go set doubled more than the value of Opponents' game.

7. You can apply the Rule of 2-3-4 to any hand you might want to preempt with, even a Weak Two bid kind of hand. Sometimes you might even decide to make a Weak Two Bid with a seven card suit, because the Rule says you don't have enough reasonably sure winners to bid at the three level.

8. Review with Students WK7 LP 2.1 Practice Sheet - Weak Two Bids.
9. Direct students to bid and play Handsets 1-4 at each table. (Students may wind up in any number of different contracts, but the suggested contract and Declarer is listed on the hand record.) Coach students at each table as required.

Plan for Independent Practice: Allow students time to play additional hands as time permits. A tip: When you finish up the last lesson plan hand (#4), gather up the tricks into a single deck. DO NOT SHUFFLE. Just cut the cards and deal them out three at a time to each player. This method tends to create very distributional hands with long suits.

Assessment Based on Objectives: observation

Adaptations (For Students with Learning Disabilities): Allow students to use their notebooks.

Extensions (For Gifted Students): Allow students to help those who are struggling.

Possible Connections to Other Subjects: communication skills, L.A

WK7 LP 2.1 Practice Sheet – Weak Two Bids

Pg. 1

Let's look at some potential weak two bid examples;

1. Hand 1

♠ KQ10642
 ♥ 743
 ♦ 8
 ♣ Q86

Open 2♠ in 1st, 2nd, or 3rd seat. We never, ever preempt in 4th seat if there have been three passes before us. Who would we be preempting? Just go ahead and pass. The opponents must have more HCP than we do. Don't let them find out!

2. Hand 2

♠ KQJ1064
 ♥ 743
 ♦ 8
 ♣ 862

Open 2♠ in any of first three seats. Even vulnerable this is a great suit. You should be able to take five sure tricks with spades as trump and probably not a single trick on defense.

3. Hand 3

♠ KQ10642
 ♥ 9743
 ♦ Void
 ♣ A86

Pass in first two seats. Partner might have hearts and your hand would be great support for a game in hearts. In third seat, if partner has passed, go ahead and preempt 2♠. You can't have enough points for game even if there is a heart fit.

WK7 LP 2.1 Practice Sheet – Weak Two Bids Pg. 2

4. Hand 4

♠ KJ9543
♥ Void
♦ A864
♣ Q843

Pass in first two seats. Too many points outside your long suit gives you some real defensive values. Your own suit lacks a top honor. If partner has passed and so does RHO, you can probably make the 2♠ preempt.

5. Hand 5

♠ 2
♥ Q98
♦ 764
♣ KQ7542

You'd like to bid 2♣ as a preempt but don't do it. We reserve the 2♣ bid for describing monster hands. If you really would like to preempt on this hand, you'll have to lie and bid 3♣. Partner will expect you to have seven clubs. It is a reasonable lie if Partner has already passed and you are Not Vulnerable.

6. Hand 6

♠ 4
♥ QJ9764
♦ A63
♣ A72

Open 1♥. With 2 aces outside your long suit, you're too good to preempt. Partner will probably bid 1♠ and you can make the simple rebid of 2♥ to let partner know you've got a minimum hand with at least one extra heart.

Hand Records 7.2.1-4

Pg. 1

Teacher directions: Prepare four duplicate boards with North, South, East, and West in turn as Dealer. Use the hand diagrams below to prepare the boards. Prepare an additional set of the same hands for each additional table of students in the class. Hand out a set of four boards to each table at the beginning of the class. Objective is for students to practice bidding and playing Weak Two Bids. North, East, South, and West should each have a chance to be declarer.

Board 7.2.1

North Deals

None Vul

	♠ 6 4											
	♥ K 8											
	♦ A Q 10 6 3 2											
	♣ 8 5 2											
♠ A K 8 5	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;"> <table style="border-collapse: collapse; text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ Q 10 7 3	
	N											
W		E										
	S											
♥ 10 7 2		♥ A 9 6 3										
♦ K J 4		♦ 7 5										
♣ 10 6 3		♣ K J 7										
	♠ J 9 2											
	♥ Q J 5 4											
	♦ 9 8											
	♣ A Q 9 4											
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
	2 ♦	Pass	Pass									
Pass												

2♦ is a weak two bid showing a good six card suit and 5-10 points.

Hand Records 7.2.1-4 Pg. 2

Board 7.2.2

East Deals

N-S Vul

	♠ Q J 9 8 3 2		
	♥ 9		
	♦ A Q 9 3		
	♣ K 3		
♠ 6	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	♠ 10 4	
♥ A 10 5 3		♥ K Q 8 7 6 2	
♦ 6 4 2		♦ K J 5	
♣ A 7 6 4 2		♣ J 10	
	♠ A K 7 5		
	♥ J 4		
	♦ 10 8 7		
	♣ Q 9 8 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4 ♥	Pass	2 ♥	Pass
		Pass	Pass

East's 2♥ bid shows a good six card suit and 5-10 points.

West with a singleton, four trumps and an outside Ace bids game.

Board 7.2.3

South Deals

E-W Vul

	♠ 10 9 6 5		
	♥ K 6 4 2		
	♦ Q 10 3		
	♣ 7 6		
♠ 3	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	♠ A 4	
♥ A J 10 5		♥ Q 9 3	
♦ K 2		♦ A J 9 8 4	
♣ Q J 10 8 5 2		♣ A 4 3	
	♠ K Q J 8 7 2		
	♥ 8 7		
	♦ 7 6 5		
	♣ K 9		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3 ♠	Pass	2 ♠
Pass			Pass

South opens 2♠ showing a good six card suit and 5-10 points.

North raises to 3♠ with a good spade fit, even though he doesn't have a good hand. This is an attempt to make it hard for East/West to communicate.

Hand Records 7.2.1-4 Pg. 3

Board 7.2.4

West Deals

Both Vul

	♠ K Q 7 6 3		
	♥ J 8		
	♦ 9 3		
	♣ 10 9 8 4		
♠ 9 4	♠ A 10 5		
♥ 9 6 4	♥ A 5 3 2		
♦ A Q 8 7 4 2	♦ K J 10		
♣ J 2	♣ A 6 3		
	♠ J 8 2		
	♥ K Q 10 7		
	♦ 6 5		
	♣ K Q 7 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♦	Pass	3 NT	Pass
Pass	Pass		

2♦ shows a good six card suit with 5-10 points.

Since his diamonds are so strong, East knows that West must have the ♦AQ and that they will have six diamond tricks in NT. Since he has three Aces, East can count nine tricks in no trump.

- Lesson Plan Title:** Week 7 Lesson 3 - Math through Games
- Beginning Bridge:** Preemptive Jump Overcalls
- Concept/Topic:** To teach math through games.
- Standards Addressed:** M7P2.a Recognize reasoning and proof as fundamental aspects of mathematics.
- General Goal(s):** To teach math.
- Specific Objectives:** To learn the use of Preemptive Jump Overcalls.
- Required Materials:** Paper
Pencil
Notebook
WK7 LP 3.1 Practice Sheet - Preemptive Jump Overcalls (attached)
Hand Records 7.3.1, 7.3.2, 7.3.3, and 7.3.4 (attached)
Four Prepared Handsets in Duplicate Bridge Boards for each Table of four student players. Handsets will have to be dealt and duplicated in advance of the class according to the attached Hand Records 7.3.1, 7.3.2, 7.3.3, and 7.3.4.

Anticipatory Set (lead-in):

- Briefly review the last two lessons on preempts.
- We have seen that Preemptive Opening bids can disrupt the Opponents to our advantage. Good news! We can also apply some preempting techniques when the Opponents open the auction.

Step-by-step Procedures:

1. If your RHO opens the bidding, you can still preempt. A jump overcall carries the same message as an opening preemptive bid. As before, you're telling your partner you've got a great suit with little overall defensive value.
2. **The Rule of 2-3-4** applies to Preemptive Jump Overcalls as well as Opening Preempts. To obtain the safe level to Preempt at, add 2 to your winners at adverse Vulnerability, add 3 to your winners at equal Vulnerability, and add 4 to your winners at Favorable Vulnerability. (*Write the chart on the board*)

Vulnerability		<u>Level to Jump Overcall at</u>
<u>You</u>	<u>Opponents</u>	
• Vul	Not Vul	Add 2 to your reasonably sure winners.
• Vul	Vul	Add 3 to your reasonably sure winners.
• Not Vul	Not Vul	Add 3 to your reasonably sure winners.
• Not Vul	Vul	Add 4 to your reasonably sure winners.

3. The Advancer, Preemptive Jump Overcaller's Partner, bids very much like Overcaller had opened with a preempt.
 - Raises or jump raises with length in Overcaller's suit. Your primary goal is to interfere with the Opponents' communication.
 - Raises partner to game with a really good hand that has lots of tricks in the side suits. Very unlikely, but it could happen.
 - Passes with a mediocre hand. If the opponents bid, let them win the auction.
 - Passes if short in partner's suit. Don't try to rescue partner.
4. Review with Students WK7 LP 3.1 Practice Sheet - Preemptive Jump Overcalls.
5. Direct students to bid and play Handsets 1-4 at each table. (Students may wind up in any number of different contracts, but the suggested contract and Declarer is listed on the hand record.) Coach students at each table as required.

Plan for Independent Practice: Allow students time to play additional hands as time permits. A tip: When you finish up the last lesson plan hand #4, gather up the tricks into a single deck. DO NOT SHUFFLE. Just cut the cards and deal them out three at a time to each player. This method tends to create very distributional hands with long suits.

Assessment Based on Objectives: observation

Adaptations (For Students with Learning Disabilities): Allow students to use their notebooks.

Extensions (For Gifted Students): Allow students to help those who are struggling.

Possible Connections to Other Subjects: communication skills, L.A.

WK7 LP 3.1 Practice Sheet – Preemptive Jump Overcalls Pg. 1

If RHO opens 1♣:

1. Hand 1

♠ KQ10652

♥ 865

♦ 83

♣ Q74

Overcall 2♠. Lots of spades, no defense, and I can guarantee your LHO will glare at you!

2. Hand 2

♠ KQJ10652

♥ 865

♦ 8

♣ 74

Overcall 2♠ vulnerable, but go ahead and bid 3♠ nonvulnerable. Keep the risk of going set vulnerable and doubled to a minimum.

3. Hand 3

♠ 6

♥ AQJ107543

♦ 5

♣ J87

Overcall 4♥. The opponents may have a game or slam in spades. Make it tough for them to talk to each other.

4. Hand 4

♠ 4

♥ QJ97643

♦ A6

♣ A72

Overcall 1♥. With 2 aces outside your long suit you're too good to preempt either as an opening bid or as an overcall.

WK7 LP 3.1 Practice Sheet – Preemptive Jump Overcalls Pg. 2

5. Hand 5

♠ 6

♥ KQ109542

♦ 5

♣ J874

Overcall 3♥. You have a very weak distributional hand

6. Hand 6

♠ A10953

♥ 42

♦ 10975

♣ 5

Overcall 2♠. The opponents may have a game in hearts or clubs. Let your partner know that you have a good long

The opponents open 1♦ and your partner bids 3♥. What do you bid?

7. Hand 7

♠ 6

♥ Q1043

♦ 532

♣ AJ875

Raise to 4♥. The opponents may have a game or slam in spades. Make it tough for them to talk to each other.

8. Hand 8

♠ AQ10

♥ 42

♦ AJ87

♣ KJ103

Pass. You are unlikely to be able to make game and your opponents may bid again and give you a chance to set them.

Hand Records 7.3.1-4

Pg. 1

Teacher directions: Prepare four duplicate boards with North, South, East, and West in turn as Dealer. Use the hand diagrams below to prepare the boards. Prepare an additional set of the same hands for each additional table of students in the class. Hand out a set of four boards to each table at the beginning of the class. Objective is for students to practice Preemptive Jump Overcalls. North, East, South, and West should in turn be dealer and have an opening hand. East, West, South, and North are Overcallers and in turn have hands suitable to make a Preemptive Jump Overcall. Hands can test both Overcaller and Advancer to make the right bids.

Board 7.3.1

North Deals

None Vul


	♠ 8 4 2		
	♥ A Q 10 9 5		
	♦ Q 7 5		
	♣ A K		
♠ A Q 10 3	<div style="display: inline-block; background-color: green; color: white; padding: 5px; text-align: center;"> N W E S </div>	♠ 6 5	
♥ K J 3 2		♥ 8	
♦ J		♦ A K 10 9 8 6 2	
♣ 6 5 4 3		♣ J 10 8	
	♠ K J 9 7		
	♥ 7 6 4		
	♦ 4 3		
	♣ Q 9 7 2		

West	North	East	South
	1 ♥	3 ♦	Pass
Pass	Pass		

East's 3♦ bid shows seven diamonds and a weak hand.

Hand Records 7.3.1-4 Pg. 2


Board 7.3.2
East Deals
N-S Vul

<p>♠ J 9 4 ♥ J 6 3 ♦ A 8 5 3 ♣ 9 5 4</p>		<p>♠ A 10 6 ♥ A 9 4 ♦ J 9 2 ♣ K 10 8 6</p>	<p>♠ K Q 7 5 ♥ 2 ♦ K 10 7 ♣ A Q J 3 2</p>
		<p>♠ 8 3 2 ♥ K Q 10 8 7 5 ♦ Q 6 4 ♣ 7</p>	
<p><i>West</i></p>	<p><i>North</i></p>	<p><i>East</i></p>	<p><i>South</i></p>
<p>Pass Pass</p>	<p>3 ♥</p>	<p>1 ♣ Pass</p>	<p>2 ♥ Pass</p>

South's 2♥ bid shows a good six card suit and a weak hand.

North continues the preempt by raising to 3♥ to make it difficult for East/West to communicate.

Board 7.3.3
South Deals
E-W Vul

<p>♠ A K J 10 9 5 4 ♥ 7 6 2 ♦ 9 2 ♣ J</p>		<p>♠ 8 7 ♥ J 5 4 ♦ A 10 6 ♣ K 10 9 7 6</p>	<p>♠ Q 3 ♥ K 10 3 ♦ K 8 5 3 ♣ Q 8 5 2</p>
		<p>♠ 6 2 ♥ A Q 9 8 ♦ Q J 7 4 ♣ A 4 3</p>	
<p><i>West</i></p>	<p><i>North</i></p>	<p><i>East</i></p>	<p><i>South</i></p>
<p>3 ♠</p>	<p>Pass</p>	<p>Pass</p>	<p>1 ♦ Pass</p>

West's 3♠ bid shows a seven card suit and a weak hand.

Hand Records 7.3.1-4 Pg. 3

Board 7.3.4

West Deals

Both Vul

	♠ 9 2		
	♥ 9		
	♦ 9 3		
	♣ A Q 8 6 5 4 3 2		
♠ K J 8 4	♠ Q 10 5		
♥ A K Q 6 5 3	♥ J 7 4	N	
♦ K 8 5	♦ Q J 10 7 4	W	E
♣ —	♣ J 7	S	
	♠ A 7 6 3		
	♥ 10 8 2		
	♦ A 6 2		
	♣ K 10 9		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	4 ♣	Pass	5 ♣
Pass	Pass	Pass	

North bids 4♣ which shows a good eight card suit.

South raises to 5♣ because he has a good fit with partner and little defensive strength against 4♥.

- Lesson Plan Title:** Week 7 Lesson 4 - Math through Games
- Beginning Bridge:** Opening Very Strong Hands - 2 Clubs
- Concept/Topic:** To teach math through games.
- Standards Addressed:** M8P1.a Build new mathematical knowledge through problem solving.
- General Goal(s):** To teach bridge.
- Specific Objectives:** To Learn How to Open Very Strong Hands, typically containing 21 or more HCP or equivalent playing strength in high cards and distribution.
- Required Materials:** Paper
Pencil
Notebook
WK7 LP 4.1 Practice Sheet - Strong Two Clubs Bids (attached)
Hand Records 7.4.1, 7.4.2, 7.4.3, and 7.4.4 (attached)
Four Prepared Handsets in Duplicate Bridge Boards for each Table of four student players. Handsets will have to be dealt and duplicated in advance of the class according to the attached Hand Records 7.4.1, 7.4.2, 7.4.3, and 7.4.4.

Anticipatory Set (lead-in):

- We touched briefly on the 2♣ opener when we discussed Weak Two bids a few lessons ago.
- Today we learn how to open the bidding when we have a very strong hand.

Step-by-step Procedures:

1. Ask students to suppose they got dealt the following example hand: (*Write the following hand on the blackboard.*):

♠ AKQ10753 ♥ AK6 ♦ VOID ♣ KQ4

21 HCP and a void! What would their opening bid be?

2. This hand can probably take 10 tricks all by itself! (7 spade tricks, 2 hearts, and at least 1 club). If you open 1♠, Partner might Pass, and you don't want partner to pass any bid short of game. If partner has even a couple of useful cards like the ♣A and ♥Q, we might take all 13 tricks. To announce to Partner that you have a very powerful hand, and tell him he/she cannot Pass your Opening bid even if he/she has no points at all, you open 2♣. The 2♣ bid is artificial, and does not promise any clubs. The 2♣ bid simply announces a huge hand, and forces Partner to keep the bidding open until you have told your story.
3. Put the following on the board, and have students copy into notebook:

Open 2♣ when you've got one of the following types of hands:
 - 22+ HCP that are balanced (better than a 2NT opening bid)
 - 21+ HCP in an unbalanced hand, especially if the long suit is a major
 - 8 ½ or 9 tricks in your own hand
4. Review with Students WK7 LP 4.1 Practice Sheet - Strong Two Clubs Bids.
5. Direct the students to look at the hands that dealer will be opening on each of the Handsets and the Responder's hand. As a group discuss what they would like as the final contract. They can then play the hand if time allows.
6. Collect notebook at end of class.

Plan for Independent Practice: Allow students time to play additional hands as time permits. A tip: When you finish up the last lesson plan hand #4, take the aces and kings out of the deck. Shuffle the remainder and deal 6 cards to each of the other three players, but not the dealer. Then shuffle the Aces and Kings into the remainder of the deck, and deal 6 cards to the dealer. Finally, deal the remaining cards to all four players in turn. This method tends to create hands where the dealer has a LOT of points. Dealer often has a 2♣ opener.

Assessment Based on Objectives: notebook, observation

Adaptations (For Students with Learning Disabilities): Allow students to use their notebooks.

Extensions (For Gifted Students): Allow students to help those who are struggling.

Possible Connections to Other Subjects: communication skills, L.A.

WK7 LP 4.1 Practice Sheet – Opening 2♣ Hands

What do you open with the following hands?

1. ♠ A ♥ AKJ7632 ♦ A6 ♣ KQJ

Open 2♣ and rebid the heart suit.

2. ♠ AQJ ♥ KQJ10 ♦ KQJ ♣ A85

Open 2♣ and rebid 2NT, showing 22-24 HCP

3. ♠ AKQ10753 ♥ AK6 ♦ -- ♣ KQ4

Open 2♣ and rebid the spade suit. This is the example from our lesson blackboard.

4. ♠ A8 ♥ AKJ7 ♦ AJ6 ♣ KJ108

Don't open 2♣. Open 2NT with a balanced 20 or 21 HCP (we will see this in a later lesson)

5. ♠ AQ ♥ 7 ♦ AKQ ♣ AKJ10874

Open 2♣ and rebid 3♣.

6. ♠ A83 ♥ AKQJ7 ♦ AKJ6 ♣ 8

Open 2♣ and rebid hearts.

Hand Records 7.4.1-4

Pg. 1

Teacher directions: Prepare four duplicate boards with North, South, East, and West in turn as Dealer. Use the hand diagrams below to prepare the boards. Prepare an additional set of the same hands for each additional table of students in the class. Hand out a set of four boards to each table at the beginning of the class. Objective is for students to practice Strong Two Clubs Opening Bids. North, East, South, and West should in turn be dealer and have an opening Two Clubs hand. Hands can test both Opener and responder to make the right bids.

Board 7.4.1

North Deals

None Vul

	♠ A K Q 5 2											
	♥ 2											
	♦ A K 4 2											
	♣ A K 6											
♠ 8 7 6	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; text-align: center;"> <table style="border: none; margin: 0;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>		N		W		E		S		♠ 9 4	
	N											
W		E										
	S											
♥ Q 10 8		♥ J 7 6 3										
♦ Q J 10		♦ 9 8 5 3										
♣ Q J 8 3		♣ 10 9 5										
	♠ J 10 3											
	♥ A K 9 5 4											
	♦ 7 6											
	♣ 7 4 2											
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
	2 ♣	Pass	2 ♥									
Pass	2 ♠	Pass	4 ♠									
Pass	Pass	Pass										


North opens 2♣ showing 22+ points. South bids 2♥ showing a five card suit with two of the top three honors.

North rebids 2♠ to show his suit.

South raises to game as they have exactly what they have already shown partner with their first bid.

Hand Records 7.4.1-4 Pg. 2

Board 7.4.2
East Deals
N-S Vul

♠ 9 4 3 ♥ J 10 5 ♦ J 9 7 5 3 ♣ A 7	♠ 10 8 7 ♥ 7 4 ♦ K Q 6 2 ♣ Q 9 5 4		♠ A K Q 5 ♥ A K Q 8 6 ♦ 10 4 ♣ K J
	♠ J 6 2 ♥ 9 3 2 ♦ A 8 ♣ 10 8 6 3 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		2 ♣	Pass
2 ♦	Pass	2 ♥	Pass
3 ♥	Pass	4 ♥	Pass
Pass	Pass		


East opens 2♣ showing 22+ points. West does not have a good five card major with two of the top three honors so West bids 2♦ (Waiting).

East shows his suit by bidding 2♥.

West has a heart fit and six points so raises to 3♥ and with nothing extra, East bids game.

Hand Records 7.4.1-4 Pg. 3

Board 7.4.3
South Deals
E-W Vul

	♠ J 9 7		
	♥ A 10 7 4 2		
	♦ 10 7 6 3		
	♣ 6		
♠ 10 4 3		♠ Q 8 5 2	
♥ K 6		♥ Q 9 8 5 3	
♦ J 9 5 4		♦ A 2	
♣ Q 8 7 2		♣ 5 3	
	♠ A K 6		
	♥ J		
	♦ K Q 8		
	♣ A K J 10 9 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2 ♣
Pass	2 ♦	Pass	3 ♣
Pass	3 ♥	Pass	3 NT
Pass	Pass	Pass	

South opens 2♣ showing 22+ points.

North bids two diamonds since he does not have a five card suit with two of the top three honors.

South shows clubs. North now shows that he has a heart suit. South bids game in NT.

Hand Records 7.4.1-4

Pg. 4

Board 7.4.4

West Deals

Both Vul

♠ A K Q 9	♠ 7 6 2	♠ 3			
♥ A Q J 10 7 6	♥ K 5 3	♥ 9 4 2			
♦ A Q	♦ K J 5 2	♦ 9 4			
♣ 4	♣ A 9 3	♣ K Q J 8 7 6 5			
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td style="padding: 5px;">N</td></tr> <tr><td style="padding: 5px;">W E</td></tr> <tr><td style="padding: 5px;">S</td></tr> </table>			N	W E	S
N					
W E					
S					
	♠ J 10 8 5 4				
	♥ 8				
	♦ 10 8 7 6 3				
	♣ 10 2				

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♣	Pass	3 ♣	Pass
3 ♥	Pass	4 ♥	Pass
Pass	Pass		

West opens 2♣ showing 22+ points.

East bids 3♣ showing a six card suit with two of the top three honors.

West bids 3♥ showing his suit. East raises to game. West passes with no club fit and a minimum for his 2♣ opener.

- Lesson Plan Title:** Week 7 Lesson 5 - Math through Games
- Beginning Bridge:** Weekly Review and Quiz – Week 7
- Concept/Topic:** To teach math through games.
- Standards Addressed:** M7P2.d Select and use various types of reasoning and methods of proof.
- General Goal(s):** To teach bridge.
- Specific Objectives:** To teach responder's responsibilities and bidding rules.
- Required Materials:** Notebook
Paper
Pencil

Anticipatory Set (lead-in):

- Review week 7 lessons 1 – 4
 - Preemptive Bidding
 - Weak Two Bids
 - Preemptive Jump Overcalls
 - Opening Very Strong Hands - 2 Clubs

Step-by-step Procedures:

1. Give review quiz
2. Hand out cards
3. Students Shuffle, Deal, and Play hands
4. Give back notebook

Plan for Independent Practice: allow time to play hand

Assessment Based on Objectives: Week 7 quiz

Adaptations (For Students with Learning Disabilities): Allow students to use their notebooks.

Extensions (For Gifted Students): After quiz, allow students to play bridge on the computer.

Possible Connections to Other Subjects: communication skills, L.A.

Week 7 Lesson 5 Quiz (10 points)

What would you bid on the following hands? (10 points)

1. ♠ AQ10842 ♥ 73 ♦ 6 ♣ 8643 _____

2. ♠ 7 ♥ KQJ10753 ♦ 87 ♣ J73 _____

3. ♠ J9765432 ♥ K42 ♦ 3 ♣ 4 _____

4. ♠ 8 ♥ Q3 ♦ KQ10543 ♣ J754 _____

5. ♠ A4 ♥ KJ10764 ♦ KJ3 ♣ 73 _____

6. ♠ 873 ♥ 1098 ♦ 7 ♣ AQ10542 _____

7. ♠ K542 ♥ AJ10854 ♦ 74 ♣ 3 _____

8. ♠ Q107543 ♥ A75 ♦ 754 ♣ 3 _____

9. ♠ 6 ♥ 74 ♦ AQJ108643 ♣ 62 _____

10. ♠ K85432 ♥ J43 ♦ 742 ♣ 4 _____

Week 7 Lesson 5 Quiz Answers

What would you bid on the following hands? (10 points)

1. ♠ AQ10842 ♥ 73 ♦ 6 ♣ 8643 2♠
2. ♠ 7 ♥ KQJ10753 ♦ 87 ♣ J73 3♥
3. ♠ J9765432 ♥ K42 ♦ 3 ♣ 4 Pass
4. ♠ 8 ♥ Q3 ♦ KQ10543 ♣ J754 2♦
5. ♠ A4 ♥ KJ10764 ♦ KJ3 ♣ 73 1♥
6. ♠ 873 ♥ 1098 ♦ 7 ♣ AQ10542 Pass
7. ♠ K542 ♥ AJ10854 ♦ 74 ♣ 3 Pass
8. ♠ Q107543 ♥ A75 ♦ 754 ♣ 3 Pass
9. ♠ 6 ♥ 74 ♦ AQJ108643 ♣ 62 4♦
10. ♠ K85432 ♥ J43 ♦ 742 ♣ 4 Pass