Bridge
The Israel Bridge Federation

The Next Generation

A booklet of lessons
for teaching Bridge to kids

Part A

Mini - Bridge

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Lesson No 1 - introduction

Aim of the lesson

1. Getting acquainted.
2. Getting to know the game.
3. Basic knowledge: Directions, names of the suits, the cards and tricks.

Knowledge of the Pupils

1. The teacher will introduce himself. 2. The pupils will introduce themselves in rotation (name + a sentence that will represent them) 3. Question: Who is familiar with playing cards? Which games did you play?	*It is possible to distribute stickers with names, so that you can learn to acquaint yourself more quickly.*

Appropriate Behavior

General Rules	
No talking without permission. No shouting, no swearing, no provoking others, no getting up from the table – even if you are angry. Lose with honor, win courteously.	We all like to play, this is the reason we prefer breaks to lessons. Our lessons will be a bit different. We will do what we like to do during the lessons – we will play. But, it is impossible to learn to play without learning the rules of the game. So we will learn the rules but we will try to play more.

Getting to know the cards

I have come to teach you the enjoyable game of bridge.
Who knows how many players we need to play a game of bridge?
Correct, we need a pack of 52 cards and 4 players who sit around the table.
This if the reason why the room is arranged the way it is.

During the course of the lessons you will switch places, according to the table which I will hang on the wall.
In order for this to be done with properly, we will number the tables. I have put numbers on the tables. There are boards on the tables each with a number in the middle.
What do you see on the sides of the boards? Correct! Words.
Do you see what is written on the sides of the tables?
Correct we can see the signs of the wind directions. So all those sitting by window are North and all those by the board are East.

Distribute the cards without jokers

Now the player who is sitting North on each table will lay them out on the table arranged by suits.
How many suits can you see? Correct 4 suits!
Each suit has a name : Spades ♠, Hearts♥, Diamonds ♦, and Clubs ♣

Introduction to the cards

How many cards can you count in each suit? Correct 13 cards!
Therefore, how many cards are there is a complete pack? Correct 52 cards!
Do you know which card is the highest card in the pack? Correct - the Ace.
And the lowest? The two!
I would like each one of you to take a pack and arrange them from the highest to the lowest.
The high cards are the Ace, the King, the Queen and The Jack, followed by the ten and then in order all the way down to the 2.

An exercise in organizing the cards

Each one who sits East will shuffle the cards.
East will deal the cards clockwise facing down – until all the cards have been distributed.
Each player will pick up his cards and look at them. **How many cards does each player have?** Correct 13!
Now each one should arrange the cards by suits and each suit in descending order!
* Take the cards of one of the pupils and show how to sort the hand. Pass by each pupil making sure that he arranged correctly.

An exercise in taking tricks and following suit

Draw on the board

♠J

♠2 ♠Q

♠4
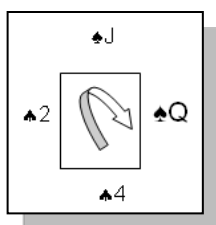
At each table South will place of his cards on the table visible to all.
Now the next players will in turn (West) clockwise place a card from the <u>same suit</u> as the first card played. Then in turn North and finally East will "follow suit".

* Go from table to table and ask South which card he chose.

Rule: Everyone must follow suit
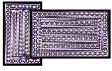
East will now count the cards on the table.
* Go from table to table and ask East what cards are on the table?
The 4 cards on the table are one trick. Whoever placed to highest card on the table wins the trick.
What happens if you do not have a card of the same suit? You have to discard a card

from a different suit but you lose the trick.

An exercise in winning and losing tricks	
	The player that wins the trick places his card vertically (standing) The player that loses the trick places his card horizontally (lying down)

Now let's go on the next trick – the player who won the trick will lead a card from his hand (Any card), and the other players will follow suit. Play like this until all the cards have been played. * Wait until all the cards have been played.
How many cards do you have in the vertical position?
This is the number of tricks you have won.

An explanation of the aim of the game
The aim of the game is to win the most tricks. **What is the greatest number of tricks that can be won in your opinion?** Correct 13 tricks!   Let the children play a few rounds so that they can draw their own conclusions about what cards are worthwhile playing.

Summarize the lesson and distribute exercise one

Lesson no.2 – For bridge you need 2

The aim of the lesson

1. *Learning the principles of partnership in bridge.*
2. *Learning about the board.*
3. *Basic terms: Contracts, declarer and dummy, sure tricks.*

Check on the worksheets and review the material

The principal of partnership

K♥

.2♥   3♥

A♥ ✗

5 ♥ ✓

In the previous lesson, each individual played against all the others. But in bridge, it is a game of partnership. North is the partner of South and East is the partner of West.

Who knows the significance of partnership in bridge?

Correct, when South wins a trick, in fact North wins the trick as well. This is then registered as a win for both players.

Both the other players have lost the trick and will register it accordingly.

> **If your partner won the trick before you 'follow suit" - you can allow him to win the trick.**

Questions for understanding – how many tricks

Do you remember what the possible total number of tricks is? Correct 13.

You as North- South won 9 tricks, how many tricks did East West win? Correct ,4

Yu as North- South won 10 tricks, how many tricks did East West win? Correct ,3

You as North- South won 6 tricks, how many tricks did East West win? Correct ,7

Exercises for random play as partners

Knowledge of the stages of the games : Contract and taking tricks

Who can tell me when we have won a trick? Correct we have the highest card. When someone gets lower cards, it is more difficult for him the win tricks.

It appears that it is a matter of luck: Whoever gets the highest cards wins and whoever gets the lowest cards loses – but this is not accurate.

There are 2 stages in the game of bridge:

The first stage when the partnership contracts to win a number of tricks in advance. The partnership determines the contract.

The second stage when you try to make the number of tricks you promised. We will discuss this later when we talk about making the contract.

The role of the players around the table

Every player has a role to play. The player who plays the hand is called the "declarer".

His partner is the "dummy". The dummy spreads his cards and everyone can see them. The dummy helps the declarer to place his cards on instructions from the declarer.

> **Dummy's cards become declarer's cards**

Both the other players at the table become defenders and their job is to defeat the contract.

The card led will be played by the player who sits on the left of the declarer.

Exercise in play and dummy - leads

From now on, until we learn how to bid, you will receive prepared hands in the boards. The board indicates the names of the players by direction and each board contains 13 cards which have been prepared for each player. By the way, this is the way real tournaments are played by using boards.

In addition, until we learn to bid, I will give you instructions concerning who is the declarer and what is the opening lead.

Distribute board no 1

Board no. 1	♠	KJ94	Declarer: South
	♥	QJ5	**Opening lead:**
	♦	A43	**K♣**
	♣	876	

♠	T83		♠	765
♥	KT32	N W E S	♥	874
♦	T		♦	QJ976
♣	KQJT5		♣	93

Sure tricks	♠	AQ2	Contract : 2nt
	♥	A96	
	♦	K852	
	♣	A42	

You have to arrange to boards according to the table and each players will arrange their own hand.

South is the declarer and his contract is to make **8 tricks** at least**.** If he succeeds he will be the winner.

If South is the declarer then who the dummy? Correct North!

And who are the defenders? Correct East and West!

How many tricks should East-West have to make in order to defeat the contract? Correct, 5 or more.

Who leads? Correct the player on the left of the declarer- that is West.

Firstly the opening lead is made and only then dummy reveals his cards. He places them according to suits where the highest card is nearest to dummy and the lowest is nearest to declarer.

Distribute Board No. 2

	♠ 872	
Board No 2	♥ A2	Declarer SOUTH
	♦ KJ953	**Opening lead:**
	♣ 764	**3♣**

♠ KT4		♠ J963
♥ QJ7	N	♥ T854
♦ 87	W E	♦ A64
♣ AT532	S	♣ J9

	♠ AQ5	
Establishing	♥ K963	**Contract : 2nt**
winners	♦ QT2	
	♣ KQ8	

South will be the declarer and has to try to make 8 tricks.

Who is dummy? Correct, North.

Who are the defenders? Correct, East-West.

Who leads? Correct, West.

*At the end of play, ask every pupil to describe what happened (there were not enough sure tricks)

Acquaintance with the term "sure tricks"

When the dummy goes down we have to count the sure tricks with have together with dummy. A sure trick is one that we are certain to win because we hold the highest cards and the defenders have no way to stop us.

For example, when we have the Ace we can be sure that it will win a trick because it is the highest card. When we have the Ace and King together they are 2 sure tricks, and the Ace-King- Queen is 3 sure tricks and so on.

* Draw the cards of Declarer and Dummy on the board, and show how we count sure tricks.

Sometimes when the dummy goes down we will see that we do not have enough sure tricks. In the next lesson, we will try to see how we can develop extra tricks in order to fulfill our contract

Summarize the lesson and distribute worksheet exercise no 2

Lesson No.3 – Developing tricks

The aim of the lesson

1. *Acquainting yourself with the term "developing tricks".*
2. *Getting to know the term "honors".*
3. *Learning about the value of honors and the points in the pack.*
4. *Learning about "high card points".*
5. *The minimum number of tricks to take.*
6. *The minimum number of trick to open.*

Check the worksheets and go over the material

Suit Development

Draw on the board	In the hand below, declarer contracted to make 8 tricks. **How many sure tricks can we see?** Correct 3.

♠	872
♥	A2
♦	KJ953
♣	764
♠	AQ5
♥	K963
♦	QT2
♣	KQ8

Sometimes, when the dummy goes down, we can see fewer tricks than is required to make our contract.

What can we do about it? Correct, develop more tricks.

How can we develop extra tricks? By **developing honors**.

Let's take a look at the Diamond suit. We can see that N-S are missing the Ace only. Apart from that we have all the high cards.

What do you think we should do to make these cards win tricks? We will have to lose a trick to the Ace and then, when the Ace has been played, all the remaining cards in our hand will be high.

When is it worthwhile losing the trick? As soon as possible.

Distribute Board number 3

	♠	K8		
Board no. 3	♥	T97	**Declarer :** South **Opening lead** : **5♠**	
	♦	864		
	♣	QT972		

♠	QT753			♠	J62
♥	Q42	N W E S		♥	A853
♦	KT9			♦	Q32
♣	43			♣	A65

	♠	A94		
Developing Honors	♥	KJ6	**Contract : 1NT**	
	♦	AJ75		
	♣	KJ8		

South bid, and contracted to make 7 tricks. Check that the children know who is the dummy? Who is defending? And who made the opening lead.

Analysis of the Hand

How many sure tricks do we see?

Correct 3

What can we do about it? Develop extra tricks.

From which suits can we develop the extra tricks? From the club suit after we lose to the Ace.

When is it worthwhile losing the trick? As soon as possible.

> When we can see that we have to lose a trick in order to develop a suit, we should give it preference and play it at the first opportunity.

Honors and their value	
Draw on the board A=4 K=3 Q=2 J=1	There are cards which are more valuable and those that are less. **In your opinion what are the more valuable cards?** Correct the important cards are the A, K, Q, J and the cards from 10 to 2 are less important. These cards we call honors and they are given points.

In each suit there are four honors – AKQJ.

How many points are there in each suit? Correct, 10 points.

How many points are there in the whole pack? Correct 4X10 = 40

We call these points **High Card Points** because they represent the points in each suit.

A point count exercise – distribute a pack of cards on each table

Teacher's instructions:

- North shuffles the cards and deals 13 cards to each player.
- Check that everyone has 13 cards face down.
- Sort out the cards by suits with the highest card on the left going down to the lowest card on the right.
- Count the points.
- **How many points does each one have?** (The pupils will announce in order).
- Add up the points that each one received, **what is the total?** (If it does not add up to 40 then count again).

The minimum number of tricks in a contract

Now we will begin to understand how we "bid" for the contract.

The first thing we have to understand is that the minimum number of tricks is 7 tricks. Let's try to understand why 7 is the minimum.

How many tricks is it possible to take? Correct 13.

In order to enter the auction, we need to take more than half the tricks otherwise there is no tournament. **What is half of 13?** Correct 6.5. Therefore in order to bid we need to undertake to win at least 7 tricks.
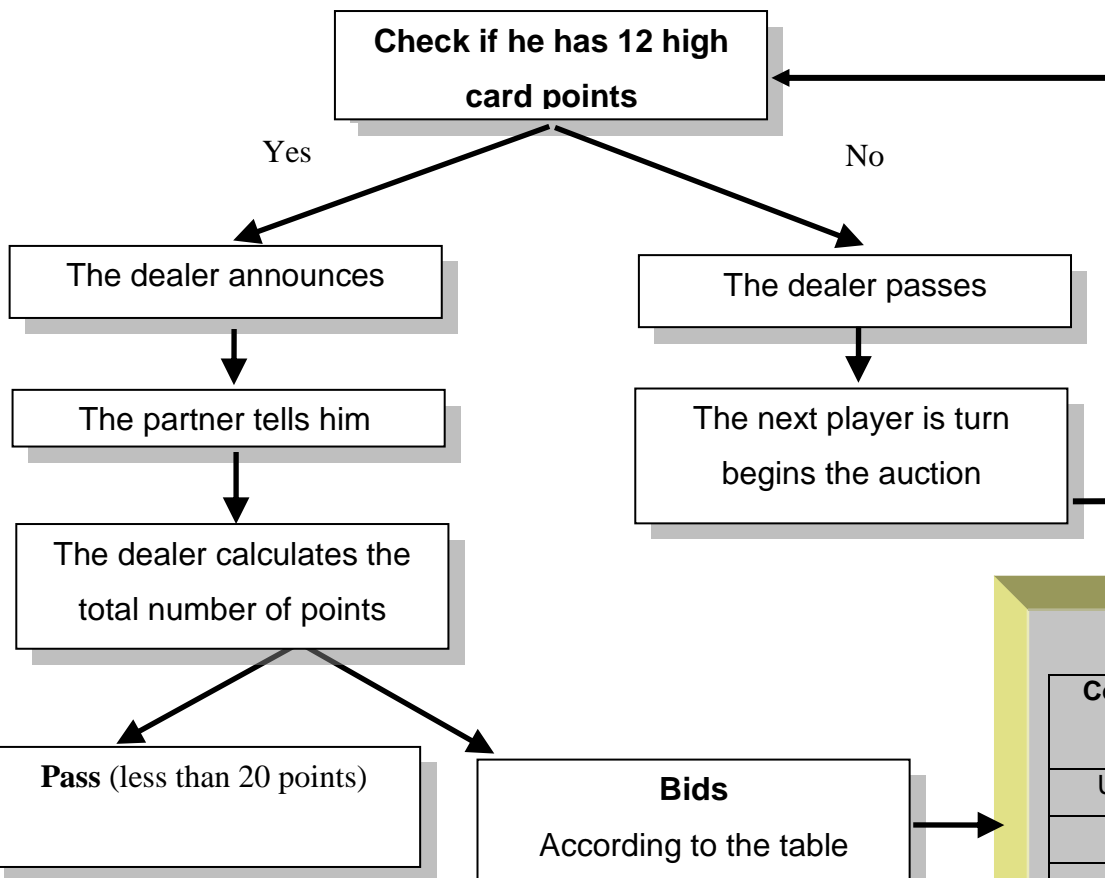
Minimum opening bid requirements

How can we know if it is possible or not to try to win 7 tricks?

Correct, with the help of the points that we hold. If you have at least **12 points**, then this is an indication that you can try to win 7 tricks.

Who in your opinion is the first to have his turn to bid? Correct, the dealer is the first to bid.

Does this mean that he will be the declarer? No, if the dealer did not get enough points (12 at least), he cannot open the bidding and therefore cannot be the declarer.

Draw and explain the process of the bid

Check if he has 12 high card points

Yes   No

| The dealer announces | The dealer passes |

| The partner tells him | The next player is turn begins the auction |

The dealer calculates the total number of points

Pass (less than 20 points)

Bids
According to the table

Decision Table

Combined Points	Decision
Up to 20	pass
20-22	6+**1**= 7
23-24	6+**2** = 8
25-26	6+**3**=9
6+**4**=10	27-29
6+**5**=11	30-32
6+**6**=12	33-36
6+**7**=13	37-40

Summarize the lesson and distribute
Worksheet Number 3

Lesson Number 4 - Points for Winning

The aim of the lesson

1. *Acquaintance with the points table for no trump contracts (table No 1)*
2. *Acquaintance with the terms "first trick", "part-score" and "game".*
3. *Acquaintance with the terms "small slam" and "grand slam"*
4. *What happens when you make your contract?*

Check the worksheets and go over the material

An exercise in dealing the cards and bidding according to the rules 🂠

Table of tricks and points scored

When you played there were times when you made the number of tricks exactly, sometimes you made more and sometimes you did not manage to take the required number of tricks.

Now we will understand how many points we get when we complete our contract, what happens when we make more tricks, and what happens to our score when we do not make our contract?

Distribute to the pupils the score card

Number of Tricks	Score	Bonus	Total
1+6	40	50	90
2+6	40+**30**	50	120
3+6	40+**30+30**	**300**	**400**
4+6	40+**30+30+30**	300	430
5+6	40+**30+30+30+30**	300	460
6+6	40+**30+30+30+30+30**	300+**500**	980
7+6	40+**30+30+30+30+30+30**	300+**1000**	1520

The first 6 tricks do not accumulate any score. We only start scoring from the 7th trick. This is the reason it is called the First trick.

How many levels of tricks do you see? Correct 7. They relate to the 7th trick after the initial six.

Look at the table and answer me, how many points will receive if we take 7 tricks? Correct 40, but if we succeed in our contract, we will receive an additional 50 points bonus. In total we will score 90 points.

If we score more tricks, then every additional trick after the 7th trick, we receive another 30 points.

Who can tell me how many points we will score if we make 8 tricks (make the calculation?)

If we make more tricks, then for every "overtrick" above the seven, we will score another 30 points). We will receive 120 points. The calculation is 40 for the first 7 tricks, another 30 for the 8th trick and another 50 bonus.

Notice the 3rd level of bonus, what is the difference? Correct, the bonus changes. From the 9th trick we receive a larger bonus of 300 points (100 for each of the first 3 tricks).

When we receive a bonus of 300, we know we have played in **game**.

Every game that gives us less than the 100 bonus for each trick is called a **part-score**.

Questions to check understanding – table of tricks and points

How many points will we score if we make 10 tricks? Correct 430 points**. Is that a game or part-score?** It is game.

How many points will we score if we make 11 tricks? Correct 460 points**. Is that a game or part-score?** It is game.

Acquaintance with the terms "small" slam and "grand" slam

How many tricks do we need the reach the 6 level? Correct 12 tricks - almost all the tricks?

What bonus do we receive when we make 12 tricks? We receive a bonus for game and an additional bonus of 500 points.

Why do we get so many points? Because we have taken most of the tricks possible. This is more than game and is called a <u>small slam</u>.

What bonus do we get for making all 13 tricks? We receive a bonus for game plus an additional 1000 points. When we undertake to make all 13 tricks we call this a <u>grand slam</u>.

> **We will always strive for small or grand slam, to get a higher score, but only on condition that we have enough points**

What happens when we do not make our contract?

Whenever we make our contract or even more tricks there is no problem. **But what do you think happens when declarer fails to make his contract?**

Of course we will not receive the points according to the table of tricks, but also there is a fine. The defenders, who have done a good job, will get the points. <u>For every trick down the defenders will receive 50 points.</u>

Comprehension questions

If declarer went 2 down, will he score points? No. **How many points will the defenders score?** Correct 100 points. **If the declarer went down 3, how many points will the defenders receive?** Correct, 150 points.

The pupils will bid and play exercises number 4 and 5.

		♠	K7	**Dealer : North**
	Board number 4	♥	AT5	Declarer:South
		♦	KT42	**Opening lead:**
		♣	KT83	**Q♠**
♠	QJT84		N	♠	932
♥	74	W — E		♥	9632
♦	95		S	♦	A76
♣	AJ42			♣	Q97

	♠	A65	
Suit development	♥	KQJ8	**Contract 3 NT**
	♦	QJ83	
	♣	65	

		♠	J853	Declarer : SOUTH
	Board no 5	♥	KT	**Opening lead**
		♦	964	**K♦**
		♣	AQ75	
♠	QT7		N	♠	K642
♥	964	W — E		♥	A872
♦	KQJ75		S	♦	T
♣	T2			♣	J984

	♠	A9	
Suit development	♥	QJ53	**Contract 2NT**
	♦	A832	
	♣	K63	

Summarize the lesson and distribute worksheet No 4

Lesson number 5 – the play of the hand

The aim of the lesson

1. *Counting tricks when the honors in the suits are distributed between the 2 hands.*
2. *Learning the terms the "long hand", the "short hand" and "blocking".*
3. *General learning – first begin by winning in the short hand.*
4. *Keeping the lines of communication open between the 2 hands.*
5. *What do to when a blockage occurs?*

Check the worksheets and go over the material

Counting trick when the honors are distributed between the 2 hands

Example 7643 N W E S AKQJ	We have already learnt that a sure trick is one that we can win without giving up a trick to the defenders. Example One: We have AKQJ in our hand and 4 small cards in the other hand. We can see that we have sure tricks in our hand and the small cards from dummy we can play from the honors in our hand.
Example AQ3 N W E S KJ2	Example 2: We have all the honors but they are distributed between the 2 hands. Whatever way we look at it we cannot take more than 3 tricks. **Even if we have all the honors we cannot win more tricks than we have in the long hand**

The long hand and the short hand

Example A73 N W E S KQJ4	When we have a suit that is distributed between the 2 hands where one hand has fewer cards than the other this is called the "short hand" and the other hand which has more of the cards in the suit is the "long hand". **Which hand is the longer in the example?** Correct the south hand. **How many sure tricks do we have in the suit?** Correct we have all the honors and we can take all the tricks in the long hand, 4 tricks altogether.

Examples of the short hand – deal board no 6

Board No. 6	♠	T73	Dealer North Declarer SOUTH Opening lead K♥	South is dealer, and bids 3 NT according to the table of bidding.
	♥	A4		
	♦	875		
	♣	AKJ64		

♠	J8			♠	Q952	The K♥ is instructed as the opening lead.
♥	KQJ82		N	♥	975	* Many pupils will fail to complete the Contract as there will be a blockage in the club suit.
♦	QT64	W · E		♦	K9	
♣	72		S	♣	T985	

Examples of play from the short hand	♠	AK64	
	♥	T63	Contract : 3nt
	♦	AJ32	
	♣	Q3	

Who succeeded in making 9 tricks? Very good. **Let's try to understand what happened to those that did not make it?**

How many sure tricks can you see? Correct 9. **So what happened that you did not manage to take them?**

In the club suit, we can see 5 tricks but whoever took the Ace first and then played a club to the Queen, found himself "stuck" in hand with no possibility of returning to the dummy to play the rest of the high cards.

This situation is called a blockage and, in order to avoid it, we have to play firstly the high cards from the short hand, and then with the last card from the short hand play small to the long hand. The last card from the short hand is the communication between the 2 hands.

> **When the number of cards is distributed unevenly between the 2 hands we have to first play from the honors from the short hand and then afterwards play the honors from the long hand**

Preserving communication between the hand

Example A73 N W · E S KQJ4	**According to the rules we have learnt, how will we play the suit in the example?** Firstly we will play small to the Ace of clubs, and then we will use one of the small cards to reach our hand. This will be an entry to the long hand (south) and we will be able to take the rest of the tricks. If we do not play it this way, there will be a blockage.

How do we overcome a blockage?

Example	
Example AK N W E S QJ43	Sometimes a blockage occurs, even if we played correctly. **How many tricks can we make when we play in the example above?** In principle, we can see 4 tricks. **How will we play the suit?** According to the rules, we draw the first two tricks with the Ace and King. But there is still a problem, **Who can see what it is?** Correct after we play the honors from the short hand, as we should do, we do not have a way back to out hand. **What do we do?** We find honors in the other suits to find our way back to the "long" hand.

If we do not have small cards to play to the other side, we have to quickly play the cards from the short hand as soon as possible. Then we will look for honors in the other suits in order to play from the "long" hand.

Distribute board No 7

Example 7	♠ 84 ♥ KJ6 ♦ KJ964 ♣ AT3		**Declarer:**South **Opening lead 6♠**	**South is the dealer** and he is playing according to the bidding table and has to try to make it. You are instructed to lead the 6♠
♠ QT763 ♥ 87 ♦ T82 ♣ 742	N W E S	♠ KJ2 ♥ T943 ♦ 75 ♣ KQ98		
Examples of the short hand	♠ A95 ♥ AQ52 ♦ AQ3 ♣ J65		**Contract 3nt**	

How many tricks does the declarer have? Correct 11 sure tricks.

What do you have to do to play correctly? Correct you have to make sure that you play the honors from the short suit first. In this hand, even if you did not follow this rule you can still make the contract because, even though a blockage has occurred, you can still use the honors in the other suits to go to the long hand.

But you will not always have the chance to do that and that is why you should make sure that you play correctly.

Summarize the lesson and distribute worksheet No 5

Lesson No 6 – the play of the hand

The aim of the lesson

1. *Ways of overcoming a blockage – unblocking or swallowing an honor.*
2. *Leading from a sequence.*
3. *Suit development – friendly distribution.*

Check on the worksheets and review the material

Exercise – distribute board No 8

Deal no. 8	♠	A96	Dealer South Declarer :SOUTH Opening lead : Q♦	**South is the dealer,** the bidding is made by the bidding table and the declarer has to try to make the hand**.**
	♥	QJ53		
	♦	983		The lead is to be instructed as the Q♦.
	♣	763		

		N		
♠ Q7		W—E	♠	KJ42
♥ T96		S	♥	8742
♦ AQJT5			♦	7
♣ 1052			♣	J984

Overcoming a blockage	♠	T853	**Contract 3nt**
	♥	AK	
	♦	K642	
	♣	AKQ	

How many sure tricks did the declarer have? Correct 9.

What happened to the lost tricks? The defenders led the Q ♦ and we can win with the K. Now we can identify the problem in the heart suit – the suit is blocked.

How do we know that the suit is blocked? When there are single honors in one hand without small cards, this is a blockage.

What do we do when the suit is blocked?

> 1. In the first phase to "release the blockage" we will play the single honors which block the suit.
>
> 2. In the second phase, we will look for a second suit which can help us to enter our hand and win the rest of the tricks.

In which suit can we enter dummy? Correct in Spades as we have the Ace.

The lead from the top of a sequence

Look at the example that you have just played. Could the defenders have prevented us from going from the hand to the dummy in Spades? No, it is impossible.

But if the opening lead would have been the Q ♠ then the declarer would have had to win with the Ace immediately on the first trick and so would have prevented us from entering dummy in the continuation.

If this is the case then why did we lead a Diamond instead of a Spade? As you can see the opening lead is vitally important. Sometimes it is helps the declarer to make his contract and sometimes it is the reason why the contract fails.

We will teach you how to lead correctly but at this stage we will concentrate on explaining one feature:

> When we have a sequence we will prefer to lead from the top to develop our tricks quickly.

Here are some examples of leading from the top of a sequence :

KQJT8 ,**Q**JT8, **J**T987 ,**A**KQ87

Leading from the top of a sequence when there is a higher card

Since we are looking to develop our tricks quickly, then whenever our sequence has a higher card we will prefer to develop that suit. When we have a suit headed by the A we can immediately take the trick. When we have a sequence headed by the K, we will have to lose the first trick and only then win our tricks. But when we have a sequence with a higher card we can still lead that suit, for example: K**J**T93, A**J**T93, Q**T**984, K**J**T98.

Overcoming a blockage – "swallowing" an honor

Example	
AQ KJ2	**Can you see a blockage in the example below?** Correct, the North hand has the AQ without small cards which prevent South from reaching the South hand. In the first stage play the Ace, then the Q and then how do we reach the long hand? It is possible to look for another suit but there is another way. In this case the K "swallows" the Q and wins the trick. Now we can play the J without needing to look for another suit. In this case we can 'swallow' an honor because we have the one that comes after it.

Friendly distribution

A43

```
      N
JT8  W   E  976
      S
```

KQ52

South is the declarer and South is the dummy. How many tricks do you see in the suit? 3 tricks.

Is it possible to make more tricks? We hold 7 cards in the suit and we are missing 6 cards. If the missing cards are distributed equally between the defenders (3:3) we can win an extra trick.

1) We play small to the A, 2) small to the K, 3) Q throwing a small card from the dummy. After 3 rounds the defenders have no more cards in the suit and our 4th card in our hand becomes high.

> When we are looking for extra tricks, we can utilize friendly distribution from the defenders

---

Exercise – distribute board 9

Board No. 9			Dealer South
	♠	AKQ	Declarer South
	♥	985	**Opening lead :**
	♦	632	**7 ♠**
	♣	T873	

♠	9742		♠	J83
♥	764	N W E S	♥	JT3
♦	K84		♦	JT75
♣	AJ5		♣	KQ4

Friendly Distribution	♠	T65	**Contract 2nt**
	♥	AKQ2	
	♦	AQ9	
	♣	962	

South deals, the bidding is according to the table and he tries to make his contract.
The heart suit has a friendly distribution.

> Summarize the lesson and distribute worksheet no.6

Lesson 7 – The play of the hand – The finesse

Aim of the lesson
1. Trick development – the finesse and the impasse.
2. Simple finesses and impasses

Check the worksheets and return the material

A simple finesse

Example AQ 42	**Sometimes we are faced with the following situation:** **What is the smallest number of tricks that we can make with this suit?** Correct 1, the A. **Is there a way of making another trick?** If the K is a singleton it will drop on the A and so the Q will be established. But this is a rare occurrence and we cannot take it into account. We will not play the A (because there is no chance of catching the K). But if the K is sitting on our left then we have a chance of winning with the Q (Usually the player as West will not play the K, because he will hope that we will play the A and his K will be established). **And what happens East has the K?** Then the finesse fails, but we have to play it this way presuming that we have a chance of catching it, otherwise there is nothing to be done. This play of the finesse gives us a 50% chance of success.
Example A32 KJ6	**In the next example, which card are we missing?** Correct the Q. **How many sure tricks do we have?** Correct 2. **What assumption do we have to make to ensure an extra trick?** That the Q is sitting in front of the honor (that is East). **How will we play to trap the queen?** Correct we will play first the A (maybe the Q is singleton) and then low to the J for a finesse.

> **In order to make a simple finesse – "we have to identify the trap/ fork".**
>
> **The trap is where we have an honor and another lower honor than the one missing (AQ, KJ) and we play a low card towards the honor presuming that the low card is trapped.**

Exercise distribute board No.10

Distribution No. 10	♠	853	South dealer	South deals and bids according to the table, declarer has to try to make it.
	♥	A86	South declarer	
	♦	A653	**Opening lead : 6♠**	
	♣	T42		The card instructed to be led. This will combine both a finesse and a friendly distribution.

♠	KJ764		♠	QT
♥	942	N W E S	♥	QT53
♦	T2		♦	J97
♣	KJ8		♣	Q973

Finesse and friendly distribution	♠	A92	
	♥	KJ7	**Contract 3nt**
	♦	KQ84	
	♣	A65	

The Impasse

Example A4 N W E S Q2	**Next example: Can we make 2 tricks?** We will never be able to make two tricks it does not matter where the K is sitting.	Example A4 N W E S QJ	**Now what will happen when we play the Q?** If the K is with W, we will always take 2 tricks. This is an impasse and in order to succeed we need touching honors (in this case the QJ)

An impasse – we play an honor from our hand towards a higher honor on the table

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Impasse or finesse

Example AQ N W E S 32	**What kind of play do we need here?** Correct a finesse.	Example AK2 N W E S JT3	**What kind of play do we need here?** Correct an impasse

A two way finesse

דוגמא 8 AJT N W E S K32	**In which direction should we take the finesse?** We can take it as a simple finesse to the J, or an impasse to the K.

Exercise – Distribute Board 11

Board 11	♠	K82	Dealer : East	**East is the declarer, the card is led according to the table and the contract has to try to make.**
	♥	JT3	Declarer : East	
	♦	QJ74	Lead Q	
	♣	Q65		

♠	654			♠	A97
♥	A76	N		♥	KQ84
♦	932	W E		♦	A85
♣	A873	S		♣	KJ8

Finesse and friendly distribution	♠	QJT3	
	♥	952	**Contract 3 NT**
	♦	KT6	
	♣	T42	

Make sure that S leads from the top of a sequence. The success of the contract depends on a combination of a finesse and friendly distribution.

Summarize the lesson and distribute worksheet number 7

Lesson 8 - playing with trumps

The aim of the lesson

1. *Acquaintance with the terms: Stopper, trump suit, trump, ruff and a fit*
2. *The use of trumps, when? How?*
3. *Distribution and some basic terms: singleton, doubleton, void.*

Check the worksheets and return the material

Distribute Board number 12

Board number 12	♠	T9632	Dealer: South	South deals and bids according to the table, declarer has to try to make it.
	♥	5	Declarer : South	
	♦	KJ43	Lead A ♥	
	♣	AQ4		

♠	-----		♠	QJ	*Nobody will succeed in making the contract*
♥	AKQJ82	N W E S	♥	T974	
♦	952		♦	T87	
♣	T762		♣	J953	

It is better to play with trumps	♠	AK8754	Contract 3NT
	♥	63	
	♦	AQ6	
	♣	K8	

Did anyone succeed in making the contract? It's OK, it is impossible to make it.

But according to the point count we have 26 points and should be able to make 9 tricks. **Why then did the contract fail?** The reason is that we did not have a "stopper" in the Heart suit which was led.

A stopper is a card that can prevent the opponents from running a suit, like in the heart suit that they led: for example A, K8, Q87, J976.

In the Heart suit, we did not have a stopper. **What can we do if we do not have defense in a particular suit?**

Preference for playing in Trumps

All the games that we have played so far have been based on no trumps: the opening lead determined the trumps suit in each suit for every trick. This is called NO TRUMP (or NT for short).

But we do not have to play always in NT. When we have many cards of one suit then we can prefer that this suit will be stronger that the others, in other words, it will be the trump suit. A card from the trump suit is called a "trump".

Do you know how many cards you need in order to play in trumps? At least 8 cards.

When a pair has 8 cards, this is called a fit.

Can you guess the advantage of playing in trumps? When we play in no trumps and we do not have a card to follow suit, we have to discard a card from a different suit which we will then lose. But when we are playing in trumps and we do not have a card to follow suit, we can play a trump and win the trick.

Ruffing

example	In the example the trump suit is Hearts.
♠3 N ♠5 W E ♥2 S ♠A	E is the declarer and S plays the A♠, W follows suit, North follows suit but E has not got a card to follow suit. He plays the small trump card. **Who won the trick in your opinion? The Ace which is an high card or the 2 of trumps?** Correct, even when the trump is a low card, it still beats the high cards in the other suits.

When we do not have a card to follow suit, we can put down a trump – this is called a Ruff

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Who is allowed to ruff?

When are we allowed to ruff? Only when we cannot follow suit.

What is the role of the trump? To ruff the high cards of the opponents and make sure we do not lose control.

Is the declarer only allowed to ruff? No, The defenders can also ruff when they cannot follow suit.

If so, what is your opinion, worthwhile for the declarer to do when playing trumps? Correct, he needs to draw trumps quickly from the defenders.

When he does not cards to follow suit, does he have to ruff?

No, it is not imperative- but it has its advantages.

The pupils will now try to play board no. 12 again. South is the declarer and has to take10 tricks when Spades are trumps. The lead is the A♥. The pupils will now find out that the contract is makeable.

Distribute board no 13

Board 13	♠	AKQT98	**Dealer : West**	West is the declarer and has to make 10 tricks when Hearts are trumps. The opening lead is the A♠
	♥	-----	Declarer : West	
	♦	T98	**Opening lead: A♠**	
	♣	T865		

♠	43		N		♠	J	
♥	AK7643		W E		♥	T9853	
♦	KQ4		S		♦	AJ63	*The pupils will make more than 10 tricks
♣	A7				♣	KQ9	

Points distribution	♠	7652	
	♥	QJ	**Contract 4♥**
	♦	752	
	♣	7432	

Can you see that after the first trick the declarer can ruff and make much more tricks than promised? The point is that because of the fact that the declarer was short in the opponent's suit, this is what helps him. What would have happened if the contract would have been played in NT? The defenders would have taken the first 6 tricks and the contact would have been defeated. The fact that the declarer is short in Hearts would have been his downfall.

Distribution Points

When we play a contract in trumps shortness/void is a definite advantage. Therefore, we will consider not only the high card points but also the "distribution points" according to the following key:

5 points	Void
3 points	A singleton
1 point	A doubleton
1 point	An extra points for every trump above a combined total of 8

Why do we add points for every additional trump? Because the more we have the

less the opponents have and we can draw them quickly leaving us with more trumps for ruffing if necessary.

> **In order to count distribution and length points, we have to first find a fit. In NT contracts we cannot add on for distribution points, because shortness is damaging.**

Distribute board no.14

Board 14	♠	K642	**Dealer : West**	
	♥	982	Declarer :SOUTH	**South is declarer and has to make 10 tricks when Spades are trumps. The opening lead is the King of Clubs.**
	♦	QJT	**Opening lead K♣**	
	♣	T87		

♠	87		♠	95
♥	QT53	N W E S	♥	J7
♦	94		♦	K8765
♣	KQJ53		♣	A962

	♠	AQJT3		
Draw trumps	♥	AK64	**Contract 4♠**	
	♦	A32		
	♣	4		

Analysis of the hand

What conclusions can we draw from the opening lead? That West has a sequence of the KQ or even the KQJ.

Should we draw trumps immediately? For sure, since we have enough trumps in hand and in dummy firstly we will draw trumps.

How will we play the Diamond suit? Correct we have to make a finesse of the K. We have to play the Q and if East does not cover with the K, we will play a small card and then play it again with the J (a double finesse).

If East covers, we will cover with the A and then the J will be high.

Summarize the lesson and Distribute worksheet number 8

Lesson No 9 - determining the type of game

Aim of the lesson
4. *Use of bidding cards.*
5. *Determining the type of the game – trump or no trump?*

Check the worksheets and return the material

How do we find a fit?

Draw on the board
♠ K852
♥ A95
♦ Q743
♣ T8

```
        N
   W         E
        S
```

♠ A9643
♥ 72
♦ KJ95
♣ AQ

In order to play a contract with trumps, we need to find a fit with at least 8 cards in the suit.
How will we know how many cards partner has in the different suits? We will use the bidding cards.

1. South is dealt 14 points and announces **"I open"**.

2. North, **the responder**, with 9 points fills out a bidding note in which he writes down how many cards he has in each suit together with the number of points.

3. South writes down how many cards he has, and checks if there is a fit in one of the suits.

4. If there is a fit then that will be trumps. (If there is a fit in more than one suit, then he chooses the one with a better fit – more cards).

5. If there is no fit, then the contract will be NT. (In the example we have a good fit in Spades)

6. Now the opener adds his points and calculates also the distribution of his partner.

7. Adds up high card points+ distribution points+ length points. (In this case it is 27).According to the decision table, he will decide on the level of the contract. (In this case the contract will be 6+4 tricks; therefore the final contract will be 4 spades.)

Note: If the responder has less than 8 points – he will not fill out a bidding form but announce how many points he has. The opener will calculate the combined points. If there are 20 or more, he will ask his partner to fill out the form. If the partnership has less than 20, he will PASS and allow his left hand opponent to begin the auction. **Why do we need 8 points?** If the opener has a minimum of 12 points, then his partner has to bring in 8 points to make up the total to 20 in order to bid.

Bidding Form – mini bridge

Bidding Form – Mini Bridge

The responer

Mini Brid... / **Mini Bridge – Bidding Form**

	מס' קלפים משיב	מס' קלפים פותח	סה"כ בסדרה
♠	4		
♥	3		
♦	4		
♣	2		
נק' גבוהות	9		
נק'חלוקה			
נק'אורד			

חוזה סופי: ____ סה"כ

The opener

פתק הכרזה - מיני ב...

	מס' קלפים משיב	מס' קלפים פותח	סה"כ בסדרה
♠	4	5	9
♥	3	2	5
♦	4	4	8
♣	2	2	4
נק' גבוהות	23	9	14
נק'חלוקה	3	1	2
נק'אורד	1		1

חוזה סופי: ♣4 סה"כ

Labels (responder form): **N...C** / **Total Cards in The Suit** · **Number Of Cards - Responder** · **Number Of Cards - Opener** · **Total Cards in The Suit** · **HCP Shortness Length** · **Final Contract** · **Total Points**

Labels (opener form): **Final Contract** · **Total Points** · **HCP Shortness Length**

Distribute board 15 +bidding cards

Board 15	♠ 94 ♥ K972 ♦ QT52 ♣ K62	Dealer South Declarer South Lead K ♠	An exercise in bidding and play
♠ KQJ75 ♥ T63 ♦ A6 ♣ QT7	N W E S	♠ T863 ♥ J8 ♦ 984 ♣ J854	
Draw trumps	♠ A2 ♥ AQ54 ♦ KJ73 ♣ A93	**Contract 4 ♥**	

Who will fail? Why?

Whoever plays on Diamonds before drawing trumps will be ruffed by the defenders.
Therefore, we have to draw trumps before the opponent's ruff.

*Ask to pupils to play the deal again, this time drawing trumps first.

Distribute board 16 + bidding cards

	♠	9876	**Dealer: South**			
Board 16	♥	Q43	**Declarer: South**		*An exercise in bidding and play*	
	♦	AKJ4	**Lead J♥**			
	♣	A3				

♠	2			♠	543
♥	JT9	**N**		♥	AK76
♦	T8653	**W ★ E**		♦	97
♣	KT87	**S**		♣	QJ94

	♠	AKQJT	
Discarding a loser on the Diamond suit	♥	852	**Contract 3♠**
	♦	Q2	
	♣	652	

Did everyone make it? It is possible to make more if we discard a club on the Diamond suit. In the next lesson, we will learn how to plan the play and how to deal with losers.

Concluding questions

What is the difference between playing trumps and NT?

What are the advantages/ disadvantages of playing with trumps?

What are the advantages/ disadvantages of playing in NT?

Which one do you prefer to play? Why?

Summarize the lesson and distribute worksheet number 9

Lesson 10 planning the play in trumps

The aim of the lesson
1. *Planning the play in trumps*
2. *Acquaintance with the terms – loser – identifying losers.*
3. *The disappearance of losers on high cards from another suit.*

Check the worksheets and return the material

Distribute board 17 with bidding cards

Board 17	♠ A83 ♥ Q632 ♦ AQ5 ♣ J54	**Dealer South** Declarer North **Opening lead K ♠**	**North is the dealer** (South and West both Pass) Most pupils will go down because they will not know how to get rid of the ♠ loser.
♠ KQ104 ♥ 9 ♦ 10943 ♣ K982	N W E S	♠ 9752 ♥ A4 ♦ J862 ♣ A76	
Getting rid of losers	♠ J6 ♥ KJ10875 ♦ K7 ♣ Q103	**Contract 4 ♥**	

Who succeeded? Who didn't? Why didn't you succeed?

Before starting to play, what do we do in NT? We count our sure tricks

Why can we think about sure tricks? Because the defenders cannot stop the trick in our hand.

Why can't they stop us? Because there are no trumps and they cannot ruff us.

Now let's talk about trumps, if we play in trumps, is it possible to count sure tricks?

It is not possible to do it because the defenders may ruff with a trump.

> When we play trumps we have to count losers

Let's count our losers:

1 loser in ♠ (we don't have the king so we will lose the second trick). We are not worried about the 3rd round because South has no more Spades and we can ruff.

1 loser in ♦ – (we are missing the A hearts and because it is the trump suit we will always lose it).

No Losers in ♦ – we have all the honors.

2 losers in ♣ we have the Q and J, and we will always lose to the A and K which are higher cards.

We have a total of 4 losers – one more than we can afford in order to make our contract of 4♥.

If we want make the contract what do we have to do? Correct get rid of one of the losers in Spades. **Try to think how can we do that?**

How to get rid of losers

Let's examine the Diamond suit – we can take 3 tricks in the Diamond suit. But look – South has only 2 cards in the suit and North has 3. <u>On the 3rd card from North, we can discard a loser.</u>

What is the best card to discard on the Diamond suit?

If we discard a club it will not help us because there are 2 clubs losers which we will lose anyway – we will always have 2 losers in the suit. Therefore it is better to discard a ♠ and in this way we will get rid of our 4th loser.

When will we want to get rid of a loser?

After the lead of the A♠, what will be the 2nd card that we will play? Answer 5♦.

> Sometimes it is better to get rid of a loser than playing trumps

Distribute board 16 again + bidding cards

Board 16	♠	9876	**Dealer: South**	*An exercise in bidding and play*
	♥	Q43	**Declarer: South**	
	♦	AKJ4	**Lead J♥**	
	♣	A3		

♠	2			♠	543
♥	JT9	N		♥	AK76
♦	T8653	W — E		♦	97
♣	KT87	S		♣	QJ94

Discarding a loser on the Diamond suit	♠	AKQJT	**Contract 3♠**
	♥	852	
	♦	Q2	
	♣	652	

Summarize the lesson and distribute worksheet number 10

Lesson 11 – Planning the defense

The aim of the lesson

1. *Planning the play in defense.*
2. *Learning about choices in playing a card with and without trumps.*
3. *Concepts – unavoidable losers, and winners that can "disappear".*

Check the work pages and return the material

The importance of the opening lead

Which role do you enjoy when playing at the table? Everyone likes to be declarer, to plan the hand and control the game. Declarer usually has the greater strength – the better cards. Despite this – many prefer to be in defense.

What do you like when you are defending? To defeat the contract even though the opponents have more strength.

When you plan correctly, it is possible to succeed in defeating the contract.

How will we know which suit to lead? There are some rules which can help us choose

the right lead.

Rules for leading against NT

Generally speaking – against NT we will prefer to lead our longest suits in order to develop them

Rule 1 – when we have a long suit with a sequence (at least 3 cards) in which the highest is an honor – lead the top of the sequence – **K**QJ85.

Rule 2 – When we do not have a sequence, lead the 4th highest = J87**5**42.

Rule 3 – When we have 3 cards with an honor – lead a small card = K8**2**.

Rule 4 - When we have 4 small cards without honors – we lead the 2nd highest - 9**7**52

Rules for leading against trump contracts

Generally against trump contracts:
Either play our high cards before they get trumped,
or play to trump in hands that we have shortness.

Rule 1 – When we have a sequence in our hand (at least 3 cards) in which we have an honor – lead the higher of the 2 – **K**Q4. (Develop quick tricks)**.**

Rule 2 – Lead a singleton (not an honor) from a side suit when have enough trumps to ruff.

Rule 3 – When you have 2 cards (not honors) lead the higher of the 2 – **7**4.

Rule 4 – When you have a suit headed by an honor, lead a low card in the suit – K86**4.**

Rule 5 – Don't lead a suit where you have to ace – if there is no choice then lead the A itself

Drawing conclusions from the card led

The rules of leading draw us to leading the correct card, but our partner can try to understand why we chose that particular card.

Who else can draw conclusions from the card led? Correct the declarer has to also look at the card played. Try to imagine what the opening lead means and plan hand accordingly.

Distribute board 18 + bidding cards

Board 18	♠ AT8 ♥ 965 ♦ K98 ♣ Q876	**Dealer East** Declarer East **Opening lead 3♠**	*Don't interfere with the opening lead, let the pupil get to the contract by themselves*

♠ 542 ♥ AKJ4 ♦ J43 ♣ A53	N W–E S	♠ Q76 ♥ Q86 ♦ AQ52 ♣ K42	*At the end of the game check who succeeded and congratulate defender's who defeated the contract.*
Opening lead and correct defense	♠ KJ93 ♥ T32 ♦ T76 ♣ JT9	**Contract 3 NT**	

Analyze the game *(from now on you should explain the opening lead and the correct defense, in addition to the planning of the hand).*

The opening lead led from a long suit by the defender- 4th highest the 3♠.

North will win with the Ace and play the T (a high card which aims to trap declarer's honor).

After winning the first 4 tricks, South will lead the J♣. (top of a sequence)

The declarer can count 4 tricks in Hearts, 1 Diamond and 2 Clubs. He will try to develop a Diamond trick by finessing against the K in North's hand –this will succeed. However, so long as N covers the K♦ with the J♦, his partner's T will be established. Against good defense there is no possibility of making the contract (the defenders have to avoid discarding a Diamond on the 4th heart).

Distribute board 19 + bidding cards.

Board 19				East dealer South declarer	
	♠	QJT4			
	♥	K6			
	♦	A763		**Opening lead** ♥	
	♣	653			

♠	987			♠	65
♥	QJT8	**N**		♥	753
♦	K94	**W** ✦ **E**		♦	QJ52
♣	J98	**S**		♣	AT74

Ruffing in the short hand			
	♠	AK32	
	♥	A942	**Contract 4 ♠**
	♦	T8	
	♣	KQ2	

Don't interfere with the opening lead, let the pupil get to the contract by themselves

At the end of the game check who succeeded and congratulate defender's who defeated the contract.

Analysis of the Play

The opening lead is the Q♥. The declarer counts losers – 2 Hearts, 1 Diamond and one or 2 Clubs (it depends how the A is located). This is a total of 4-5 losers when we are only allowed to lose 3. **2 losers out of the 4-5 cannot be avoided, and these are?** Correct, the losers in Clubs and Diamonds. **On the other hand, 2 losers in Hearts can "disappear" or the can be transformed into winners, how?** By ruffing those hearts in the short hand.

Summarize the lesson and distribute worksheet number 11

Lesson 12 - Planning the play in Trumps

The aim of the lesson

1. *Planning the play – making losers "disappear" – ruffing in the short hand.*
2. *Planning the play – the danger of "overruffing" – ruffing with a high trump*

Check the worksheet and go over the material

Stage One preparing to play – Choosing a "Base hand"

Draw the example below on the board			
♠	AJ864	♠	KQ72
♥	K93	♥	A4
♦	42	♦	Q853
♣	QJ5	♣	K72

N
W ✴ E
S

How many tricks can East West win when the contract is 4♠? Correct 10 tricks.

When we have to estimate the value of our hand and the losers, we have to first choose a "base hand" – the hand where the trumps are longer.

This hand shows less losers and it shows us to value our hand by the number of losers.

Stage 2 Planning the play of the hand – evaluating the strength

Now we have to look at each suit a as base suit and see where we have losers and what are the possibilities of using the hand opposite to get rid of those losing cards.

How many losers do we have in Clubs? 0 (the 3 losers in West are covered by the high cards in the West hand.

In ♥? 1 (the AK allows us to take 2 tricks but the third trick is a loser)

In ♦? 2 losers.

In ♣? 1 loser (because we have in both hands all the honors except the A).

Total 4 losers, when we are only allowed to give 3.

Stage 3 – Planning the play – how to make it

Do you see losers which are "inevitable"? There are 2 in diamonds and one in Clubs. Is there any way that we can get rid of them?

What is the conclusion? We have to concentrate our efforts of getting rid of the loser in ♥. (this one is the "different" loser which we have to get rid of.)

What can we do in your opinion? Correct, we have to concentrate on the short hand. The short hand is the one with less Hearts).

> **We have to concentrate our efforts on avoiding different losers, those losers that can disappear.**

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Distribute Board 20 + bidding cards					

	♠	K62	**Dealer :South**		
Board 21	♥	Q73	**Declarer: South**		
	♦	J4	**Opening Lead**: Q♠		
	♣	QT764			

♠	QJ95			♠	AT3
♥	5	N W E S		♥	984
♦	T832			♦	Q96
♣	K952			♣	AJ83

	♠	874		
Overruffing	♥	AKJT62	**Contract : 4 ♥**	
	♦	AK75		
	♣	--------		

The pupils will bid and try to play the hand. They should go down. The defense should take 3 tricks in ♠ and continue with the 2♣ The pupils that continue with trumps too early will not be able to ruff and will go one down. Also those who ruff, if they ruff with small trumps, then East will overruff them and they will go down too.

Analysis of the hands of North-South

What is the base hand? Correct, South is the base hand because he has more trumps.

Let's count losers in ♣? 3 losers are inevitable (because of the opening lead).

In ♥ ? There are no losers because we hold the high cards. **In ♦ ?** 2 losers, and in ♣ ? No losers. Total – 5 losers and we are allowed to lose only 3 tricks.

Let's move on to the plan of the play, which losers should we concentrate on Spades or Diamonds? The losers in Spades are inevitable so we will concentrate our efforts to remove the Diamond losers.

How will we get the Diamond losers to disappear? Correct, we can ruff 2 Diamonds in dummy.

Should we draw trumps first? No, because if we draw trumps first we will not have enough trumps to ruff Diamonds. So after winning the trick we have to play the AK Diamond and ruff a 3rd Diamond.

Now we can return to our hand and ruff a 4th Club but what will happen then? Whoever counted how many Diamonds were played will realize that East will overruff us.

If that is the situation what can we do about it? We have **to ruff our 4th Diamond with a high trump** – one that is higher that the opponents have. (Since we are missing the 8 and the 9, we have to ruff with the Q Heart. We are not afraid of wasting it, because apart from the Q we have all the high honors in the trump suit

> **When there is a danger of an overruff by one of the defenders, it is imperative to ruff with a higher trump than is held by the declarer.**

Now play the cards again as South in the following way:

- ❖ 3 rounds of ♠.
- ❖ 2 rounds of ♦ (AK).
- ❖ 1 round of ♦ ruffed small.
- ❖ Return to the hand.
- ❖ Ruff a ♦ with the Q Hearts.
- ❖ Draw opponent's trumps.

Summarize the lesson and distribute worksheet number 12

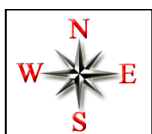# Lesson No 13 – Planning the play in trumps

Aim of the lesson
1. *The expass*
2. *Defense – 2nd hand low.*
3. *Defense – cover an honor with an honor*

Check the worksheets and return the material

EXPASS			
Example 42 N W E S K3	**Can you see how to win a trick in this suit? What has to happen?** If you play a small card from the King, there is no chance you will win a trick. **On the other hand what will happen if you play the 2 towards the King?** If the A is sitting in front of the K, we will win a trick.	Example AQ N W E S 32	**What finesse can you see in this example?** Correct a simple finesse. **How do we play when we want to make a simple finesse?** Correct, we will play small to the fork, in the hope that the missing honor "sits well".

What is the difference between these 2 situations?
In the simple finesse situation we play towards the fork, in the other example we play towards the honor.
We call the them both finesses because in both cases we need the high cards to sit well.

Distribute board 21 + bidding cards

Board 21	♠	A42	**Dealer South**		*The pupils will bid and try to make the contract. They should go down. This is because most of them will play the Q towards the A.*
	♥	KT63	**Declarer South**		
	♦	K54	**Lead Q♠**		
	♣	Q82			

♠	QJT53			♠	K67
♥	J4	N		♥	87
♦	T76	W E		♦	J982
♣	K94	S		♣	JT76

Expass	♠	96	**Contract 5♥**
	♥	AK952	
	♦	AQ3	
	♣	A53	

Who succeeded? Who went down?
How many losers did we have? 3 losers – 1 in Spades and 2 in Clubs.
Which losers are inevitable? The losers in Spades are inevitable.
Is it possible to get one of the losers to disappear or to reduce the losers in Clubs?
Yes, if the K Clubs is in the W hand.
How did you play the C suit? Whoever played the Q to finesse against the K failed. When we "run" a card, we have to make sure that we have an additional honor card equal in value,

in the case the J. If we do not have a touching honor, then this is just an illusion and we will never succeed in winning another trick.

How then will we play the C suit? We have to hope that the K is in front of the Q and play the 3. This maneuver is called an Expass and like the finesse it has a 50% chance of success.

Second hand low

When declarer plays a card, what is your opinion of the card you play as a defender? A high card or a low card?
Correct you should play a low card because you not know what card your partner has? Maybe he has a higher card.

But what happens when declarer plays an honor? Should the next player play a small card?

Defense – honor covers an honor

Example

Q82

```
      N
  W   *   E
      S
```

A53

Let's take another look at the C suit that we just played. If East has the K and South plays the Q, what should East do? He should play the King.

The defense should cover an honor with an honor

Why cover? What happens if you do not cover?

Example

AJ2

K93   W * E   T87

Q53

South plays towards the Q in dummy. We are sitting West in front of dummy**. What should we do?** Correct, according to the rule we just learnt we have to cover the Q with the K. **Why?**

We cannot know what declarer has in his hand but we do know that he will make a finesse. Since bridge is a game of pairs, we are willing to sacrifice our K in the hope that our partner will be able to win a trick in the continuation.

Look at the example, if we try the K then partner's T will be established on the 2nd round. If we do not cover, the T will not win.

When shouldn't we cover?

Example

QJT5

A   W * E   K32

98764

Now we are sitting with the K after dummy and we can see that declarer has a sequence after he plays the Queen. **Do we cover?**

It does not help to cover sometimes, and in the example it can even be disastrous.

Distribute board no. 22 + bidding cards

Board 22	♠	J4	Dealer West	The pupils will bid and try to make the contract.
	♥	J4	Declarer West	
	♦	J942	Opening Lead Q♣	
	♣	QJT53		

♠	AK952			♠	QT73
♥	KQ2	N W E S		♥	A53
♦	Q76			♦	A53
♣	96			♣	A42

An expass in Diamonds	♠	86	Contract 4 ♠
	♥	T9876	
	♦	KT8	
	♣	K87	

Summarize the lesson and distribute worksheet number 13

Lesson 14 – Major and Minor suits

The aim of the lesson
1. *Acquaintance with the full table.*
2. *The difference between major suits and minor suits.*

Check the worksheets and return the material

The full decision table

The full decision table								Total points
Bonus	♣/♦ MINORS	Bonus	♠/♥ MAJORS	Bonus	NT	Tricks		
50	**20**	50	**30**	50	**40**	**1** + 6		20-22
50	20+**20**	50	30+**30**	50	30+**40**	**2** + 6		23-24
50	20+20+**20**	50	30+30+**30**	300	30+30+**40**	**3** + 6		25-26
50	20+20+20+**20**	300	30+30+30+**30**	300	30+30+30+**40**	**4** + 6		27-29
300	20+20+20+20+**20**	300	30+30+30+30+**30**	300	30+30+30+30+**40**	**5** + 6		30-32
800	20+20+20+20+20+**20**	800	30+30+30+30+30+**30**	800	30+30+30+30+30+**40**	**6** + 6		33-36
1300	20+20+20+20+20+20+**20**	1300	30+30+30+30+30+30+**30**	1300	30+30+30+30+30+30+**40**	**7** + 6		37-40

Up to now we have played with trumps a No Trumps. Up to now the trumps have always been in ♥ or ♠.

Look at the table you received, can you see what we call ♥ and ♠ ?

Correct , these are major suits and these are the minor suits, which are ♦ and ♣.

Why are they called in this way? What is the difference between majors and minors?

Correct, for every trick in the majors we get 30 points and in the minors we only get 20.

Do you see another difference? Look at the bonus score under the suits. When we play in a major suit, we get a bonus for game whenever we make 10 tricks. When we play in a minor, we only get a bonus for game when we make 11 tricks.

What is the difference between making 10 tricks in ♥ and 10 tricks in ♣? 420 as opposed to 130.

Conclusion – the partnership is better
off with a major fit rather that a minor fit

Distribute Board 23 + bidding cards

Board 23			Dealer West Declarer South Opening lead: ♠	
	♠	9543		
	♥	8		
	♦	J9652		
	♣	AQ6		

♠	QJ86			♠	KT2
♥	KT53	N		♥	Q974
♦	3	W — E		♦	A8
♣	K952	S		♣	JT84

Contract in a minor			Contract : 4♦
	♠	A7	
	♥	AJ62	
	♦	KQT74	
	♣	73	

The pupils will bid and try to make the contract.
The play is relatively easy. Congratulate those that make an overtrick. Ask the declarers to write down the number of tricks they made.

Analysis of the play

What is the base hand? Because we have the same number of trumps in both hands the base hand should be chosen from the stronger of the two (the south hand)

How many losers does the declarer have? In ♠ – 1, in ♥ – 3, in ♦ 1 and in ♣ 1 loser.

Is it possible to reduce the number of losers? Yes, if we ruff 3 losers in Hearts in the short hand, we can make the contract.

How many trumps will we need to ruff the Heart losers? 3 trumps.

Will we draw trumps immediately? Or should we ruff first? Since we have 10 trumps and we are missing 3, we will have to draw 2 rounds and if all the trumps have been drawn we will still have enough to ruff.

It is also possible to finesse in Clubs and this will reduce one of our losers. The Club finesse will not endanger our contract so it is worth trying it. Whoever made a finesse in Clubs will make an extra trick.

> **Always look for overticks, in order to get more points,**
>
> **provided that it does not endanger the contract.**

When will we make a finesse in Clubs? Before we ruff the ♥ losers, otherwise we will find ourselves in the wrong hand and will not be able to take the finesse.

*Compare the results at each table and make a note that those who made 11 tricks got a better result than those who only took 10 tricks.

1st choice major, 2nd choice NT, 3rd choice minor

We learnt that when we have a fit of 8 cards in the major, we will prefer to play in trumps rather than NT.

If we have a fit of 8 cards in a minor, **what is better in your opinion to play in trumps or NT**? **Let's check: How many points will we gain if we make 7 tricks in NT?** Correct 90 points.

How many tricks do we need to take in order to make the same number of points in ♦ or ♣? Correct 8.

If we have 25 points combined, what is better to bid? 9 tricks in NT or 9 tricks in a minor? Correct we will prefer to play in NT because we will be in full game and we will get more points.

* *Ask for more comparisons of points to make sure that the pupils know the difference between the score in trumps, NT, between major and minor, between game and part-score and in slam.*

Most contracts will be played in trumps or in the majors. When will play in the minors?

> ❖ **If we do not have a fit of 8 cards in the majors,**
> ❖ **If we do not have 25 points, and we cannot bid game in NT**
> ❖ **If we have a fit of 9 cards in the minor (with 8 cards we will prefer to play in NT.)**

Distribute board 24 + bidding cards

	♠	KQ7	**Dealer East**	*The pupils will bid and try to make the contract*
Board 24	♥	J952	**Declarer West**	
	♦	QJT94	**Opening lead Q♦**	
	♣	3		

♠	AJ43		N	♠	T92
♥	73	W——E	♥	AQ4
♦	AK		S	♦	874
♣	JT976			♣	KQ542

	♠	865	
Minor suit contract	♥	KT86	**Contract : 4♣**
	♦	6532	
	♣	A8	

Summarize the lesson and distribute worksheet number 14

Lesson 15 - Hold up/ Duck

Aim of the lesson
1. Hold up / Duck.
2. Defense – 3rd hand high.

Check the worksheets and return the material

Board 25 with bidding cards

Board no. 25	♠ A92 ♥ K965 ♦ 75 ♣ K932	Dealer South Declarer South Opening lead 4 ♦	The pupils will bid and try to make the contract. * Pupils who fail in defense will start with the clubs, without taking precautions.
♠ 85 ♥ J843 ♦ QT842 ♣ 74	N W E S	♠ JT76 ♥ QT2 ♦ KJ3 ♣ A65	
The Duck	♠ KQ43 ♥ A7 ♦ A96 ♣ QJT8	Contract 3NT	

Analysis of the Play

How many sure tricks does declarer have? Correct, 6 tricks (3 in Spades, 2 in Hearts and 1 in Diamonds).

How will he go about making up the missing tricks? By establishing the Club tricks. But, if we win the Diamond with the Ace and play a Club, they will take their Ace and playing winning Diamonds and the contract will go down. Therefore, it is vital to take precautions before handling the Club suit.

What has to happen to ensure the contact? Correct, we have to hope that the Ace Club "sits well" with East, and we need to make sure that East cannot play Diamonds so that he will not be able to return Diamonds to his partner after winning with the Ace Clubs.
We have to be able to ensure that East has not got any Diamonds to play, when he gets in with the Ace of Clubs.

What do we know about the lead? West led the 4♦, according to the rule 4th highest, this is a <u>problematic lead</u> for declarer as he has only one trick in Diamonds. West has at least 4 cards in the suit, maybe even 5, and he has an honor.
If West led from a 5 card suit, then we have a chance because it means that East has only 3 cards in the suit.
It is worth our while to <u>hold up twice</u> and only take the 3rd round of the suit.
show the pupils how to hold up in order to sever communications between the defenders.
After the cut in communications, we can play Clubs, in the hope that East has the Ace of Clubs.

> **When we play in NT and we are attacked in the suit that we only have 1 winner, we have to win as late as possible in order to cut communications between the defenders**

Defense

After West led the 4 highest, what card will West play? The defense is a partnership and so we have to help our partner to develop the suit that he wishes to establish. This is especially true if he led a low card. Therefore, in the hand you played, East must play the highest card that he has. If that is the case, **what card will he play after winning with the King?** East has to play the J (a high card from the short hand), and only then the 3, in order to avoid a blockage in the suit.

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Rule: 3rd hand high

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Example 862 3 W—N—E K954 S	In this first example, West plays the 3 (it is clear the this is the 4th highest as we have at least one honor in the suit) East has to play the K in order to force declarer to use his honor. After declarer wins with the Ace, then West can win with his honors.
Example 862 AJ73 W—N—E K954 S QT	In the second example, we can see that if the suit is distributed the way it is, the defense will win 4 tricks in the suit.
Example 862 QT73 W—N—E K954 S AJ	In the 3rd example, the distribution is different. If he plays the K he forces declarer to take with the A and in the continuation the defense will take 3 tricks in the suit. If he does not play the K, he will allow South to win 2 tricks in the suit.
Example K4 3 W—N—E Q72 S	**In this example, after the lead of the 3 in the suit, dummy plays the K. Should East play third hand high according to the principle "3rd hand high"?** If a defender cannot play a higher card than the dummy, there is nothing to be gained by playing the Q, and it should be saved for the continuation in order to win tricks or to establish cards in the suit.

Distribute board 26 + bidding cards

Board 26	♠	QJ3	**Dealer East**	*The pupils will bid and try to make the contract.*
	♥	A76	**Declarer East**	
	♦	KT32	**Lead 4 ♠**	
	♣	J97		

♠ 98	N	♠ A65
♥ QJ82	W E	♥ KT93
♦ QJ96	S	♦ A8
♣ A86		♣ KQT4

Duck	♠	KT742	**Contract 3NT**
	♥	54	
	♦	754	
	♣	532	

Summarize the lesson and distribute worksheet number 16

Lesson 16 - Suit Establishment

1. *Establishing a suit when we do not have honors.*
2. *Establishing a suit by ruffing.*

Check the worksheets and return the material

Establishing a suit in NT- giving up a trick to the defenders

We know that long suits in bridge are very useful in that they allow us to win lots of tricks or allow us to discard losers.

However sometimes, not all the tricks we have in a suit are winners and we have to establish them.

How many tricks do you see in this suit in NT? Correct 2.

Is it possible to win more tricks in the suit?

Example 42 W-E AK753	In this example we are playing in NT. We have 2 sure tricks. **Is it possible to win more tricks?** Certainly. **How?** We have to establish the low cards in the suit.
	What do we have to do to make tricks in the suit? We have to lose a trick to the defenders.
	How many tricks can we establish in the suit? This will depend upon the distribution of the cards with the defenders.
	If the suit is breaking 3-3 it is possible to make 2 established tricks. If the distribution is 4-2 we will only be able to make one established trick.

Establishing a trick in trumps – by ruffing

Let's look at the previous example. The suit we are trying to establish is Diamonds and we are playing in trumps – the trump suit being Spades.
How will we establish the suit without giving up the lead to the defenders?
When we play in trumps, we have an advantage, we can play the suit, force the defenders to follow suit and ruff their high cards.
We wil be able to do this several times until we establish one or more of our high cards.
In example 1, it is possible to ruff the 3rd round of the suit and – if the distribution is 3-3, then we will have succeeded in establishing our tricks without conceding a trick.
If the suit is breaking 4-2, we will ruff another round and then our small card will be high.

Distribute board 27 + bidding cards

Board 27				Dealer East
	♠	Q63		**Dealer East**
	♥	A3		**Declarer East**
	♦	AQ853		**Lead 2♠**
	♣	A94		

♠	T82			♠	9
♥	T875	N		♥	KJ942
♦	T4	W E		♦	J972
♣	QT87	S		♣	532

Suit establishment by ruffing	♠	AKJ754	**Contract 7 ♠**
	♥	Q6	
	♦	K6	
	♣	KJ6	

Phase a – the pupils will bid
Phase b – instruct them to lead a card – emphasize that in a Grand Slam the lead should be neutral or passive in order not to help declarer guess the cards.
Phase c – Ask declarer not to play but to identify the problem (2 losers) and the solution (discard of a loser in♥ , on the ♦ suit or by a ♣ finesse.)

Who succeeded and who didn't?

Whoever went down did so because he forgot the draw cards from the short hand in ♦, or he failed to develop the 5th trick in ♦. Note that the ♦ allows us to get rid of 1 loser for sure. If we play correctly, it is also possible to discard the 2nd trick; it is all a matter of timing.

This is how the hand should be played:
1. Draw trumps.
2. Play the AK Diamond and discard the 6 ♥ on the Q.
3. Now ruff a Diamond low and establish the last card in ♦.
4. Return to the table with one of the Aces, and use the established Diamond, in order to discard the Club without needing to resort to playing the Club finesse.

Distribute board 28 + bidding cards

Board no. 28				Dealer : West
	♠	QT87		**Dealer : West**
	♥	543		**Declarer : West**
	♦	JT97		**Lead : J♦**
	♣	T4		

♠	A94			♠	KJ6
♥	AQJ762	N		♥	K98
♦	K6	W E		♦	A4
♣	Q9	S		♣	AK853

Suit establishment by ruffing	♠	532	**Contract 7♥**
	♥	T	
	♦	Q8532	
	♣	J972	

The pupils will bid and try to make the contract.
After drawing trumps, it is possible to discard a Spade on Club suit.
In this case, it is not necessary the develop tricks in the Club suit.

Summarize the lesson and distribute worksheet number 16

Lesson no. 17 - The play of the hand

The aim of the lesson
1. Repeat finesse / Double finesse
2. Ruffing finesse.

Check the worksheets and return the material

Distribute board 29 + bidding cards

Board 29	♠	K752	Dealer South	
	♥	A96	Declarer South	
	♦	6542	Lead 6♣	*The pupils will bid and try to make the contract.*
	♣	A8		** Congratulate those who made 11 tricks, if someone made 11 tricks explain that this is a "top" score.*

	♠	T9		N		♠	J863
	♥	J542	W		E	♥	QT7
	♦	T9		S		♦	K87
	♣	KJ763				♣	Q54

Repeat finesse	♠	AQ4	Contract **3NT**
	♥	K83	
	♦	AQJ3	
	♣	T92	

Analysis of the hand

How many sure tricks does declarer have? 7 sure tricks (1 in ♣, 1 in ♦, 2 in ♥, and 3 in ♠).
How can we take more tricks? At least on more in ♦ (if the finesse succeeds), and one in ♠ (if there is a friendly distribution with the defenders).
Whoever took the ♦ finesse will discover that it works.

> When a finesse works it should be repeated

How do we play a repeat finesse? In order to play a repeat finesse, we have to return to dummy.
How will we return to dummy? We will use the K ♠ as an entry and play the finesse again.
After both defenders have followed suit in ♦, then we know that the last 2 cards are winners.

> The conditions for returning make a repeating finesse are the ability to go from one hand to the other

Additional emphasis:
Do we need to hold-up? Whoever held up did no damage, but since we are going to make the finesse in Diamonds towards the defender who has length in Diamonds, it does not make much sense; the hope is that the finesse will succeed.
Anyway, if the finesse does not succeed, it is still possible to make the contract provided that the Clubs are breaking 4-4. (Then we will lose a trick in Diamonds plus 3 Clubs, but we will still make the contract, because we are allowed to lose 4 tricks)

Distribute board 30

Board no 30	♠	KQJT		
	♥	AJ6	**Dealer North**	
	♦	KJ	Declarer South	
	♣	Q862	**Opening lead :10♦**	

Determine the contract for the pupils – small slam in Clubs (12 tricks)

♠	8642		♠	93
♥	8532	N	♥	Q97
♦	T9875	W E	♦	AQ643
♣	-----	S	♣	KT5

Repeating finesse	♠	A75	
	♥	KT4	**Contract : 6♣**
	♦	2	
	♣	AJ9743	

Analysis of the hand

South is the base hand, how many losers does the declarer have? 3 losers (1 inevitable loser in ♦, 1 in ♥, and 1 in ♣).

How is it possible to avoid the other 2 losers? The ♥ loser we can discard on the 4th ♠. In ♣ we are missing the K and the T. In order to make the contract, we have to hope that the K Clubs is with East and make a finesse against him.

Which type of finesse will we make? A forced finesse. We will play an honor (Q) and try to force West to cover with the K of Clubs. After we see that West does not have any Clubs at all, we will return to the dummy and make a repeat finesse to the T. If East does not cover, then we will have won with the Q, and we can now repeat the finesse against the King by playing towards the T Clubs. On the 3rd round, we will play the Ace and the King will drop.

Ruffing Finesse

Example		
4	N W E S	AQJT6

You are declarer as East, trumps are ♠, and you hold the ♦ suit as shown in the example.

Is it worthwhile finessing? The chances of success are 50% so maybe we will make it and maybe we won't.

Is there another way which gives us a better chance? There certainly is and it is called a 'ruffing finesse'. After we win with the A, we run the Q. If South covers with the K, we can ruff and then all our cards are established in the suit without losing any Clubs at all.

If after running the Q, and South does not cover, we can discard a loser on the established suit.

Distribute Board 31

			Dealer South	
Board 31	♠	2	**Dealer South**	*Determine the final contract of 4♥, (10 trick with hearts as trumps)*
	♥	9865	**Declarer South**	
	♦	T7653	**Opening lead Q♣**	
	♣	T98		*Pupils will use the ruffing finesse technique. On the established Spades they will discard Diamonds.*

♠	KT3			♠	8754
♥	Q	N W E S		♥	AT2
♦	J942			♦	KQ8
♣	QJ742			♣	653

	♠	AQJ96	
Ruffing finesse	♥	KJ743	**Contract 4♥**
	♦	A	
	♣	AK	

Summarize the lesson and distribute worksheet number 17