TEACHER'S MANUAL

Bridge Course

LEVEL 1

FROM MINIBRIDGE
TO CONTRACT BRIDGE

WORLD BRIDGE FEDERATION
WBF ACADEMY

Preface

Bridge is one of the greatest mind sports, along with chess and Go. Present on every continent, it brings together millions of players around a game that combines logic, memory, strategy, and cooperation.

The mission of the World Bridge Federation is to support the development of bridge in all regions of the world and to assist national federations in their initiatives. To date this work has often taken the form of sharing experiences, initiatives, and best practices between federations.

Today, we wish to take a new step by providing concrete tools that can be directly used by organisations seeking to launch or strengthen their introductory programmes.
It is with this in mind that the World Bridge Federation is making this manual available to federations worldwide. It is a freely usable educational resource, which each federation will be able to adapt and use in its clubs, schools, or introductory .

I would like to thank the French Bridge Federation for authorising the adaptation and international distribution of this educational material. Used for many years to train young players, this manual has extensively proved its value. It is also successfully used for adult beginners, which demonstrates the strength of its teaching approach. My warm thanks also go to Rosine Lang for the translation, Franck Arotcharen for the layout, and Artemis Christaki for proofreading.

The development of bridge depends on transmission and on the commitment of all federations. I hope this manual will help support their initiatives and introduce our game to a new generation of players around the world.

Franck RIEHM
President
World Bridge Federation

Introduction

This manual has been designed to introduce bridge and enable new players to quickly start playing while building solid foundations.

The proposed programme is organised into short weekly sessions of about one hour. This format can be easily adapted to many teaching contexts: schools, clubs, introductory workshops, or adult training courses. Experience shows that this duration helps maintain the attention of younger students while leaving ample room for what matters most: playing the game.

Teachers are, of course, free to adapt the pace of progression to their audience. In particular, adult groups may progress more quickly, especially when they have experience of other card games and are actively engaged in their learning.
Teachers are provided with a large number of practice deals so that students can consolidate their knowledge and automate their skills. Frequent practice, combined with immediate feedback on mistakes, is now recognised as one of the most effective learning methods.

The deals included in this manual can be played independently free of charge online against three robots. Players can therefore replay all the educational deals between sessions using the QR codes or links provided in this manual. Teachers can also easily create their own practice deals to be played online: visit the WBF Academy pages on the World Bridge Federation website (www.worldbridge.org) to learn how and to access additional teaching tools. We hope this manual will help you teach bridge and to introduce this exceptional game to new players.

Jean-Pierre DESMOULINS
WBF Academy

Objectives and breaking down into sessions

THEME 1

Learning the Rules

Objectives

- Mastering basic rules
- Introducing the notion of contract (Declarer and Defence)
- Bidding a contract in MiniBridge: evaluation in HCP, Decision Table

Breaking down into three sessions

- Session 1.1: Exploring the game without a dummy
- Session 1.2: What is a contract
- Session 1.3: Identifying and planning tricks

THEME 2

Creating and Taking Tricks

Objectives

- Cashing winners (management of entries)
- Creating tricks with honours (Declarer and Defence) = honour tricks
- Creating tricks with small cards (Declarer and Defence) = length tricks

Breaking down into four sessions

- Session 2.1: Communication
- Session 2.2: Establishing honours, leading the top of a sequence
- Session 2.3: Establishing length
- Session 2.4: **Review tournament n°1**

THEME 3

Playing with a Trump Suit

Objectives

- Introducing the suit contract – Evaluation in HC points
- Bidding a suit contract
- The power of trumps (Declarer and Defence)

Breaking down into three sessions

- Session 3.1: Discovering what a trump is
- Session 3.2: Bidding a suit contract - Controlling Opponents' trumps
- Session 3.3: The power of trumps: the ruff (Declarer and Defence)

THEME 4

Discovering Bidding - the 1NT Opening

Objectives

- Introduction to bidding
- The 1NT opening
  - No Trumps responses
  - major-suit responses
- Learning about planning your play

Breaking down into four sessions

- Session 4.1: The 1NT opening, responder's decision
- Session 4.2: Responder's invitations: 2NT, 4NT, 5NT and Opener's reactions
- Session 4.3: Bidding major-suit contracts after a 1NT opening - Additional information on how to score suit contracts
- **Session 4.4: Review tournament n°2**

THEME 5

First major-Suit Openings

Objectives

- Showing a fit
- 1♥ and 1♠ opening bids, responses with a fit
- The first finesses
- Cards to play on opening lead
- How to lead against a suit contract

Breaking down into four sessions

- Session 5.1: 1♥ or 1♠ opening bids, responses at the 4-level with a fit - First finesses
- Session 5.2: 1♥ or 1♠ opening bids, support at the 3-level, Opener's rebids - Repeating a finesse, equivalent cards in Defence
- Session 5.3: Supporting at the 2-level, continuation of auction - Rules for opening lead against a suit contract
- **Session 5.4: Review tournament n°3**

THEME 6

Competitive bidding

Objectives

- Mechanism of competitive bidding
- 1NT overcall, developments
- 1♠ overcall (over a 1♥ opening), supporting bids
- Double finesse

Breaking down into two sessions

- Session 6.1: The mechanisms of competitive bidding - 1NT overcall - Signalling principles
- Session 6.2: 1♠ overcall, supporting bids - Double finesse

A Few Tips to Help You Use This Manual

Text Conventions

***Italics**: teaching and practical advice.*

Bold text in a box: key concepts to be remembered

? *Definitions*

Tips for Suit Combinations with the cards in hand

Suit combination examples are generally numbered. They cover the four suits in order to minimise the number of prepared decks needed for each session.
We recommend preparing the cards corresponding to the diagrams for each session in plastic sleeves, with blank labels on the four flaps. At each lesson you can write the number of the combinationin pencil. This will save you time.

Practice Deals

All the deals are found in the three arrow packs corresponding to the programme, except for the four deals of Implementation tournament n°3, which will need to be duplicated in boards.
In each arrow pack, two instruction cards will indicate:
1. how to deal the cards
2. which deal in the manual the deal number in the arrow packs refers to.

At the end of the manual you will find the list of all the deals, with their theme and the corresponding deal in the arrow packs.
The Declarer is always South. Remember to rotate the mat (for example) so that each student can in turn become Declarer.

The Decision Table

Do not forget to give your students the **Decision Table** and **Score Table**, which can be printed back-to-back on an A5 card.
They will thus be able to consult them at any time.

THEME 1

Learning the Rules

The ideas introduced in the three sessions
of this theme are fundamental.
They are the only concepts for which you need to
check the students' understanding before moving on.

THEME 1

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- Session 1.2: What is a contract
- Session 1.3: Identifying and planning tricks

SESSION 1.1

Exploring the game without a dummy

***First contact with the students is crucial**. This introductory session is not, as one might think, the easiest of the year and you will probably be a little surprised by the content we introduce. Therefore, to help you prepare, we suggest you carefully read the following warning. Ideally, all members of the teaching team should be present. This is the day when students most need guidance.*

***Warning:** about 16 students in one room is usually the maximum. If there are more, especially children, you should arrange for a second room, even for the first session.*

- *To avoid unnecessary confusion, remember to arrange the room before the students arrive: tables prepared with four chairs and a mat. Some of you may be lucky enough to teach in a bridge club, but in many cases, only an ordinary room will be available - especially if you're teaching children in a school. It is important that the students feel from the moment they enter the room that they are in a dedicated space.*
- *Do not deliver a long speech. Students are not coming to listen to you talking - they are coming to play, immediately.*
- *Keep in mind that you should not explain what you are going to do. Instead, **get them to do things** while explaining them step by step.*

Session programme

- **Creating the teams: you play bridge with a partner**
- **The ranking of the cards, what is a trick**
- **The fundamental rule: following suit**
- **Discarding**
- **How does a deal work: who leads, who wins, who plays next?**

*After seating the students four to a table at the prepared tables and **welcoming them**, each instructor briefly **introduces** themselves.*

*One of you tells them that bridge is a card game and may ask **which card games they already know**.*

They may mention games such as spades, Tarot, or other card games popular in your country.
***Warning:** do not comment. The round of answers must be very quick (five minutes at the most).*

Continue by giving three pieces of information:

- In bridge, four players play, two against two.
- For convenience, players are identified by the four compass points. North sits opposite South; these two players form the North–South partnership. Their Opponents at the table form the East–West partnership.
- A standard pack of 52 cards is used.

*Do **not embarrass** them and **do not waste time** asking them to calculate how many cards each player will have in their hand! They will soon understand that in bridge you need to know how to count. Do not discourage them at the start.*

And now it is time to have them start playing.

Playing the First Deal

Put a pack of cards on each table (not a board containing a pack).

A board would inevitably mean questions that are not useful at this stage.
You should have prepared the pack by sorting the cards into suits without putting themin order. Each player will therefore get a fairly balanced hand.

Ask each North player to deal the cards one by one clockwise.

Invite the students to count their cards (and yes, 52 divided by 4 makes 13!), to sort them by 'family' ♣, ♥, ♦, ♠ - what we call **suits** in bridge - and to arrange them alternating red and black. Clubs and diamonds are the **minor suits**, hearts and spades the **major suits**.
Many students may begin by making four piles in front of them; at first holding thirteen cards in one hand can be difficult for beginners.

Then announce the ranking of the cards:
'It is similar to many simple trick-taking games: the highest card is the ace, then the king, the queen, the jack, the 10 ... down to the 2.' You may write it on the board if you wish.

? *High cards: Ace - King - Queen - Jack – 10 (the highest being the ace).*
Low cards: 9 - 8 - 7 - 6 - 5 - 4 - 3 - 2 (the lowest being the 2).

Then ask each player to arrange their cards from highest to lowest within each suit.

Do not tell them the value of each honour.

It is completely unnecessary since, at the moment, they are not being asked to find a contract.
This will prevent a confusion of objectives. They will not be tempted to 'load the trick', as in Tarot, in order to score more points, if their partner has played the ace, for example.

Have them play the deal with very simple rules: A No Trumps game but without a dummy - two against two.

This way of playing will probably be new to you! But you will see that it allows students who have sometimes never played cards to learn the rules of the game very quickly.
Some of your students may already know the game and ask why there is no dummy. Explain that this is only temporary.
Since there has been no bidding, there is no Declarer.

Have South lead.

Explain that this means placing the first card of the deal on the table … but let them choose which card they lead.

The other players must, in turn, play a card of **the same suit** (they must **follow suit)**. It can either be a higher or a lower one, but **the highest card wins the trick** (the four played cards).

For once, forget the conventions of bridge tournaments and let the winner of the trick collect the four cards and place them in front of them.
*Remind them that the objective in bridge is to win **as many tricks as possible**.*

The player who wins the trick leads to the next one. He may, if he wishes, **change suit**.

Here again, let the student decide. Do not comment. Let them play, only making sure that they follow the proposed rules.
*Remind them that they **are playing as a partnership** and it is therefore pointless to take their partner's king with their ace. Ask them why.*

As soon as a player has no more cards in the suit led, he must play a card from another suit (**he discards**). In that case, he can **never win the trick**.

… He might happily play the ace of clubs to beat the established nine of hearts! Suggest that he choose a useless card instead, but let the student decide.
Someone will probably ask why they cannot ruff. Explain that you can play with a trump suit, but that at this stage of learning you have decided to make them play without trumps.

At the end of the deal
Partners (North–South on the one hand, East–West on the other) **must** pool their tricks and count them. The team that has won **the most tricks** wins.

In bridge, only the number of tricks taken counts. **The content of each trick is irrelevant**.
You will easily find two examples in the deal they have just played - spread them on the table.
Each player has thirteen cards, so there can only be **thirteen tricks** at most.

So many new ideas in that first deal!
But they are not yet fully mastered - you will have to repeat them throughout the session.

*Some instructors may think this unnecessary and want to move on. But be careful not to be **misled by those who speak up** and be then tempted to skip steps.*
*A particularly slow student, one who has never played cards, or one who has not understood what has to be done, **will not speak up**.*
It is the role of the instructor to identify and help them, while calming the impatience of the more confident students by giving them some questions to think about:
'How many spades have already been played?', 'Is your 10 of hearts now a winning card? Why?'

It will make the second deal more interesting for them. Meanwhile, another student holding only the queen of clubs may hesitate, wondering which card to play on the Opponents' king of clubs; at least he has remembered the ranking of the cards but may try to revoke in order to save his queen!

Playing the Next Two, Three or Four Deals

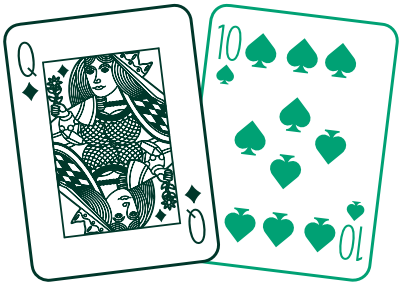
Proceed exactly as for the first deal: shuffle the cards, cut, deal again, and intervene only to remind them of the rules and make sure they are followed.

*It is not the time to explain how they should have played to win more tricks. You must **let them play**, even if it is sometimes difficult to remain silent.*

*Your students have certainly not yet absorbed the **very specific vocabulary of bridge**: lead, follow suit, take the trick, discard. Use these new deals to explain this vocabulary and help them become familiar with it.*

End with a question to be answered at the next session:

'Who won the greatest number of tricks and why?'



SESSION 1.2

What is a contract?

Session programme

- **Declaring a contract, the rules of MiniBridge**
  - Hand evaluation in HCP
  - The Decision Table
  - The Dealer, the Opener and deciding on a contract
- **Playing the contract and counting the tricks taken**
  - The Declarer's contract
  - The Defence's objective
  - The scoring

A short review

When your students return they will usually be eager to start playing. Before starting, however, take a few minutes (five at most) reviewing what they remember by asking the following question:

'What did we learn during the previous session?'

*Make sure you manage the responses: ask students **politely but firmly**, not to speak all at the same time and to raise their hand if they wish to speak.*
Make sure that as many students as possible take part in the discussion by taking only one answer from each person.

***Try to have them mention the following points** (even if not in this order):*

- Bridge is played by four players, two against two (North–South versus East-West).
- Each player receives thirteen cards.
- Players must follow suit to the card led (you may ask for an example and have them mention that they do not need to play a higher card).
- The player who plays the highest card in the suit wins the trick and leads to the next one, choosing any suit.
- A player who has no more cards in the led suit must play a card from another suit (discard); in that case they cannot win the trick.
- The side (team) that wins the most tricks wins the deal.

***Do not forget** to congratulate the group and tell them: 'Today you will learn something new.'*

The Contract and the Decision Table

*Before starting to play, spend **another five to six minutes** giving them a few explanations. This should be a short introduction, **not a full lesson**.*
Begin with the question that concluded the previous session:
Why does one side win more tricks than the other?

Some students will probably remember that this is because of the high cards.
*Ask them to name these cards (you may write them on the board) and explain that in bridge they are called **honours**.*
*Explain that when one side holds more honours than the other, they can **undertake to win a higher number of tricks**, which is called **declaring a contract**.*
*To decide on this contract, the honours (ace, king, queen and jack) have been assigned values called **High Card Points (HCP)**. Write them on the board.*

Experience shows that depending on the total number of points held by a partnership, they can usually expect to win a certain number of tricks. This produces a reference chart called the **Decision Table.**

Write the Decision Table on the board while explaining it, and afterwards distribute a printed copy to the students.
*You may also explain at this stage why **seven tricks** is the smallest possible contract.*

Since there are only thirteen tricks in a deal, if one side wants to win more tricks than the other it must take at least seven tricks.

VALUE OF HONOURS
(HCP: HIGH-CARD POINTS)

Ace: 4 points
King: 3 points
Queen: 2 points
Jack: 1 point

DECISION TABLE

POINTS HELD BY THE PARTNERSHIP	POSSIBLE NUMBER OF TRICKS
37-40	13
33-36	12
30-32	11
27-29	10
25-26	9
23-24	8
20-22	7

Practice Deals

*For this second session, as for the subsequent ones, we have **prepared in advance** the deals. As you will see, they are not particularly difficult, although they may still present some challenges for beginners.*

*Get into the habit of having **all tables play the same deal at the same time**. This makes it easier to present the deal and supervise the correct progress of play.*

*For this reason, **South is chosen as the Declarer for all the deals presented**. You may rotate the boards or the players so that everyone has the opportunity to become Declarer.*

Note that the Dealer is not always South.

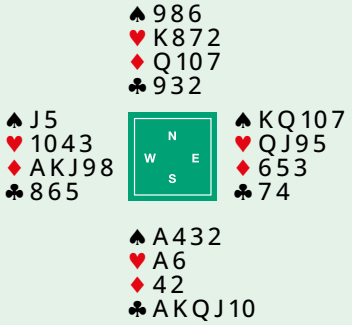
Important: for these deals, do not comment on the card play and do not ask the students to plan their play. That is not the objective of this session. Simply make sure that the declarer is correct and that the rules of play are adhered to.

First deal of the session (1.2.1)

- **Hand evaluation in HCP**
- **Using the Decision Table**

CARD PLAY
Each player counts their points. Both partnerships then add their totals (you may point out that the total number of points in a deal is always 40). The side with the higher total announces its contract.

DEAL 1.2.1 / Dealer: North



ARROW PACK N°1 - DEAL 1

SOUTH	WEST	NORTH	EAST
I have 18 points	I have 8 points	I have 5 points	I have 9 points

North is the first one to announce his number of points, then East, South, and West do the same.
Each side adds up its points **(23 points for N-S, 17 for E-W)**.
The N-S side has the majority, and the **Decision Table** indicates that they should be able to take **8 tricks**.

PLAY!
CLICK! SCAN!
bridge training

For the moment, do not mention Declarer.
Invite West to lead a card. West will probably lead the ace of diamonds, although a different lead is also possible.
Let them play the deal. If they ask for advice, simply remind them that Defenders also aim to win tricks and should therefore pay attention to their cards.

Second deal of the session (1.2.2)

- **The Dealer and the Opener**
- **Declaring the contract**
- **The Defence's objective**
- **The Declarer and the opening leader**

To avoid having everyone announce their number of points aloud, introduce the concept of the **opening**.
If the Dealer has **12 or more points**, they say 'I open', and only their partner then announces their number of points (the other players should not speak; they can deduce the points themselves).
If the Dealer has fewer than 12 points, they say 'Pass' and the turn moves to the next player until an Opener is found. If no player opens, the cards are redealt.

DEAL 1.2.2 / Dealer: East

ARROW PACK N°1 - DEAL 2

SOUTH	WEST	NORTH	EAST
			Pass
I open I bid **7 tricks**		I have 4 points	

East, having fewer than 12 points, says '**Pass**.'
South, with **18 points**, simply says '**I Open.**'
North, his partner, then announces aloud:
'**I have 4 points.**'
South counts that their partnership has **22 points** and therefore announces:
'I will play to make at least 7 tricks.'
This means that South **declares a contract** and becomes the **Declarer**.

PLAY!
CLICK! SCAN!
bridge training

Defenders are then asked how many tricks they must win to defeat the contract. Their objective is also to win at least **seven tricks**.

Remind your students that they can only take a total of 13 tricks on each deal; the side declaring the contract hopes to take more tricks than the other side; so as soon as they take 7 tricks, they will take one more than their Opponents who will have therefore taken only 6 since (6+7=13) .

The player sitting to the Declarer's left makes the **opening lead**.

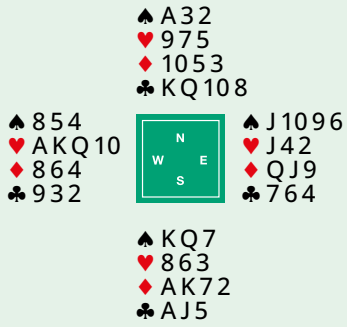
Important: do not comment on the deal once it has ended, and do not replay it.

Third deal of the session (1.2.3)

- **The dummy**
- **Observing the cards**
- **The name of the contract and the scoring**

You can now tell the students that since they know the basic rules of play, they are about to play **real bridge.**
One particular feature of bridge is that the partner of the Declarer places their cards face up on the table.
After the opening lead, Declarer's partner spreads their hand on the table; this hand is called the **dummy**. Declarer then plays both their own cards and those of the dummy.
Bridge players do not say 'I will try to win seven tricks', but instead say 'I play 1NT'.
Eight tricks correspond to the contract of **2NT**, nine tricks to **3NT**, ten tricks to **4NT**, and so on.

DEAL 1.2.3 / Dealer: South



Opening lead: ace of hearts

ARROW PACK N°1 - DEAL 3

SOUTH	WEST	NORTH	EAST
I open I bid 9 tricks, that is 3NT		I have 9 points	

Your students now understand the process used to arrive at a contract, which they must **announce by name**.
Check that they have all **bid 3NT**.
West, seated to the left of Declarer, leads the **ace of hearts**, and **North lays the dummy on the table**.

PLAY!
CLICK! SCAN!
bridge training

South now sees the dummy's cards and can begin to develop a strategy to make the contract by combining the two hands.

*At this stage you should only **suggest possible ideas**, without asking students to fully plan their play.*
Encourage Defenders to observe dummy's cards (reminding them that they also need tricks if they want to defeat the contract).

At the end of the deal, points are awarded to one side or the other depending on whether the contract is made or goes down.

If the contract is made, the Declarer's side scores:
SCORE TABLE

Contract bid	I aim to take	SCORE ACHIEVED DEPENDING ON THE NUMBER OF TRICKS TAKEN						
		=	+1	+2	+3	+4	+5	+6
1NT	7 tricks	90	120	150	180	210	240	270
2NT	8 tricks	120	150	180	210	240	270	
3NT	9 tricks	400	430	460	490	520		
4NT	10 tricks	430	460	490	520			
5NT	11 tricks	460	490	520				
6NT	12 tricks	990	1020					
7NT	13 tricks	1520						

If the contract goes down, Defenders (sometimes also called Opponents) score **50 points for each undertrick** (vulnerability is not considered at this stage).

Do not explain the scoring system in detail yet. If the students are surprised by the big differences in scores, simply congratulate them; the explanation will come later.
Ask each table to record the points scored by each side, and invite one student to write the results on the board.

Example:
Table 1: South made 9 tricks - N-S score 400 points
Table 2: South made 8 tricks - E-W score 50 points
Table 3: South made 10 tricks - N-S score 430 points

You can then rank of the North–South pairs and the East–West pairs for that deal.

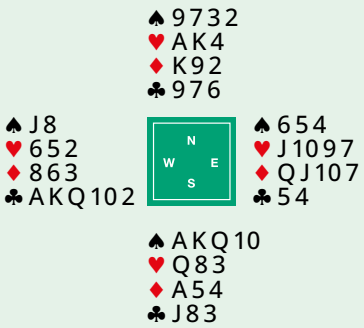
Fourth deal of the session (1.2.4)

- **The advantage of the opening lead**
- **You do not always win**

Following the Decision Table does not necessarily guarantee that you will make your contract.

Proceed as before, remembering to change the Declarer.

DEAL 1.2.4 / Dealer: West



ARROW PACK N°1 - DEAL 4

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
I open		I have **10 points**	
I play **3NT**			

If West plays all his **clubs**, the Defence will take **five tricks**.
Despite the points and what the **Decision Table** indicates, South will not make the contract **even though he has not made a mistake**.

SCORE: 3NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

*Tell the Declarer **they should not feel bad** - there was nothing they could have done.*

Conclusion: even when a partnership holds the theoretical number of points required, the contract may still go down depending on card distribution and how well the Defenders defended.

At the end of the deal, players count their tricks and report the result on the score table.
Congratulate the Defenders when they have defended well, and gently remind successful Declarers that the Opponents' mistakes may also have helped them.

Make sure that the score is announced to the players at the end of each deal.

SESSION 1.3

Identifying and planning tricks

Session programme

- **Top card**
- **Visualisation and identification**
- **Estimating tricks**

*Start the session by reminding the students that one of the special features of bridge is that the Declarer plays with a **dummy**. Ask the students if they remember who the dummy is and why.*

The top card

Explain that the Declarer has the advantage of playing with two hands.
They must, however, know how to take advantage of this by **identifying the strength of the cards available** to make the contract: the cards with which they are certain to win tricks are called **top cards**.

? *The Declarer is said to hold a top card when neither Defender holds a higher card in that suit.*

To help students understand the concept, you will propose a short exercise session.
NB: it should **not exceed five minutes** and several precautions are needed to make it successful:

- Do not use written diagrams, but **real cards on the table**.
- Prepare the cards beforehand and place them **face down** on the table.
- Work with a **small group of students** (maximum of six).

With three tables and two teachers, form two groups: each teacher works with two different tables.
*If there is only one of you, you may ask the students you cannot supervise immediately to play a **classic game**.*
*Display the following diagrams by turning over the prepared cards and collect them again at the end of each exercise. Let the students examine the cards and ask them how many **top card**s the Declarer's side has in each case.*

1	♠ A 8 3 N W E S ♠ 10 5 2	Does the Defence hold a card higher than the ace of spades? No. Therefore, the ace is a **top card**.
2	♥ K 6 5 N W E S ♥ 7 4 2	Does the Defence hold a card higher than the king of hearts? Yes, the ace. Therefore, the Declarer's side has **no top card in hearts.**

3	♦ A 8 3 N W E S ♦ Q 5 2	The Defence holds the **king of diamonds**, which is higher than the Declarer's queen. Therefore the Declarer's side has **only one top card**, the ace.
4	♣ A 5 2 N W E S ♣ K J 4	The Defence holds the **queen of clubs**, which is higher than the jack. The Declarer's side therefore has **two top cards: the ace and the king**.
5	♠ K 7 6 N W E S ♠ Q 9 4	The Defence holds the **ace of spades**, which is higher than the king and the queen. he Declarer's side has **no top card**.

Visualising, identifying and estimating tricks

These concepts are introduced with cards in hand, using the four prepared deals of this session.
Give the students the first deal of the session - they are probably eager to start playing.
*Ask each player to **keep their own cards separate for each trick**, as we do in tournaments.*
Explain how to orientate the cards so they can count their tricks at the end of the deal.

First deal of the session (1.3.1)

DEAL 1.3.1 / Dealer: North

♠ J 8 6 4
♥ K 8 7 5
♦ J 10
♣ 4 3 2

♠ 9 5
♥ 10 4 3
♦ A K Q 9 8
♣ 8 6 5

N
W E
S

♠ K Q 10 7
♥ Q J 9
♦ 6 5 3 2
♣ 9 7

♠ A 3 2
♥ A 6 2
♦ 7 4
♣ A K Q J 10

ARROW PACK N°1 – DEAL 5

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 5 points	
I play 2NT			

West leads the ace of diamonds
and when they see dummy, realise
that if they continue with the king,
all their diamonds will become winners.

SCORE: 2NT = / 120 NS.

PLAY!
CLICK! SCAN!
bridge training

The only problem for South is to discard correctly.
Simply warn them not to discard cards that could later win tricks, but allow them to choose their discard.

At the end of the deal, students **write the score on the board**, as in the previous session.
Players collect their cards, sort them by suit and place them **face down** on the table.

NB: do not replay the deal or analyse the play.
*You will simply help them **identify** the top cards.*

‣ North and South turn their cards face up and the four players count the Declarer's side's top cards.
It is better **not to look at Declarer's and dummy's cards separately**, but to start with one suit, look at both dummy's and Declarer's cards in that suit, and then move on to the next suit.

In spades: Defence has no card higher than the ace → **1 top card**
In hearts: Defence has no card higher than the ace or king → **2 top cards**
In diamonds: Defence holds ace, king and queen → **0 top cards**
In clubs: Defence has no card higher → **5 top cards**

*Declarer's side therefore has **8 top cards**.*
They will make their contract provided they do not discard any of them.

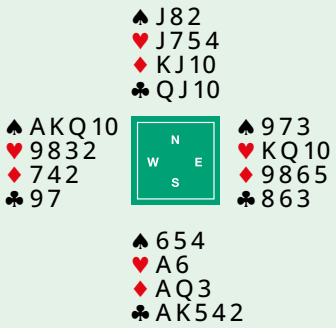
- South now collects their cards and West spreads their hand. Students are invited to find **West's top cards**:
  - In spades, hearts and clubs: none,
  - In diamonds: three (ace, king, queen).

- *Ask them to look at dummy's diamonds and explain that after the ace and king have been played, **the 9 and the 8 have become winners**.*

Move on to the next deal, remembering to change the Declarer.

Second deal of the session (1.3.2)

DEAL 1.3.2 / Dealer: East



ARROW PACK N°1 – DEAL 6

SOUTH	WEST	NORTH	EAST
I open I play 3NT		I have 9 points	

90% of the time West will lead the ace of spades. Dummy spreads their hand. Everyone is invited to look at the dummy's cards.

SCORE: 3NT = / 400 NS.

PLAY!
CLICK! SCAN!
bridge training

West should notice that the jack of spades is one of three cards in dummy and will fall when the king and queen are played. The 10 of spades will then become a winner.
West therefore wins the first four tricks.
At the end of the deal, students again count their tricks and record the score.

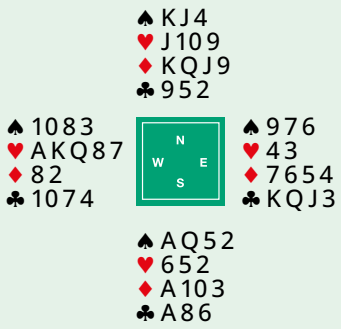
Ask North and South to spread their cards and quickly add up their number of top cards.

Then West spreads his hand and the students count his top cards given dummy's holding.

Do not analyse the play in detail and do not replay the deal.
Proceed to the next deal in the same way.

Third deal of the session (1.3.3)

DEAL 1.3.3 / Dealer: South



ARROW PACK N°1 – DEAL 7

SOUTH	WEST	NORTH	EAST
I open I play 3NT		I have 11 points	

South opens and partner announces 11 points. South therefore has a total of 25 points and bids 3NT.
West leads the ace of hearts and sees the jack, 10 and 9 of hearts on the dummy. So, after playing the ace, king and queen, the 8 and 7 will become winners.

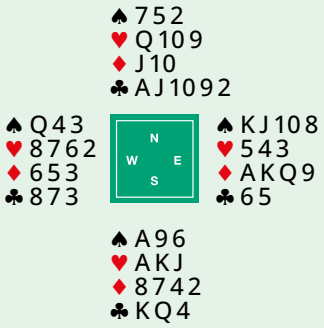
SCORE: 3NT -1 / 50 EW.

PLAY! CLICK! SCAN! bridge training

Fourth deal of the session (1.3.4)

This deal presents students with a new situation: the Opener's side does not have the majority of points, so they have to pass.

DEAL 1.3.4 / Dealer: East



ARROW PACK N°1 – DEAL 8

SOUTH	WEST	NORTH	EAST
I pass	I pass	I pass	I open
	I have 2 points		I pass
How many pts do you have? I play 3 NT		I have 9 points	

East opens with his 13 points. His partner announces aloud: 'I have 2 points.' East then counts that his side has only 15 points.
The Decision Table indicates that he does not have the means to play a contract, so he announces: 'I pass.'

PLAY! CLICK! SCAN! bridge training

It is therefore South, sitting after East (clockwise), who will decide on the contract since he now knows that his side has the majority of points. He asks his partner: *'How many points do you have?'*. North answers: *'I have 9 points.'* With 25 points, the Decision Table indicates that they can play a nine-trick contract, so South declares: *'I will play 3NT.'*

Score: 3NT = 400 NS.

THEME 2

Creating and Taking Tricks

From now on, the objective is to make students want to play bridge.
A complete grasp of the previous material is not required before moving on.

THEME 2

Creating and Taking Tricks

Objectives

- Cashing your top tricks (managing communications)
- Creating tricks with honours (Declarer and Defence) = tricks from honours
- Creating tricks with small cards (Declarer and Defence) = tricks from length

Breaking down into four sessions

- Session 2.1: Communication
- Session 2.2: Establishing honours, top-of-sequence opening leads
- Session 2.3: Establishing length, small-card opening leads, partscore, slams, useless levels
- Session 2.4: Review tournament N°1

SESSION 2.1

Communication

Session programme

- **Declarer's communications**
- **Defenders' communications**

*During this session, the concepts are explored **with the cards on the table**.*
Prepare the cards before the lesson so you do not need to do it in front of the students.

Declarer's communications within a suit

Suits where both hands have the same number of cards:
Place the cards on the table and let your students play the suit.

1	♠ A K 6 N W E S ♠ Q 7 4	Whatever the order of play, you will always take three tricks, provided that a small card is played towards an honour.

Suits where one hand has fewer cards than the other:
Remove the 4 from South and play the suit again. Ask your students to make three tricks, starting the first trick from South's hand.
Avoid using the terms 'symmetric' and 'asymmetric'.

2	♥ A K 6 N W E S ♥ Q 7	If you start by playing the 7 to the ace, and then the 6 to the queen, you will no longer be able to play the king. If, however, you begin with the queen to the 6, and then play the 7 to the king, you will be in the right hand to play the ace.
3	♦ A Q 6 N W E S ♦ K J 5 4 2	You must begin by playing the **2 to the ace**, then the **queen**, and finally the **6 to the king.**

These examples illustrate the following principle:

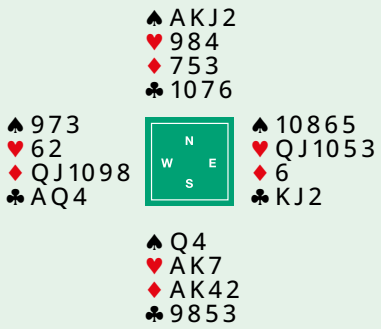
You must start by playing honours from the short hand.

? *The 'short hand' is the hand with fewer cards in a suit.*

Give two deals on Declarer's communications.
After specifying the opening lead, let the students play and do not intervene during the deal to tell them what to do.

First deal of the session (2.1.1)

DEAL 2.1.1 / Dealer: North



Opening lead: queen of diamonds

ARROW PACK N°1 - DEAL 9

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 8 points	
I play 2NT			

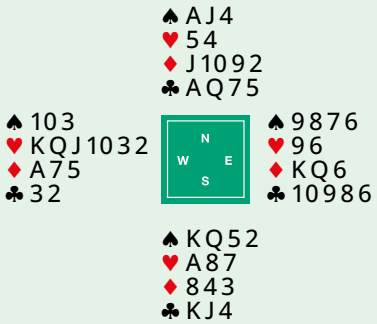
The Declarer must be careful when handling the spade suit, starting with the honour in the short hand.
He wins the lead with the king of diamonds, then plays the queen of spades following with: the 2 and the 4 to the jack.
He is now in the right hand to cash the ace and king of spades.

SCORE: 2NT = / 120 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (2.1.2)

DEAL 2.1.2 / Dealer: East



Opening lead: king of hearts

ARROW PACK N°1 - DEAL 10

SOUTH	WEST	NORTH	EAST
			I pass
I open		I have 12 points	
I play 3NT			

As well as the ace of hearts, South must make:
• four tricks in spades
• four tricks in clubs
Each time he must start with the honour from the short hand.

SCORE: 3NT = / 400 NS.

Have you remembered to change the Declarer?

PLAY!
CLICK! SCAN!
bridge training

Defenders' communications

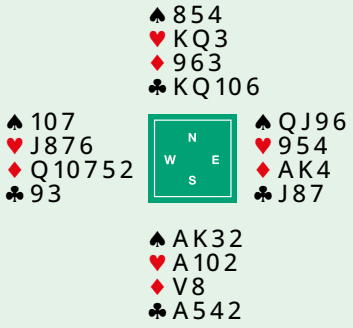
Always let your students handle the cards themselves.

West leads the **2 of hearts**.
East must play the **queen**, then the **king**, and finally the **7** to give the lead back to partner.

It is exactly the same principle as for the Declarer: when playing in Defence you must also play honours from the short hand.
Have the students tell you that East is the 'short hand', because partner leads from a long suit.
...The following problems are for the Defenders.

Third deal of the session (2.1.3)

DEAL 2.1.3 / Dealer: South



Opening lead: 2 of diamonds

ARROW PACK N°1 - DEAL 11

SOUTH	WEST	NORTH	EAST
I open I play 3NT		I have 10 points	

East must take one honour, play the other, and finally return the lead to partner with the 4 of diamonds.
He plays the honours from the short hand to avoid blocking the suit.

SCORE: 3NT -1 / 50 EW.

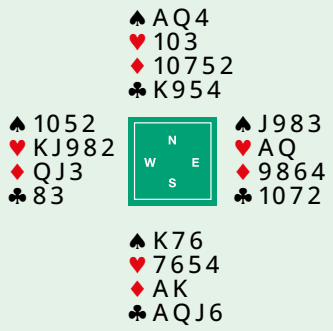
Reminder: Never replay the deal.

PLAY! CLICK! SCAN! bridge training

***NB:** do not mention fourth-highest leads or leads from a sequence yet; this will be introduced later. Also, do not ask them to play the king before the ace - It does not matter for the time being.*

Fourth deal of the session (2.1.4)

DEAL 2.1.4 / Dealer: West



Opening lead: 2 of hearts

ARROW PACK N°1 - DEAL 12

SOUTH	WEST	NORTH	EAST
	I pass	I pass	I pass
I open I play 3NT		I have 9 points	

West must notice the 10 of hearts in the dummy and see that all the hearts are winners. He must think of capturing his partner's queen with the king.

SCORE: 3NT -1 / 50 EW.

PLAY! CLICK! SCAN! bridge training

SESSION 2.2

Establishing honours

Session programme

- **The notion of 'equivalent card'**
- **Creating tricks: establishing honours**
- **Leading in your long suit – 'top of a sequence'**

Again for this session, the concepts will be explored with cards on table. You will therefore have a large number of deals to prepare in advance for this session - good luck!

Equivalent Cards and Establishing Honours

1	♠ K 10 7 2 N W E S ♠ Q J 5 3	Between the two hands you hold four consecutive cards: the king, the queen, the jack and the 10. Which means that in order to win the trick when you play any of these cards, the Opponents will have to play the same card - in this case the ace. This is what we call 'equivalent cards'.

? *Cards of the same suit are said to be equivalent if, whichever card is played, the Opponent must play the same card to win the trick.*

Using the same example, show how to create tricks by establishing honours.

2	♥ K 10 7 2 N W E S ♥ Q J 5 3	If you play the king (a card equivalent to the queen, the jack and the 10), there are two possibilities: •The ace falls and the three other equivalent cards become winners. •The ace does not fall, but you win the trick. You then continue the same manoeuvre.
3	♦ Q J 2 N W E S ♦ 10 9 5	The Opponents hold two master cards. You will therefore have to play twice, each time giving up one of the equivalent cards, in order to win one trick.

? *When one or more honours have become winners, we say that they are established.*

With these new deals, ask the students how many tricks they can establish in the following examples:

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

1 You have three equivalent cards and only one master card is held by the Opponents. You will be able to establish two tricks.
2 Opponents hold only the ace and you hold five equivalent cards (with five cards in the longer hand). You can therefore establish four tricks.
3 Opponents hold two master cards and you hold four equivalent cards, therefore you can establish two tricks.
4 Here you hold four equivalent cards but you have only three cards in each hand. Opponent holds two master cards. You will be able to make only one trick.

First deal of the session (2.2.1)

Establish your suit before cashing your winners.

DEAL 2.2.1 / Dealer: North

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

Opening lead: king of hearts

ARROW PACK N°1 - DEAL 13

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 6 points	
I play 1NT			

South can establish club tricks: He must do so immediately, before cashing his winners in the other suits.

SCORE: 1NT = / 90 NS.

PLAY! CLICK! SCAN!

bridge training

Leading the top of a sequence

At the end of the deal, ask the player who made the opening lead to spread their hand.
Have the students find the correct opening lead. You will receive different answers.

Of course, you must lead one of the four honours to knock out the ace, but now it must be explained that in Defence you cannot see your partner's hand and so you must communicate with them (not verbally, but through the cards).

With at least three equivalent cards, including an honour, you must lead the highest of these equivalent cards - what we call 'top of the sequence'.

The following examples are very important. Students must explain in turn the meaning of the opening lead, what it promises and what it denies. Spread the cards on the table and ask them what their opening lead would be and have them find what they can deduce from it.

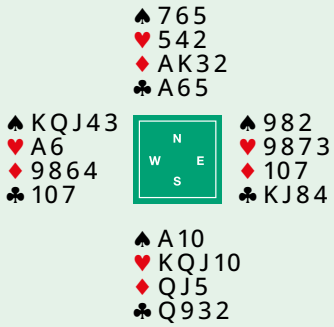
WITH	LEAD	YOU SHOW YOUR PARTNER YOU ALSO HOLD	BUT YOU DO NOT HOLD
K Q J 7 5	King	The queen and the jack	The ace
Q J 10 6 2	Queen	The jack and the 10	The king
J 10 9 5 3	Jack	The 10 and the 9	The queen
10 9 8 7 2	10	The 9 and the 8	The jack

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

Establishing honours also exists in Defence, particularly on the opening lead.
The player on lead must first choose the suit to lead (the longest suit), and then choose which card to lead.

Second deal of the session (2.2.2)

DEAL 2.2.2 / Dealer: East



Opening lead: king of spades

ARROW PACK N°1 - DEAL 14

SOUTH	WEST	NORTH	EAST
			I pass
I open I play 3NT		I have 11 points	

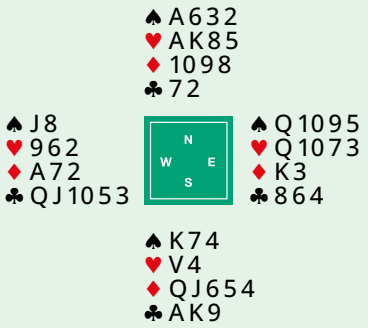
West leads the king of spades.
When West regains the lead with the ace of hearts, they will be able to cash all their spades. One trick down.

SCORE: 3NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (2.2.3)

DEAL 2.2.3 / Dealer: South



Opening lead: queen of clubs

ARROW PACK N°1 - DEAL 15

SOUTH	WEST	NORTH	EAST
I open I play 3NT		I have 11 points	

Declarer must establish their diamonds. Both Defenders must switch back to clubs when they regain the lead.

SCORE: 3NT -1 / 50 EW.

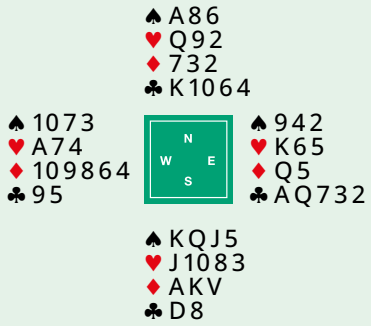
PLAY!

CLICK! SCAN!

bridge training

Fourth deal of the session (2.2.4)

DEAL 2.2.4 / Dealer: West



Opening lead: 10 of diamonds

ARROW PACK N°1 - DEAL 16

SOUTH	WEST	NORTH	EAST
	I pass	I pass	I pass
I open I play 1NT		I have 9 points	

South immediately plays a heart to the queen to establish two honour tricks. Playing another round of hearts later will knock out the second opposing honour and establish two tricks.

SCORE: 3NT +1 / 430 NS.

PLAY!

CLICK! SCAN!

bridge training

SESSION 2.3

Establishing length

Session programme

- **Tricks from length**
- **Leading a small card**
- **Useless levels**

During this session, students will discover how to create length tricks, again by directly handling the cards.

Length tricks

1	♣ A K Q 2 ♣ J 10 7 — ♣ 9 8 6 ♣ 5 4 3	After playing the ace, king and queen of clubs, if you play the 2, it will win a trick.

After playing the example above, move East's 6 to West.

1a	♣ A K Q 2 ♣ J 10 7 6 — ♣ 9 8 ♣ 5 4 3	This time the 2 does not win a trick. Why did the 2 win a trick in the previous example but not here?

Have the students find that:
- In example 1, the remaining clubs were split **3-3**, so the 2 became a winning card.
- In example 1a, the 2 did not win a trick because the clubs were split **4-2**.

? *A length trick is a trick won with a small card that has become established.*

Now present the following diagrams.

Ask the students whether they will be able to establish length tricks in these examples?
If so, how many and why?

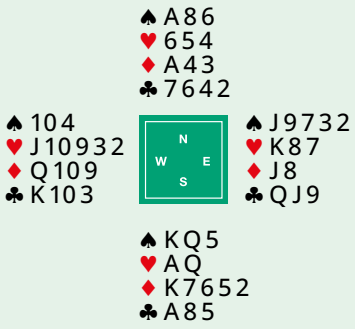
Use a deck and demonstrate the examples at the table.
Let the students handle the Defenders' cards to show them all the possible distributions.

Ask your students how many tricks can be established in each case.

2	♠ A43 N W E S ♠ K7652	3	♥ AKQ52 N W E S ♥ 7643	4	♦ AK73 N W E S ♦ 62

First deal of the session (2.3.1)

DEAL 2.3.1 / Dealer: North



Opening lead: jack of hearts

ARROW PACK N°1 - DEAL 17

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 8 points	
I play 3NT			

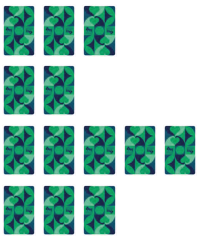
The opening lead of the jack of hearts guarantees **two tricks in the suit** for the Declarer because they will play the last card of that first trick.
Do not use the term 'finesse' here.
Declarer holds eight diamonds. If diamonds break **3-2**, Declarer will establish **two length tricks**. Declarer plays ace, king and a small diamond.

SCORE: 3NT +1 / 430 NS.

PLAY!
CLICK! SCAN!
bridge training

Leading a small card

Before leading, a Defender must choose a suit. Students have just discovered length tricks.
You may offer a short exercise to illustrate this principle.
*Prepare a **5-3-3-2** hand, with the cards face down.*



Once students have chosen their lead, turn the cards face up. They will see the following cards:

♠ AK3
♥ 98
♦ Q8752
♣ 1072

They will notice that they did **not** lead the ace of spades, as they might instinctively have done.
If the opening leader does not have a **sequence** in their long suit, they should lead the **smallest card** from the **longest suit**.
Priority to the longest suit!

Partner's attitude towards the opening lead

Ask students to handle the cards.

6	♣ 732 ♣ KJ965 N W E S ♣ Q84 ♣ A10	West leads the **5 of clubs**. East must play the **queen** to help partner establish their suit by knockingout the ace. If East plays the 4 or the 8, South will unexpectedly win a trick with the 10. East must help their partner establish the suit.

Therefore, East should help their partner by playing an honour in the suit if they have one.

7	♥ J65 ♥ Q9873 N W E S ♥ A2 ♥ K104	West leads the **3 of hearts**. East must play the **ace**, then return a heart to establish partner's suit.

West must count the cards and realise that Opponents only have one heart besides dummy's jack. Both will fall when the queen is played. Thus, West's last two small cards will become winners.

Ask the students to tell you which card East should play depending on the card played from dummy.

8	♦ Q52 ♦ 3 N W E S ♦ KJ6	Here, playing the king on the 2 or the 5 allows North to make the queen, whether the ace is with South or West. West must play the jack. And if the dummy plays the queen, West must play the king.
9	♣ J64 ♣ 3 N W E S ♣ Q105	If dummy plays the 6, what should East play? What if dummy plays the jack? Why?

In third seat, help partner by playing the highest 'useful' card.

*Note: do not use the word '**sacrifice**'. It is not a sacrifice, but rather an **honour promotion**.*

Second deal of the session (2.3.2)

DEAL 2.3.2 / Dealer: East

♠ A852
♥ 102
♦ 8532
♣ AK4

♠ 76
♥ Q8753
♦ AK4
♣ 732

N W E S

♠ QJ104
♥ J94
♦ 76
♣ J986

♠ K93
♥ AK6
♦ QJ109
♣ Q105

Opening lead: 3 of hearts

ARROW PACK N°1 - DEAL 18

SOUTH	WEST	NORTH	EAST
			I pass
I open		I have 11 points	
I play 3NT			

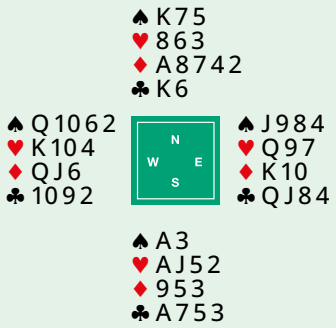
West leads the **3 of hearts**.
East must choose their card according to the card played from dummy. Declarer establishes their diamonds, but Defenders win the race: three established hearts plus ace and king of diamonds.

SCORE: 3NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (2.3.3)

DEAL 2.3.3 / Dealer: South



Opening lead: 2 of spades

ARROW PACK N°1 - DEAL 19

SOUTH	WEST	NORTH	EAST
I open I play 2NT		I have 10 points	

Declarer must establish dummy's long suit by conceding two tricks to the Opponents.
Declarer plays **diamonds at trick two**.

SCORE: 2NT = / 120 NS.

PLAY!
CLICK! SCAN!
bridge training

Game, slams and useless levels

*You can now introduce the different 'interesting' contracts, the **contracts that produce higher scores**.*
*Then introduce the concept of **useless levels**.*
*Complete the score table, with which students are already familiar, by introducing the ideas of **game** and **slams**.*

Game

When you bid and make a **3NT contract (9 tricks)**, you score **at least 400 points**.
This is what we call a **game**.
It is important to bid a game whenever a partnership has **25 HCP**.

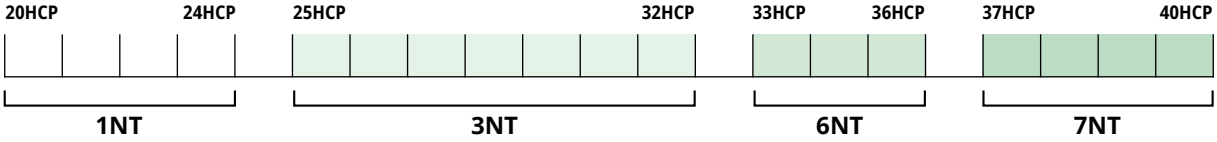
Slams

Bidding and making **6NT** (12 tricks, that is all the tricks minus 1) scores **at least 990 points**.
This is what is called a **small slam**.
With at least **33 points**, a partnership should consider bidding it.
Bidding and making **7NT** (13 tricks, that is all the tricks) scores at least **1520 points**.
This is what is called a **grand slam**.
With **37 points**, a partnership should bid it.

Useless levels

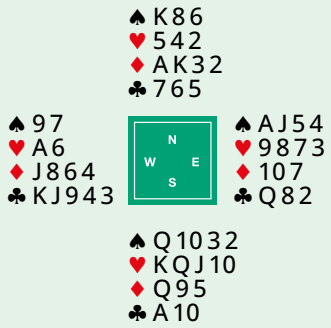
Bidding **1NT** and making one overtrick scores just the same as bidding 2NT **just made** (120 points).
2NT is therefore a useless contract. Better stay at the 1-level, thus reducing the risk of going down.
And finally, students will discover other useless levels (2NT, 4NT and 5NT).

- With **25 HCP**, bid **game (3NT)**
- With **33–36 HCP**, bid the **small slam (6NT)**
- With **37+ HCP**, bid the **grand slam (7NT)**
- With **20–24 HCP**, stay in **1NT**
- With **26–32 HCP**, avoid **4NT and 5NT** and instead bid **3NT**



Fourth deal of the session (2.3.4)

DEAL 2.3.4 / Dealer: West



Opening lead: 3 of clubs

ARROW PACK N°1 - DEAL 20

SOUTH	WEST	NORTH	EAST
	I pass	I pass	I pass
I open		I have 10 points	
I play 1NT			

West leads the 3 of clubs. East must cooperate with the queen to knock out a high honour. Thus, when West regains the lead, West will be able to cash all the clubs. Partnerships playing 2NT will go down.

SCORE: 1NT = / 90 NS.

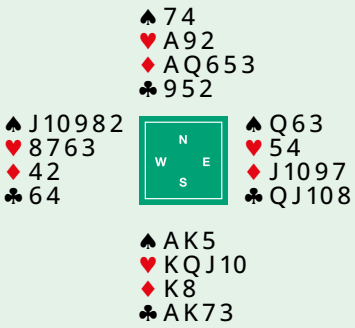
PLAY!

CLICK! SCAN!

bridge training

Review tournament n°1

DEAL T1 - 1 / Dealer: North



Opening lead: jack of spades

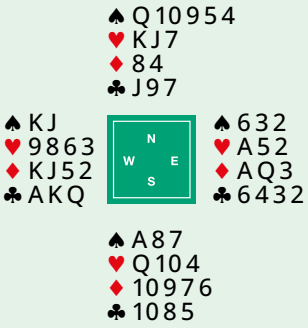
ARROW PACK N°1 - DEAL 21

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 10 points	
I play 6NT			

Defence: lead from the top of a sequence.
Declarer: establish dummy's diamonds by conceding one trick to the Opponents before playing the hearts.

PLAY!
CLICK! SCAN!
bridge training

DEAL T1 - 2 / Dealer: East



Opening lead: 4 of spades

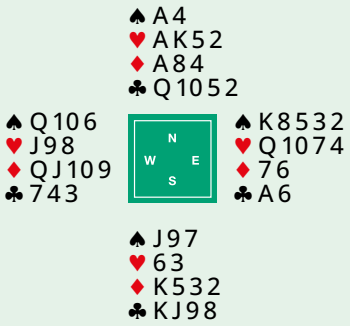
ARROW PACK N°1 - DEAL 22

SOUTH	WEST	NORTH	EAST
			I pass
I pass	I open		I have 10 points
	I play 3NT		

Bidding: do not bid the useless level of 4NT with 27 HCP.
Defence: play the highest card in third seat on the opening lead.
Declarer: win the spade return with the king, then play the diamond honours from the short hand first. If a club is not discarded from dummy, the last club will become a winner after the AKQ of clubs.

PLAY!
CLICK! SCAN!
bridge training

DEAL T1 - 3 / Dealer: South



Opening lead: 2 of spades

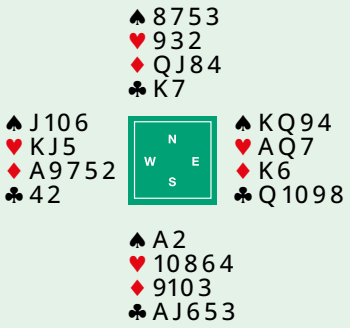
ARROW PACK N°1 - DEAL 23

SOUTH	WEST	NORTH	EAST
I pass I have 8 points	I pass	I open I play 3NT	

Defence: play the right card in third seat.
Declarer: can only take eight tricks.

PLAY!
CLICK! SCAN!
bridge training

DEAL T1 - 4 / Dealer: West



Opening lead: 3 of clubs

ARROW PACK N°1 - DEAL 24

SOUTH	WEST	NORTH	EAST
	I pass I have 9 points	I pass	I open I play 3NT

Defence: South must continue clubs to establish a length trick after the opening lead and the club return.

PLAY!
CLICK! SCAN!
bridge training

THEME 3

Play with a Trump Suit

THEME 3

Play with a Trump Suit

Objectives

- Discovering trump play – evaluation using **HCP + distribution points**
- Declaring a **trump contract**
- Understanding the **power of trumps** (Declarer and Defence)

Breaking down into three sessions

- Session 3.1: Communications
- Session 3.2: Declaring a trump contract – controlling Opponents' trumps
- Session 3.3: The power of trumps: **ruffing** (Declarer and Defence)

SESSION 3.1

Discovering the trump suit

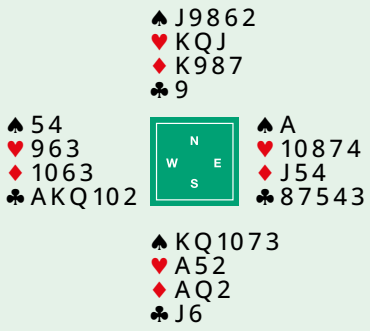
Session programme

- **Introducing the concept of a trump suit**
- **What are the rules of play in a trump contract**
- **The power of trumps: ruffing**

*Before talking about a trump suit, have the students play the **first deal of the session** and this time, analyse with them what happened. Do **not give any score** for the deals in this session.*

First deal of the session (3.1.1)

DEAL 3.1.1 / Dealer: North



Opening lead: ace of clubs

ARROW PACK N°2 - DEAL 1

We play this deal in No Trumps.
3NT goes down on the ace of clubs lead: the Defence takes five club tricks and the ace of spades.

PLAY!
CLICK! SCAN!
bridge training

At the end of the deal, spread the four hands on the table and ask the students whether South misplayed.
They will probably say that nothing could be done because West had too many winning clubs.
Ask whether some students have already played games with a trump suit.

The concept of a trump suit

In bridge, players can choose one of the four suits as **trumps** - usually the suit where the partnership holds the most cards. *We will see how to determine the trump suit in the next session.*

?

A trump suit is a suit stronger than the others:
its special power is that you can win the trick even with a small card.
When a player has no card in the suit led, they may ruff.

Now ask the unfortunate South to play the deal again with spades as trumps.
The second round of clubs will be ruffed with the 2 of spades. South will then lose only the ace of spades.

? *As in other trick-taking games, you may ruff only if you have no card in the suit led. However, there is no obligation to ruff.*

In this session, the trump suit will be specified.
The goal is simply to see when ruffing is possible, and to prepare the next session where distribution points will be introduced.

The power of trumps: ruffing

Second deal of the session (3.1.2)

In a **trump contract**, the running of long suits can be stopped and more tricks can be taken than in No Trumps.

DEAL 3.1.2 / Dealer: East

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

Opening lead: jack of spades

ARROW PACK N°2 - DEAL 2

East passes and South opens. The teacher tells the table that the deal must be played with **hearts as trumps**.
North announces **9 points**.
The partnership has **28 points** - let's see how many tricks can be made.
West leads the jack of spades.
The second round of spades is ruffed.
South can now make all the tricks.

Point out that twelve tricks were made instead of the ten to be expected from 28 HCP.

PLAY! CLICK! SCAN! bridge training

Third deal of the session (3.1.3)

The trump suit sometimes allows more tricks to be taken than predicted in the Decision Table.

DEAL 3.1.3 / Dealer: South

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

Opening lead: queen of spades

ARROW PACK N°2 - DEAL 3

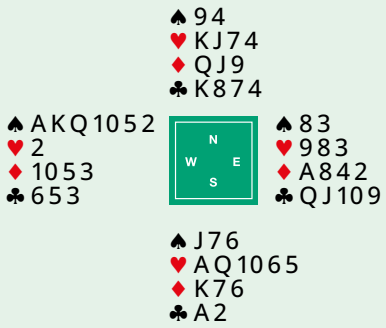
North opens and you instruct students to play the contract with clubs as trumps.
The contract is not announced in advance but students can notice afterwards that they had 20 HCP and that some made eleven tricks by ruffing three spades (but do not tell them how to play the hand).
Ask them what made it possible (having many trumps, only one card in spades, and only one card in diamonds).
*You may then introduce the word **singleton**.*

PLAY! CLICK! SCAN! bridge training

Fourth deal of the session (3.1.4)

Opponents may **overruff**.

DEAL 3.1.4 / Dealer: West



Opening lead: ace of spades

ARROW PACK N°2 - DEAL 4

South plays a heart trump contract.
West leads the ace of spades.
South will make ten tricks if the third spade is ruffed with a high heart, otherwise the dummy's card will be **overruffed**.

PLAY!
CLICK! SCAN!
bridge training

SESSION 3.2

Declaring a trump contract

Session programme

- **Distribution points**
- **Scoring (No Trumps and trump contracts)**
- **Deciding on the contract; the fit**
- **Drawing Opponents' trumps**

*We will now use the **new score table**.*

SCORE TABLE								
MADE CONTRACT			♣ OR ♦		♥ OR ♠		NO TRUMPS	
1	=		70		80		90	
	+1		90		110		120	
	+2		110		140		150	
	+3		130		170		180	
	+4		150		200		210	
	+5		170		230		240	
	+6		190		260		270	
2	=		90		110		120	
	+1		110		140		150	
	+2		130		170		180	
	+3		150		200		210	
	+4		170		230		240	
	+5		190		260		270	
3	=		110		140		400	
	+1		130		170		430	
	+2		150		200		460	
	+3		170		230		490	
	+4		190		260		520	
4	=		130		420		430	
	+1		150		450		460	
	+2		170		480		490	
	+3		190		510		520	
5	=		400		450		460	
	+1		420		480		490	
	+2		440		510		520	
6	=		920		980		990	
	+1		940		1010		1020	
7	=		1440		1510		1520	
DEFEATED CONTRACT	-1	-2	-3	-4	-5	-6	-7	...
DEFENDERS SCORE	50	100	150	200	250	300	350	...

Game

Small slam

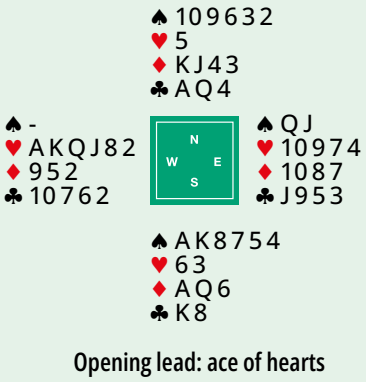
Grand slam

Begin the session by having the students play the following deal.

First deal of the session (3.2.1)

In a trump contract, you often make more tricks than in No Trumps.

DEAL 3.2.1 / Dealer: North



Opening lead: ace of hearts

ARROW PACK N°2 - DEAL 5

Let the students count their honour points and determine the level of the contract (3-level). Then specify spades as trumps.

Opening lead: ace of hearts.
The second heart is ruffed by North and Declarer makes all the remaining tricks if trumps are drawn first to prevent Defenders from ruffing.

Point out that they made twelve tricks instead of the nine predicted by the 26 HCP.

PLAY!
CLICK! SCAN!
bridge training

Ask students how much they will score if they bid 3♠ and make **twelve tricks**?
(Let them find it on the score table.)

And if they bid 6♠ and make the contract, how much will they score?

The power of trumps: ruffing

*Introduce **distribution points** by involving the students.*

- What advantage does Declarer gain by playing with a trump suit?
  They answer: 'they can ruff'. Make sure they explain that this is to stop the Opponents from taking a trick.
- Which suit is chosen as trumps?
  A suit in which the side has many cards, and especially more than their Opponents.
- Since there are thirteen cards to a suit, how many cards in a suit do you need to make it a trump suit?
  Seven will usually not be enough, eight is better, and the more the better.
- When are you allowed to ruff?
  When you have no card left in the suit led.

You then explain the notions of void, singleton and doubleton, and the corresponding distribution points. Of course, make it clear that these are in suits other than the trump suit.

- Having no card in a suit from the start is a big advantage. It is what is called having a **void** in that suit, and you can add **3 points**. But this is not very frequent.
- What else is also useful? Having only one card in a suit.
  It is called a **singleton** and you can add **2 points**, because you will be able to ruff the second time the suit is played.
- And if you have only two cards in a suit, when will you be able to ruff?
  The third time. This is less useful. It is called a **doubleton**. **Add just 1 point**.
- Remember that in order to choose a trump suit Declarer's side must have at least eight cards in that suit. And if the side has more trumps, this is even better. **Add 2 points for the ninth trump in the partnership and 1 extra point for each further trump**.

All these points are called distribution points.

Distribution points (D points)

- *Doubleton (2 cards):* ..... *1 distribution point*
- *Singleton (1 card):* ..... *2 distribution points*
- *Void (0 card):* ..... *3 distribution points*
- *The partnership's ninth trump:* ..... *2 distribution points*
- *Each additional trump from the tenth onwards:* ..... *1 distribution point*

Finding a trump fit

In order to choose a trump suit, Opener will now ask their partner for their **honour-point total** and their **number of cards in each suit**.
When the partnership has **at least eight cards in one suit**, they are said to have a **fit** in that suit.
The player with **more trumps** becomes the **Declarer**.
If both partners have the same number of trumps, **Opener** becomes Declarer.

Deciding on the contract

- Now, when a player opens, partner first answers with their number of cards in spades, then hearts, then diamonds, then clubs.
- Opener stops their partner by saying 'stop' as soon as a trump fit is found, and announces which suit is trumps.
- Partner then evaluates their hand by adding honour points and distribution points, and tells Opener the total. Opener does the same with their own hand.
- **NB: only Opener can count the distribution points linked to the trump fit**.
- The sum of both hands allows the Opener to determine the makeable contract.

For the time being, no distinction will be made between major suits and minor suits.
If students ask, make them notice that the score table itself shows that minor-suit contracts score less than major-suit contracts, which themselves score less than No Trumps contracts.

It is important that students develop the habit of bidding a game whenever they have 25 honour points in the partnership:
- in No Trumps if there is no fit
- in a major suit if there is a fit in spades or hearts, since distribution points then bring the side to the total of 27 HCP + distribution usually needed
- by contrast, game in a minor is suit harder to make (eleven tricks required). Since bidding will be introduced soon, the deals in this manual are not intended to be played in a minor. There is in any case no need to have a nine-trump fit to play a minor-suit contract.

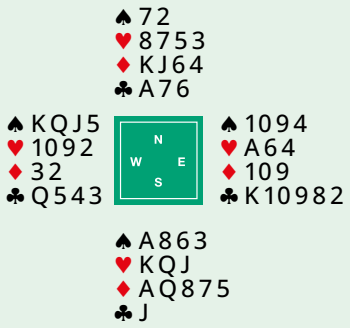
Controlling the Opponents' trumps

When playing in a trump contract, Declarer should generally begin by drawing the Opponents' trumps, to prevent them from ruffing. But this is not always the right thing to do.

Second deal of the session (3.2.2)

Determining the contract - Counting trumps: two rounds are enough to eliminate the Opponents' trumps.

DEAL 3.2.2 / Dealer: East



Opening lead: king of spades

ARROW PACK N°2 - DEAL 6

SOUTH	WEST	NORTH	EAST
I open		I have 10 points I have: 2 cards in ♠ 4 cards in ♥ 4 cards in ♦ I have 9 HCP + distrib.	I pass
!Trumps are diamonds			
I play in 5♦			

South must draw trumps.
Since the partnership has nine diamonds and Opponents have four, two rounds will be enough here. Once the trumps are drawn, dummy still has two diamonds to ruff two spades.

SCORE: 5♦ = / 400 NS.

PLAY! CLICK! SCAN! bridge training

Explaining the bidding

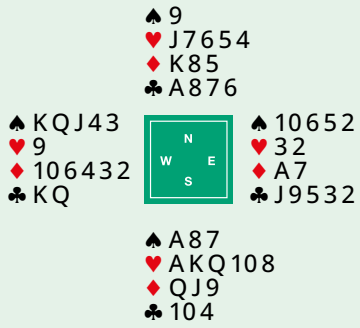
East passes. South opens, and partner answers: 'I have two spades.' South asks partner to continue, and North answers: 'I have four hearts, four diamonds.' South interrupts and announces: 'Diamonds are trumps.' North evaluates their hand: 8 HCP + 1 (doubleton), so 9 HCP + distribution. South evaluates their hand in turn: 17 HCP + 2 (singleton) + 2 (ninth trump). Therefore, together the two hands total 30 points. South announces: 'I play in 5 diamonds.'

Students must get into the habit of counting the number of trumps held by their side, deducing how many are in the Defenders' hands, and then counting only the outstanding trumps.

Third deal of the session (3.2.3)

Counting trumps: two rounds are enough to eliminate the Opponents' trumps.

DEAL 3.2.3 / Dealer: South



Opening lead: king of spades

ARROW PACK N°2 - DEAL 7

SOUTH	WEST	NORTH	EAST
I open		I have: 1 cards in ♠ 5 cards in ♥ I have 10 HD	
!Trumps are hearts			
I play in 4♥			

South opens and North answers: 'I have one spade, five hearts.' South says: 'hearts are trumps.' North evaluates the hand: 8 HCP + 2 (singleton). South also evaluates the hand: 16 HCP + 3 (ninth and tenth trump) + 1 (doubleton). The total for the two hands is 30. No reason to bid a slam, so South announces: 'I play in 4 hearts.'

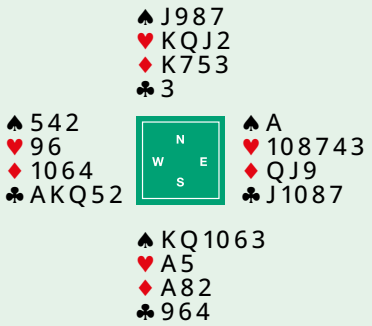
PLAY! CLICK! SCAN! bridge training

South wins the opening lead and draws the Opponents' trumps: the side has ten trumps, so the Defenders have only three, and two rounds are enough here. South then plays diamonds to establish their honour tricks, ruffs spades in dummy, and makes eleven tricks.
Score: 4♥ +1 = 450 NS.

Fourth deal of the session (3.2.4)

Counting the outstanding trumps.

DEAL 3.2.4 / Dealer: West



Opening lead: king of spades

ARROW PACK N°2 - DEAL 8

SOUTH	WEST	NORTH	EAST
	I pass	I pass	I pass
I open		I have: 4 cards in ♠	
!Trumps are spades		I have 12 HD	
I play 4♠			

West leads the ace of clubs and, if the suit is continued, South can ruff in dummy. South then plays three rounds of trumps and must remember to play the honour from the short hand first in hearts.

SCORE: 4♠ = / 420 NS or 4♠ +1 / 450NS.

PLAY!
CLICK! SCAN!
bridge training

*Congratulate those who manage to make **eleven tricks** in this way.*

SESSION 3.3

Creating tricks with trumps

Session programme

- **Ruffing in the short hand**
- **Ruffing in Defence: leading a singleton**
- **Ruffing and communications**
- **When should trumps be played?**

Ruffing in the short hand

The objective of this session is to start showing how to plan your play in a trump contract.
In each session, you will show students how to:
1. count the number of trumps in their partnership
2. deduce how many trumps Defenders have
3. then count only the outstanding trumps.

♥ 7 6 4 N W E S ♥ A K Q J 10	*Spread the trump suit on the table, the two hands facing each other, and ask the students to count the number of tricks they can make in the suit. Let them place the cards opposite each other if necessary.* They will find **five tricks**.
♥ 7 6 4 ♦ 5 N W E S ♥ A K Q J 10 ♦ A 9 8	*Now add the diamonds and let them find that by:* *• playing the ace of diamonds, ruffing the second diamond* *• returning to hand with a trump* *• and ruffing the third diamond* They will now take **seven tricks with their trumps**.

To make extra tricks, Declarer can ruff in the hand with fewer trumps (the short hand).

♥ 7 6 4 ♦ A 5 4 N W E S ♥ A K Q J 10 ♦ 9	*To show that ruffing in the long hand does not create any extra tricks, place the singleton in South and ask the following question:* *Do we make more tricks if we ruff with **A, K, Q, J or 10**?* *No, because those are tricks that were already counted.*

Ruffing with trumps in the long hand does not create any additional tricks.

Have the students play the following deal to practise ruffing in the short hand.

First deal of the session (3.3.1)

DEAL 3.3.1 / Dealer: North

Opening lead: ace of diamonds

ARROW PACK N°2 - DEAL 9

SOUTH	WEST	NORTH	EAST
		I pass	I pass
I open		I have 3 spades	
!Spades are trumps		I have 6 HD	
I play in 4♠			

West leads the ace of diamonds and takes three diamond tricks. He then plays the jack of clubs. South sees that nine tricks are available and **must find the tenth trick** by ruffing in the **short hand**. Before drawing trumps, South plays ace and king of hearts, then ruffs the last heart in dummy.

SCORE: 4♠ = / 420 NS.

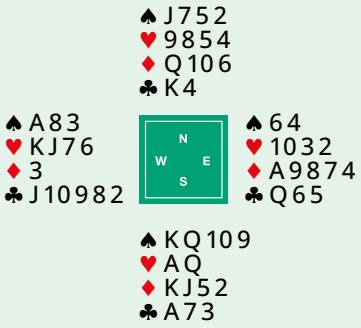
PLAY!
CLICK! SCAN!
bridge training

Ruffing in Defence

*Using the next deal, you will remind students that **Defence can also ruff**.*
*When holding a **singleton**, it is often advantageous to lead it.*

Second deal of the session (3.3.2)

DEAL 3.3.2 / Dealer: East



Opening lead: 3 of diamonds

ARROW PACK N°2 - DEAL 10

SOUTH	WEST	NORTH	EAST
			I pass
I open		I have 4 spades	
!Spades are trumps		I have 7 HD	
I play in 4♠			

On the lead of the 3♦, if East wins the ace of diamonds and returns a diamond, their partner will be able to ruff.
West should then not switch to hearts since if they don't, they will be able to later take the king of hearts and the ace of spaces for one down.

SCORE: 4♠ -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

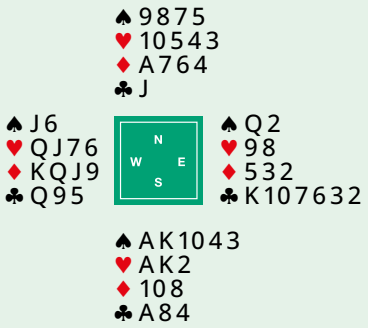
*Also explain that sometimes there is no advantage in leading a singleton, for example when the Defence has **certain trump tricks** (Q J 10 or even A K Q).*

Ruffing and communications

In the next deal, Declarer needs to make two ruffs in the short hand which requires maintaining communications between the two hands.

Third deal of the session (3.3.3)

DEAL 3.3.3 / Dealer: South



Opening lead: king of diamonds

ARROW PACK N°2 - DEAL 11

SOUTH	WEST	NORTH	EAST
I open		I have 4 spades	
!Spades are trumps		I have 7 HD	
I play in 4♠			

West leads the king of diamonds. South plays two rounds of trumps, then must ruff two clubs in dummy, returning to hand via hearts.

SCORE: 4♠ + 1 / 450 EW.

PLAY! CLICK! SCAN! bridge training

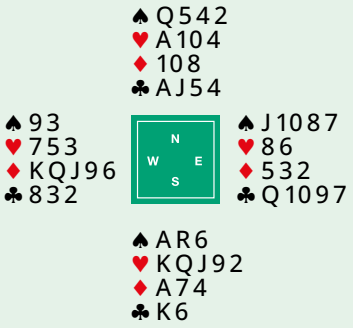
When should trumps be played?

To stop Opponents from ruffing, Declarer usually draws trumps immediately, even if one honour is missing. But sometimes this should not be done immediately.
The following deal shows that Declarer must sometimes ruff before drawing trumps.

Fourth deal of the session (3.3.4)

Establishing the ruff.

DEAL 3.3.4 / Dealer: West



Opening lead: king of diamonds

ARROW PACK N°2 - DEAL 12

SOUTH	WEST	NORTH	EAST
	I pass	I pass	I pass
I open		I have 4 spades 3 hearts	
!Hearts are trumps		I have 12HCP + distribution	
I play 6♥			

With 33 points in the partnership, South announces 'I play 6♥'. To make the twelfth trick, South must ruff in the short hand. Declarer must therefore return a diamond to establish the ruff before drawing trumps.

SCORE: 6♥ = / 980 NS.

PLAY! CLICK! SCAN! bridge training

THEME 4

Discovering Bidding

THEME 4

Discovering Bidding: the 1NT Opening

Objectives

- Introduction to bidding
- The 1NT opening
  - responses in No Trumps
  - responses with a major suit
- The notion of planning the play

Breaking down into four sessions

- Session 4.1: The 1NT opening, Responder's decision
- Session 4.2: Responder's invitations: 2NT, 4NT, 5NT and Opener's reactions
- Session 4.3: Bidding major-suit contracts after a 1NT opening; additions to scoring in a trump contract
- Session 4.4: Review tournament N°2

SESSION 4.1

The 1NT opening and No Trumps responses

Session programme

- **Introduction to bidding**
- **Balanced hands**
- **Conditions for a 1NT opening**
- **Responses with a balanced hand**
- **The notion of plan of play**

Introduction to bidding

At this stage of the programme, there are about a dozen sessions of 45 to 50 minutes left in which students will discover bidding. This will be only a **short introduction** to bidding based on a few reference points, so that by the end of the year students have some idea of what 'real' bridge is.
The two important ideas to give them are:

Game is bid from 25 points and slam from 33 points.
We play in trumps when we have a fit, and in No Trumps when we do not.

Students should therefore be allowed to take the initiative in bidding contracts using the **Decision Table** and the reference points already learnt. Do not turn bridge lessons into the learning and application of long systems of rules and bidding tables.

If they make mistakes, it doesn't matter. Do not spend too much time correcting them.
Since the detailed mechanics of bidding are not part of this theme, do not explain them. Instead, use the following practical solution:
***Place a single bidding box in the middle of the table, together with a few 'Pass' cards**.*
Each student in turn takes the bundle of cards corresponding to their bid. This will allow students to respect the ranking of suits and the order of the bids. Make sure they understand that they must not only take the desired bid card, but the whole bundle.

Who is Declarer?

Having students actually bid does of course affect who becomes Declarer, in accordance with the laws of bridge. It is now time to teach them the 'normal' procedure.

Declarer is the player who first bids the denomination of the final contract (including No Trumps, of course).

Give the following examples:

Example 1

SOUTH	NORTH
1NT Pass	3NT

South is the first to have **bid No Trumps**.
South is Declarer, North will be dummy.

Example 2

SOUTH	NORTH
1NT Pass	4♥

It is **North** who bids **hearts**,
and therefore North plays the contract.

As usual, once the Declarer has been determined, it is the player sitting to Declarer's left who makes the opening lead.

The idea of a balanced hand

*Remind students that the word **hand** refers to the thirteen cards each player receives.*
*Place a deck of cards on each table and ask students to make up **balanced** hands (without worrying about high cards or low cards). Let them see that such a hand should contain no void, no singleton, and no very long suit.*
They should also notice the absence of 'gaps' in the distribution.
*Tell them that is what is called a **balanced hand**.*

? *There are three possible balanced distributions:*
4-3-3-3, 4-4-3-2, 5-3-3-2

Explain that this notation describes the number of cards in each suit, starting with the longest suit.
Give one deck to each table and ask students to make up some balanced hands.

The 1NT opening

When Opener has a balanced hand with 15, 16 or 17 points,
they no longer say 'I open', but instead they bid '1NT'.

For the time being, do not introduce the rule that 1NT is not opened with a 5-card major (this will be addressed in Theme 5), but do not give them examples containing a five-card major either.

Responder's actions with a balanced hand

When Responder also has a balanced hand, the contract will be played in **No Trumps**.

Stayman and Transfers are not introduced at this stage.

Responder knows Opener's strength to within **2 points**. Their response will therefore have to take three factors into account:
• the evaluation of the partnership's combined strength
• the reference to the **Decision Table** to decide the level of the No Trump contract
• the knowledge of the **useful levels**

What are the useful levels?
They are the ones that qualify for an important bonus:
• **game level**: 3NT, that is 9 tricks, from 25 points upwards
• **small slam level**: 6NT, that is 12 tricks, from 33 points upwards
• **grand slam level**: 7NT, that is all thirteen tricks, from 37 points upwards

Exercises

Study with them a few Responder hands placed on the table. Make students reasoning by always referring to the Decision Table.

1NT opening

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

Hand 1 :
Responder has **11 points**. The partnership total is at least **26 points**. Game must be bid: **3NT**.

Hand 2 :
Responder has **18 points**. The partnership total is at least **33 points**. Game must be bid: **6NT**.

Hand 3 :
Responder has **5 points**. The partnership total cannot reach **25 points**. Game is out of reach.
Responder must **pass**.

No Trump plans of play

*Until now, students have become familiar with the notions of **establishing suits** and **communications** between the two hands. The time has now come to introduce the notion of **planning the play**. At first, you will only ask the Declarer to identify the resources available - that is, counting certain tricks.*

The 'theoretical' result will be:
• I have enough tricks to make my contract: I now focus on taking them.
• I do not yet have enough tricks: I must create the missing tricks and think about what may happen when I give up the lead to Defenders.

The main purpose of the four deals in this session is to bid the correct contract. The card play then applies ideas discovered in the previous sessions:

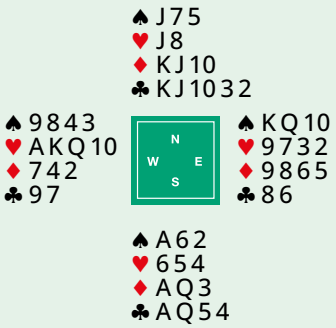
Declarer:
• establish and cash honour tricks and length tricks
• discard carefully so as to keep winning tricks
• manage communications

Defence:
• learn to observe dummy carefully
• not discard a winning card
• continue in the opening-lead suit

First deal of the session (4.1.1)

Watch your discards carefully.

DEAL 4.1.1 / Dealer: North



Opening lead: ace of hearts

ARROW PACK N°2 - DEAL 13

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1NT	Pass	3NT	Pass
Pass	Pass		

North has 10 points and knows that partner holds 15, 16 or 17. The total is therefore at least 25 points: the Decision Table indicates that game must be bid, that is 3NT.
Defence: West must look at dummy's holding to see that he can take four heart tricks.
Declarer play: South must discard carefully in dummy in order to keep their 5 club winners.

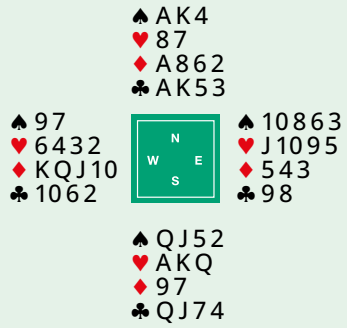
SCORE: 3NT = / 400 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (4.1.2)

Managing communications.

DEAL 4.1.2 / Dealer: East



Opening lead: king of diamonds

ARROW PACK N°2 - DEAL 14

SOUTH	WEST	NORTH	EAST
			ass
1NT	Pass	6NT	Pass
Pass	Pass		

South must make four spade tricks, starting with the honours from the short hand.

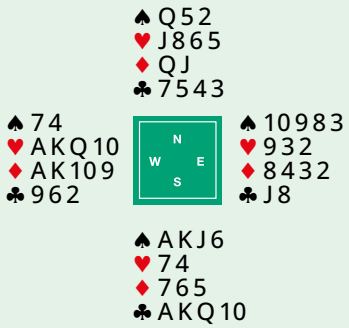
SCORE: 6NT = / 990 NS.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (4.1.3)

Defence: cash your tricks.

DEAL 4.1.3 / Dealer: South



Opening lead: ace of hearts

ARROW PACK N°2 - DEAL 15

SOUTH	WEST	NORTH	EAST
1NT	Pass	Pass	Pass

With 6 points, North knows that the partnership strength cannot reach 25 points. Since there is no hope of a game, North must pass.
Defence play: West must quickly cash seven tricks after looking at dummy: three hearts and four diamonds.

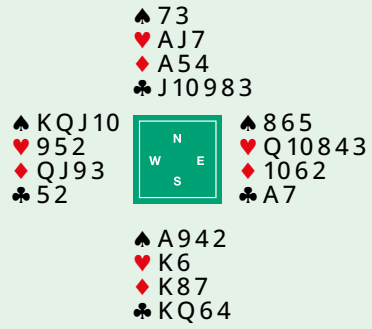
SCORE: 1NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Fourth deal of the session (4.1.4)

Establishing honours - don't panic!

DEAL 4.1.4 / Dealer: West



Opening lead: king of spades

ARROW PACK N°2 - DEAL 16

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
1NT	Pass	3NT	Pass
Pass	Pass		

Declarer play: establish the clubs immediately despite the danger in spades.
Defence play: East must continue spades as soon as the Defence regains the lead in clubs. Since spades are evenly split, the contract will not go down.

SCORE: 3NT = / 400 NS.

PLAY!
CLICK! SCAN!
bridge training

SESSION 4.2

Responder's invitations Opener's reactions

Session programme

- **The 2NT response, game invitation**
- **The 4NT response, small-slam invitation**
- **Opener's reactions**

*This session may seem a little difficult. Its purpose is to show students that **the Responder does not always decide on the final contract** and that a dialogue can take place between Opener and Responder. Do not wait for this to be perfectly grasped before moving on.*

Remind students of the notions of useful levels and useless levels
Have again students observe the No Trumps scoring table and remind them of the important levels: 1NT, 3NT (game), 6NT (small slam) and 7NT (grand slam).
The other levels, which bring no additional bonus - 2NT, 4NT and 5NT - are called 'useless levels.'
They are used to propose a 'useful' contract to partner.

The game-invitation bid

Place the following hands in turn on the table as responses to a 1NT opening, as a reminder of the previous session, asking students to refer to the Decision Table.

1	2	3	4
♠ A943 ♥ K65 ♦ Q765 ♣ J3	♠ J63 ♥ A543 ♦ 972 ♣ 1084	♠ KJ4 ♥ A84 ♦ QJ5 ♣ 9643	♠ Q42 ♥ Q93 ♦ K1052 ♣ Q75
▸ **3NT**	▸ **Pass**	▸ **3NT**	▸ **?**

With its **9 points**, Hand 4 may be a problem for them, since the partnership's strength could be 24, 25 or 26 points. What will Responder do?
• Pass is too pessimistic if Opener has 16 or 17 points.
• 3NT is too optimistic if Opener has 15 points.

Suggest that they use the useless bid of 2NT to say: 'Partner, I have 9 points and I leave the final decision to you.'

With 15 points, Opener must pass.
With 16 or 17 points, Opener must bid 3NT.

The 2NT response is a game-invitation bid.

The small-slam invitation bid

Place the following hands in turn on the table as responses to a 1NT opening.

5	6	7
♠ A Q 3 ♥ Q 6 3 ♦ A Q 3 ♣ A 8 6 4	♠ A 8 4 ♥ Q 7 5 ♦ A 9 8 ♣ K J 9 5	♠ K J 5 ♥ A Q 4 ♦ Q J 3 2 ♣ A 8 7
▸ **6NT**	▸ **3NT**	▸ **?**

Hand 7 with **17 points** may cause a problem because the partnership could hold **32, 33 or 34 points**.
• 3NT is too pessimistic if Opener has 16 or 17 points (17 + 16 = 33)
• 6NT is too optimistic if Opener has 15 points (17 + 15 = 32)

Suggest using the useless bid of 4NT.

This bid means:
'Partner, I have 17 points and I leave it to you to decide whether to bid the small slam.'
With 15 points, Opener passes.
With 16 or 17 points, Opener bids 6NT.

The 4NT response is a small-slam invitation.

If your students are particularly curious or advanced, you may mention the grand-slam invitation using the useless bid 5NT with a hand of about 21 points, such as:
♠ K Q 6
♥ A J 2
♦ A Q J 5
♣ K J 2
In this case Opener can never pass. He must bid:
• 6NT with 15 points
• 7NT with 16 or 17 points

First deal of the session (4.2.1)

Establishing honour tricks.

DEAL 4.2.1 / Dealer: North

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

Opening lead: 4 of hearts

ARROW PACK N°2 - DEAL 17

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1NT	Pass	2NT	Pass
Pass	Pass		

Bidding: 2NT is a game invitation; Opener decides.
Card play: establish honour tricks

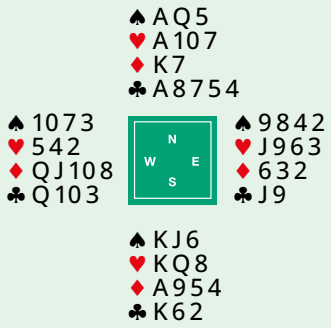
SCORE: 2NT = / 120 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (4.2.2)

Establishing length tricks.

DEAL 4.2.2 / Dealer: East



Opening lead: queen of diamonds

ARROW PACK N°2 - DEAL 18

SOUTH	WEST	NORTH	EAST
			Pass
1NT	Pass	4NT	Pass
6NT	Pass	Pass	Pass

Bidding: 4NT is a small-slam invitation
Card play: establishing length tricks

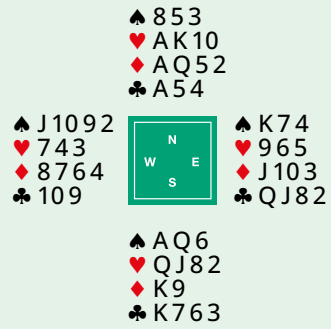
SCORE: 6NT = / 990 NS.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (4.2.3)

Managing communications.

DEAL 4.2.3 / Dealer: South



Opening lead: jack of spades

ARROW PACK N°2 - DEAL 19

SOUTH	WEST	NORTH	EAST
1NT	Pass	4NT	Pass
Pass	Pass		

Bidding: 4NT small-slam invitation, Opener decides
Card play: play cards in the right order

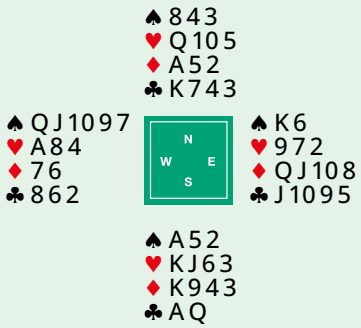
SCORE: 4NT +1 / 430 NS
(or +2 / 460 NS, discards are difficult).

PLAY!
CLICK! SCAN!
bridge training

Fourth deal of the session (4.2.4)

Defence play: play the honour from the short side.

DEAL 4.2.4 / Dealer: West



Opening lead: queen of spades

ARROW PACK N°2 - DEAL 20

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

Bidding: 2NT game invitation,
Opener decides.
Declarer play: establish hearts immediately
Defence play: East must play the king of spades at trick one to defeat the contract.

SCORE: 3NT -1 / 50 EW or 3NT = / 400 NS.

PLAY!
CLICK! SCAN!
bridge training

SESSION 4.3

Bidding major-suit contracts after a 1NT opening

Session programme

- **Discovering a major-suit fit**
- **Deciding on major-suit contracts**
- **Basic notions of trump play**

Reminders

These reminders are presented as questions to be asked to the students.

- **What are the conditions for a 1NT opening?**
15 to 17 points, a balanced hand, and no void or singleton.
- **What are the major suits?**
Hearts and spades.
- **What is a major-suit fit?**
Eight or more cards in a major suit between the two partners.

Majors and minors
Contracts played in hearts or spades score more points than those played in clubs or diamonds (see the scoring table). It is therefore more attractive to play in hearts or spades whenever possible.
This is why these two suits are called 'majors', (while the others which score less are called 'minors.')

Discovering a major fit

Help students understand that:

After a 1NT opening, when Responder holds six cards in a major suit, a fit is certain because Opener must have at least two cards in that suit.

Do not mention the case of a 5-5 two-suited major hand.

Bidding the contract

With a **six-card major**, Responder must bid the appropriate contract in **hearts or spades**, referring to the **Decision Table**.
Responder's hand must be evaluated using **honour and distribution points**, called **HD points**.

Remind students how to calculate D points (Distribution points).
*Prepare several Responder hands to be laid in turn on the table and evaluated in **HD points** in response to a 1NT opening bid.*

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

Hand 1 :
Responder has **12 HD points**. The partnership holds **at least 27 total points**, but cannot reach **33 points**. Responder must therefore bid 4♠.

Hand 2 :
Responder has **5 HD points**. The partnership does not hold more than **22 total points**. Game is therefore impossible. Responder must bid 2♠.

Hand 3 :
Responder has **18 HD points**. The partnership holds **at least 33 total points**.
Responder must therefore bid the **small slam**: 6♠.

Final contract is chosen by Responder; Opener must pass.

Do not introduce artificial bids such as Stayman or Texas, nor any invitational bid with a five-card major.

Basic ideas on planning the play in a trump contract

Trump play was introduced in Theme 3, showing that trumps allow additional tricks through the ruff in the short hand.

We are now going to review the specific dangers of trump play:
• **Opponents' ruff**
• situations where it is better not to hurry to draw trumps (start with ruffing in the dummy or discarding before giving back the lead to Opponents)

Before playing their first card, Declarer should ask themselves a few questions about the trump suit:
• Can I ruff in the short hand?
• What risks do I face?
  - an Opponents' ruff?
  - going down if I lose the lead?

During this session you will show students how to manage trumps properly:

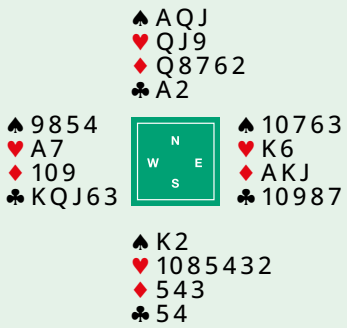
• When should they draw Opponents' trumps?
  - immediately
  - after an urgent discard
  - after a ruff in the short hand
• Check the Opponents' remaining trumps
• In Defence, take your side's ruff tricks after a singleton lead

Practice deals

First deal of the session (4.3.1)

Urgent discard.

DEAL 4.3.1 / Dealer: North



Opening lead: king of clubs

ARROW PACK N°2 - DEAL 21

SOUTH	WEST	NORTH	EAST
		1NT	Pass
2♥	Pass	Pass	Pass

Bidding: evaluation in HD points, certainty of the fit.
Declarer play: do not draw trumps before discarding a club or a diamond on dummy's third spade.

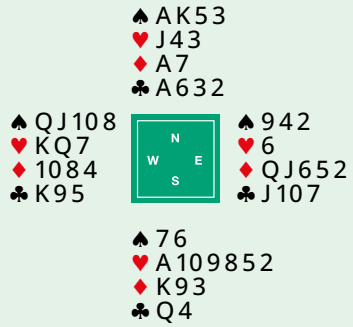
SCORE: 2♥ = / 110 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (4.3.2)

Ruffing in the short hand.

DEAL 4.2.3 / Dealer: East



Opening lead: queen of spades

ARROW PACK N°2 - DEAL 22

SOUTH	WEST	NORTH	EAST
			Pass
Pass	Pass	1NT	Pass
4♥	Pass	Pass	Pass

Bidding: evaluation in HD points, certainty of the fit.
Declarer play: do not draw trumps before ruffing a diamond in dummy.

SCORE: 4♥ = / 420 NS.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (4.3.3)

Defence: leading a singleton.

DEAL 4.3.3 / Dealer: South

Opening lead: 7 of diamonds

ARROW PACK N°2 - DEAL 23

SOUTH	WEST	NORTH	EAST
Pass	Pass	1NT	Pass
4♠	Pass	Pass	Pass

Bidding: evaluation in HD points, certainty of the fit.
Defence play: lead the singleton and find which suit to return (clubs ...)

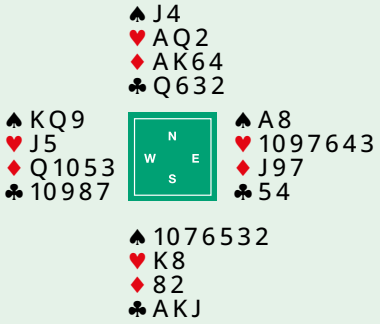
SCORE: 4♠ = / 420 NS.
4♠ -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Fourth deal of the session (4.3.4)

Drawing trumps to prevent Opponents' ruffs.

DEAL 4.3.4 / Dealer: West



Opening lead: 10 of clubs

ARROW PACK N°2 - DEAL 24

SOUTH	WEST	NORTH	EAST
	Pass	1NT	Pass
4♠	Pass	Pass	Pass

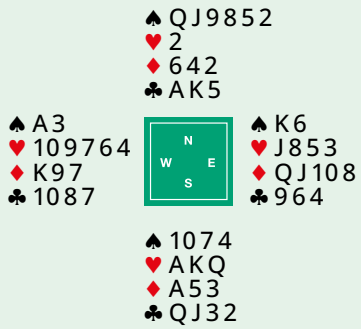
Bidding: evaluation in HD points, certainty of the fit.
Declarer play: start with drawing Opponents' trumps.

SCORE: 4♠ = / 420 NS.

PLAY!
CLICK! SCAN!
bridge training

Review tournament n°2

DEAL T2.1 / Dealer: North



Opening lead: queen of diamonds

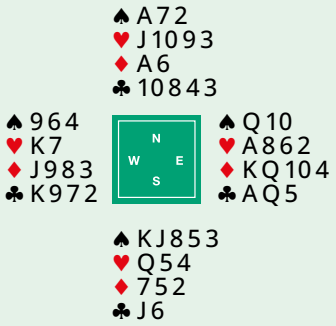
ARROW PACK N°3 - DEAL 1

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1NT	Pass	4♠	Pass
Pass	Pass		

Declarer's play: urgently discard diamonds before drawing trumps.

PLAY!
CLICK! SCAN!
bridge training

DEAL T2.2 / Dealer: East



Opening lead: 3 of spades

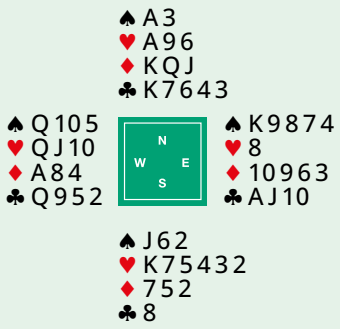
ARROW PACK N°3 - DEAL 2

SOUTH	WEST	NORTH	EAST
			1NT
Pass	Pass	Pass	

Bidding: With only 7 points, West should pass.
Defence: Continue in opening-lead suit.

PLAY!
CLICK! SCAN!
bridge training

DEAL T2.3 / Dealer: South



Opening lead: queen of hearts

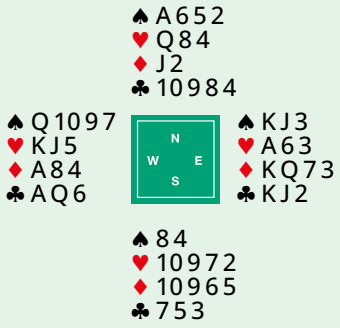
ARROW PACK N°3 - DEAL 3

SOUTH	WEST	NORTH	EAST
Pass	Pass	1NT	Pass
2♥	Pass	Pass	Pass

Defence: trump lead - any other lead is dangerous.
Declarer play: win the lead in dummy to keep communication with South and set up the ruff in spades in the short hand.

PLAY! CLICK! SCAN! bridge training

DEAL T2.4 / Dealer: West



Opening lead: 10 of clubs

ARROW PACK N°3 - DEAL 4

SOUTH	WEST	NORTH	EAST
	1NT	Pass	4NT
Pass	6NT	Pass	Pass

Declarer play: establish honour tricks in spades.
Defence: South players who avoid discarding a diamond will get a 'top'.

PLAY! CLICK! SCAN! bridge training

THEME 5

Introducing major-suit Openings

THEME 5

Introducing major-suit Openings

Objectives

- Expressing the **fit**
- 1♥ and 1♠ openings, responses with a fit
- First finesses
- Cards to play on the opening lead
- Principles for leading against a trump contract

Breaking down into four sessions

- Session 5.1: Opening 1♥ or 1♠, responses with support at the 4-level. First finesses
- Session 5.2: Opening 1♥ or 1♠, **3-level support**, Opener's rebids
  Repeating a finesse, equivalent cards in Defence
- Session 5.3: **2-level support**, continuation of auction. Lead principles against trump contracts
- Session 5.4: Review tournament N°3

SESSION 5.1

Openings of 1♥ and 1♠ Support at the 4-level

Session programme

- **Reminder: the notion of fit, Decision Table in HD points**
- **1♥ and 1♠ openings**
- **4-level support**
- **First finesses**

Reminder

Begin the session with a few questions.
What is the necessary condition for playing a trump contract?
Holding a fit of at least eight cards in the same suit.
When we know we have a fit, what must we count?
Distribution points.

Review the distribution points table and maybe ask additional questions such as:
- Is a singleton useful in No Trump contracts?
- What is a void?
- When a partnership has ten trumps, how many points are added?

Remind the students of the magic numbers for trump contracts:
- **27 HD** to bid game at the 4-level
- **33 HD** to bid a small slam
- **37 HD** to bid a grand slam

1♥or 1♠ openings

Until now, all balanced hands with **15–17 HCP** have been opened with **1NT**.
From now on, whether the hand is balanced or not, you open with 1♥ or 1♠ whenever you hold at least five cards in the suit.

To open 1♥ or 1♠, you must hold:
· at least five cards in the major
· at least 12 HCP

Do not discuss an upper limit. Suggest a few exercises.

Exercises

*Always do the exercises **with the cards on the table.***
*With the following hands, **what is your opening bid?***

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

Hand 1 : 13 HCP, five spades → **1♠**.

Hand 2 : 16 HCP, no five-card major → **1NT**.

Hand 3 : 16 HCP, five hearts → **1♥**.

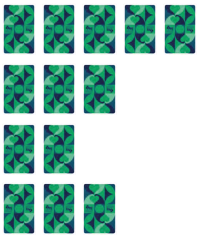
Hand 4 : 15 HCP, six spades → **1♠**.

Responder discovers the fit - support at the 4-level

Place the following hand on the table.
♠ A Q J 6 5
♥ K 8 3
♦ 6 5
♣ Q 10 3

12 HCP, five spades → 1♠ opening

Then turn the hand face down, only leaving the 5332 distribution visible, and suggest a responder's hand.

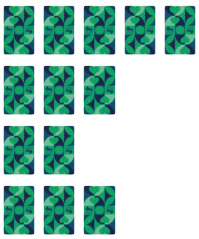


Opening: 1♠

♠ K 10 2
♥ A 5 4
♦ A K 8 7
♣ 9 6 2

With this hand, when their partner opens with 1♠, what questions should the students ask themselves:
How many spades do I have?
Three. We have a fit, so we are going to play in spades.
At what level?
Have them remember the levels that produce a game (27 HD) or a small slam (33 HD).
How many points does the Opener's hand hold now that you have a fit?
At this point, you can visualize the Opener's hand doubleton which means the Opener's hand (hidden cards) strength is at least 13 HD.
Responder then counts: 13 HD (Opener) + 14 HD (Responder) = 27 HD minimum → Game must be bid.

Now suggest the following Responder hand.



Opening: 1♠

♠ K 10 9 2
♥ A 5
♦ 9 7
♣ K 8 7 6 5

Have them count HD points.

10 HCP + 2 for the 9th trump + 2 for the two doubletons = 14 HD. With at least 27 HD in the partnership → game must be bid.

Optional exercise

This exercise aims to show the many different hands that allow a game to be bid after a major opening.
Your partner opens 1♥. With the following hands, how many D points do you have?

5	6	7	8
♠ K542 ♥ AQ7 ♦ 8 ♣ QJ1085	♠ K102 ♥ A54 ♦ AK84 ♣ 962	♠ A5 ♥ 9862 ♦ KQJ72 ♣ 106	♠ KJ42 ♥ KJ653 ♦ - ♣ 9652

Hand 5 : 2 D points for the singleton.

Hand 6 : 0 D points despite the fit.

Hand 7 : 1 point for each doubleton + 2 for the ninth trump = 4 D points.

Hand 8 : 3 points for the void + 2 for the ninth trump + 1 for the tenth trump = 6 D points.

With these four hands, after a 1♥ opening, Responder holds 14 HD and therefore bids 4♥.

Continuation of auction

At this stage simply remind the students that Opener may continue the bidding even when their partner has bid a game.

By supporting at game level, Responder sends the following message:
'Partner, we have enough to play the game even if you are minimum.'

Let Opener continue the auction as they see fit.

First deal of the session (5.1.1)

DEAL 5.1.1 / Dealer: North

	♠ KJ52 ♥ A ♦ 8654 ♣ QJ86	
♠ 6 ♥ QJ1073 ♦ Q1072 ♣ 532	N W E S	♠ 873 ♥ K964 ♦ J9 ♣ AK109
	♠ AQ1094 ♥ 852 ♦ AK3 ♣ 74	

Opening lead: queen of hearts

ARROW PACK N°3 - DEAL 5

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1♠	Pass	4♠	Pass

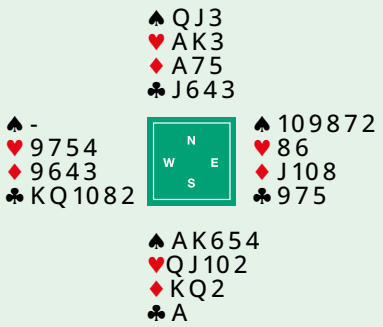
Evaluation: North has 15 HD; partnership Total Points (TP) are at least 28 HD.
Declarer play: defer drawing trumps, ruff in the short hand.

SCORE: 4♠ = / 420 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (5.1.2)

DEAL 5.1.2 / Dealer: East



Opening lead: king of clubs

ARROW PACK N°3 - DEAL 6

SOUTH	WEST	NORTH	EAST
			Pass
1♠	Pass	4♠	Pass
6♠	Pass	Pass	Pass

Declarer play:
- four rounds of trumps
- leave the master trump outstanding
- cash your tricks

SCORE: 6♠ = / 980 NS.

PLAY!
CLICK! SCAN!
bridge training

Introducing finesses

In attack

Make students guess the technique and purpose of finesses: **to win tricks with non-master cards**.
Instead of using the board, use the cards of a suit while hiding the Opponents' cards, i.e. is the missing honours.

1

The ace is missing.

2

Where is the king?

3

Where is the queen?

Ask students under which conditions they can make
- *one trick in the first case*
- *two tricks in the second*
- *three tricks in the third*

The terms direct finesse or indirect finesse are not important at this stage. There is no point in mentioning them. These techniques will be reviewed many times before they are understood:
- **Play a small card to the non-master card you hope to make**
- **For it to work, the missing honour must lie immediately under your honour**

A finesse succeeds or fails one time in two.
But if you do not try it you have no chance of succeeding.

When students discover finesses, they always want to take them.
*But a finesse is **not always necessary**; there are sometimes other possibilities (ruffs, establishing long suits, etc.)*

In Defence

Again, place cards on the table.
The player sitting **after the dummy** must play the **lowest useful card**.

4	♦ K J **9** ♦ **5** N W E S ♦ A Q **10**	
5	♦ K J 9 ♦ **5** N W E S ♦ A **Q** 10	
6	♦ **K** J 9 ♦ **5** N W E S ♦ **A** Q 10	

Do not spend too long explaining.
*Let the students **play the deals**, then review the hands with them with the four hands on the table: how can they make the contract or make it fail.*

Third deal of the session (5.1.3)

DEAL 5.1.3 / Dealer: South

♠ A 6 3
♥ J 9
♦ A K 5 2
♣ J 8 7 4

♠ Q
♥ 8 7 6 3 2
♦ J 7 4
♣ Q 10 5 3

N W E S

♠ J 10 4
♥ Q 10 5
♦ Q 10 8 6
♣ 9 6 2

♠ K 9 8 7 5 2
♥ A K 4
♦ 9 3
♣ A K

Opening lead: 8 of hearts

ARROW PACK N°3 - DEAL 7

SOUTH	WEST	NORTH	EAST
1♠	Pass	4♠	Pass
6♠	Pass	Pass	Pass

Auction: **Opener bids 6♠ (21 HD) over their partner's 4♠**
Declarer play:
• managing trumps
• leaving the master trump outstanding
• ruffing in the short hand
Defence play: play the right card in third seat

SCORE: 6♠ = / 980 NS.

PLAY! CLICK! SCAN! bridge training

Fourth deal of the session (5.1.4)

DEAL 5.1.4 / Dealer: West

♠ A 5
♥ Q 10 8 6
♦ J 8 6 3
♣ A 7 2

♠ 10 8 6 4
♥ K 3
♦ 7 5 2
♣ K Q J 9

N W E S

♠ J 9 7 2
♥ A 5
♦ K 10 9 4
♣ 8 4 3

♠ K Q 3
♥ J 9 7 4 2
♦ A Q
♣ 10 6 5

Opening lead: king of clubs

ARROW PACK N°3 - DEAL 8

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
1♥	Pass	4♥	Pass
Pass	Pass		

Auction: evaluation of North's hand (3 DP - distribution points).
Declarer play:
• delaying drawing trumps
• urgently discarding a club from dummy
• ruffing in the short hand
• finessing the king of diamonds

SCORE: 4♥ = / 420 NS.

PLAY! CLICK! SCAN! bridge training

SESSION 5.2

1♥ and 1♠ Openings Support at the 3-level

Session programme

- **1♥ and 1♠ openings: support at the 3-level**
- **Continuation of auction**
- **Repeating a finesse**

Supporting at the 3-level after a 1♥or 1♠ opening

Start with a few exercises with the cards on the table.

My partner has opened 1♥. What should I respond with the following hands?

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

Hand 1 : ;I have four cards, so we have a **heart fit**. My hand is worth **23 Total Points (TP)**. The partnership therefore has **at least 36 TP**. **Slam level** is reached: **I bid 6♥**.

Hand 2 : I have three cards, so we have a **heart fit**. My hand is worth **15 TP**. Even if my partner has only **12 HCP (13 TP)**, we have **at least 28 TP**. **Game level** is reached: **I bid 4♥**.

Hand 3 : I have three cards, so we have a **heart fit**. My hand is worth **12 TP (11 HCP and 1 DP for the doubleton)**. Even if my partner has only **12 HCP (13 TP)**, we have **at least 25 TP**, close to the **27 TP required to bid 4♥**. Game is very close: **I bid 3♥**.

Hand 4 : I have four cards, so we have a **heart fit**. My hand is worth **12 TP (8 HCP, 2 DP for the singleton and 2 DP for the ninth trump)**. Game is very close: **I bid 3♥**.

Major support at the 3-level (1♥-3♥ or 1♠-3♠) encourages Opener to bid game.

Continuation of Auction

Always let students bid freely.

However, insist that they **evaluate the minimum and maximum points of the partnership** after each bid by Partner, in order to choose the correct contract level.
With the certainty of about **12 TP support**, Opener counts his side's TP and passes with **13-14 TP**, or bids game with 15+ TP, or even a small slam with 21 TP.

Repeating finesses

To continue working on finesses, modify the examples from the previous session, **with the cards face up on the table**, and ask the students to identify what has changed.

5	6	7
♠ K Q 6 N W E S ♠ 3 2	♥ A Q J N W E S ♥ 5 4	♦ A K J 10 N W E S ♦ 4 3 2
The ace is missing.	Where is the king?	Where is the queen?

If the missing honour is well placed **(here with West)**, how can you take **two, three or four tricks** in these examples?
You must **repeat the finesse**, because you have additional equivalent cards. To do this, return to the right hand as many times as necessary using another suit: **counting communications between hands is also part of the plan of play**.

In Defence, playing the correct equivalent card

When leading a suit:

We saw that leading an honour promises the one just below it. Unlike in No Trump contracts, this can be a sequence of only two cards, because in Defence against suit contracts the urgency is to establish tricks before long suits are ruffed. This is also true when attacking a suit during play.

K Q 4 **Q** J 5 **J** 10 3

During a trick, when the player in third seat has equivalent honours , he should play the lowest one. His partner will then know that he does not hold the card immediately below, but may hold higher honours.

K **Q** 9 K Q **J** 5 Q J **10** 3

As usual, do not spend too much time on the explanation. Let students play the practice deals without intervening, then replay the deals with the cards face up to show them how the contract could have been made or defeated.

First deal of the session (5.2.1)

DEAL 5.2.1 / Dealer: North

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

Opening lead: 10 of hearts

ARROW PACK N°3 - DEAL 9

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1♠	Pass	3♠	Pass
Pass	Pass		

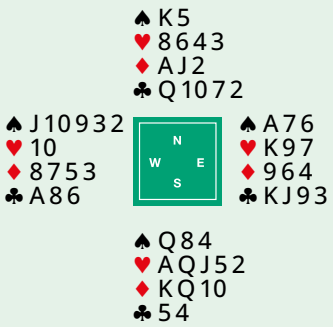
Auction: bid the right contract.
Defence play: East must only play the queen if dummy plays the jack.
Declarer play: play twice towards king-queen of spades.

SCORE: 3♠ = / 140 NS.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (5.2.2)

DEAL 5.2.2 / Dealer: East



Opening lead: jack of spades

ARROW PACK N°3 - DEAL 10

SOUTH	WEST	NORTH	EAST
			Pass
1♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

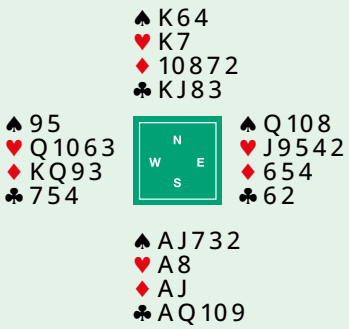
Auction: bid the right contract.
Defence play: if North does not play the king of spades, East holds up the ace.
Declarer play: take and repeat the finesse against the king of hearts, returning to dummy with a diamond.

SCORE: 4♥ = / 420 NS.

PLAY!
CLICK! SCAN!
bridge training

Third deal of the session (5.2.3)

DEAL 5.2.3 / Dealer: South



Opening lead: king of diamonds

ARROW PACK N°3 - DEAL 11

SOUTH	WEST	NORTH	EAST
1♠	Pass	3♠	Pass
6♠	Pass	Pass	Pass

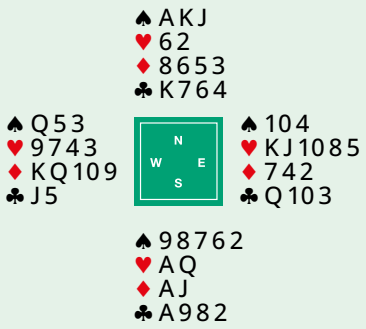
Auction: bid the right contract.
Declarer play: take the finesse against the queen of spades.

SCORE: 6♥ = / 980 NS.

PLAY!
CLICK! SCAN!
bridge training

Fourth deal of the session (5.2.4)

DEAL 5.2.4 / Dealer: West



Opening lead: king of diamonds

ARROW PACK N°3 - DEAL 12

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
1♠	Pass	3♠	Pass
4♠	Pass	Pass	Pass

Auction: open with 1♠ even though there are no honour points in the suit.
Declarer play: take both finesses and establish the clubs.

SCORE: 4♠ +1 / 450 NS.

PLAY!

CLICK! SCAN!

bridge training

SESSION 5.3

1♥ and 1♠ Openings
Simple support

Session programme

- **Simple support bids**
- **Dialogue after Responder's support**
- **Opening leads against trump contracts**

Simple support after a 1♥or 1♠ opening

*Remind your students of the conditions necessary for a **1-level major suit** opening. In this session, students should discover **2-level support** through examples played with the cards on the table.*
*Don't make them learn a **response table with point ranges**.*
Let the two partners reach the contract they feel like playing.

Optimists might bid **game with 22 points**, while cautious players may stop at **1♠ even though they could make 4**, but it does not matter. They only need to realise that it is in their interest to **bid the right contract**, and that the purpose of the auction is for them to find it.

My partner has opened **1♠**. What should I respond with the following hands?

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

Hand 1 : 17 HCP + 4 D → **6♠**. **Hand** 2 : 14 HCP + 1 D → **4♠**. **Hand** 3 : 1 HCP + 1 D → **Pass**.

Hand 4 : 9 HCP + 3 D → **3♠**. **Hand** 5 : 8 HCP + 1 D → **2♠**.

*Hands **1 to 4** are revisions.*

Hand 5	I have **three spades**, so there is as **spade fit**. My hand is worth **9 TPs (8 HCP + 1 DP for the doubleton)**. I support at the **2-level: I respond 2♠**.

Continuation of Auction

Let Opener bid what he wants, and even allow Responder to bid again.

Opener's and then Responder's attitude, for their second bid, will depend on their evaluation of the **minimum and maximum HD points of the partnership**.

Opening leads against trump contracts

*Without any preliminary explanations, let students **play the practice deals** and have them guess the opening leads and explain only afterwards.*
We have already seen that when leading from **two honours**, we lead the **highest**.

It is not an oversight …
There are no 'leading principles' against a No Trump contract this year.

Leading a singleton

This lead gives the Defence a chance to win tricks by **ruffing with small trumps**.

Students sometimes struggle to understand that Defenders' trumps have the same ruffing power as Declarer's trumps.

It is pointless to lead a singleton if we are sure to win a **trump trick anyway** (for example with **Q J 10 of trumps**).

Leading a trump

Playing trumps in Defence is not intended to win tricks, but to **prevent Declarer from ruffing in the short hand**.

Going further

Opening leads to avoid: **from an isolated honour (ace or king)**.
Leads against **No Trump contracts** will be studied later.

Example:

♦ 7 4 ♦ K 9 5 **2** N W E S ♦ J **10** 8 6 ♦ A **Q** 3	In No Trumps, Defence will win two tricks in this suit. At trumps (another suit), Defence will win no tricks in this suit because after the ace and queen, Declarer will ruff the last one in dummy.

First deal of the session (5.3.1)

DEAL 5.3.1 / Dealer: North

♠ A 5
♥ K 6 4
♦ J 10 7 5 3
♣ 9 7 2

♠ J 9 7 6 3
♥ 7 5 2
♦ 2
♣ Q 10 8 6

N W E S

♠ 8 4 2
♥ J 9
♦ A 9 8 6
♣ A 5 4 3

♠ K Q 10
♥ A Q 10 8 3
♦ K Q 4
♣ K J

Opening lead: 2 of diamonds

ARROW PACK N°3 - DEAL 13

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1♥	Pass	2♥	Pass
4♥	Pass	Pass	Pass

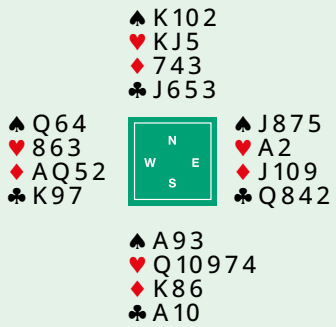
Defence play: lead the singleton.
After the ruff, return a club, the only suit in which partner can regain the lead in order to give you a second ruff.

SCORE: 4♥ -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Second deal of the session (5.3.2)

DEAL 5.3.2 / Dealer: East



Opening lead: 3 of hearts

ARROW PACK N°3 - DEAL 14

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1♥	Pass	2♥	Pass
Pass	Pass		

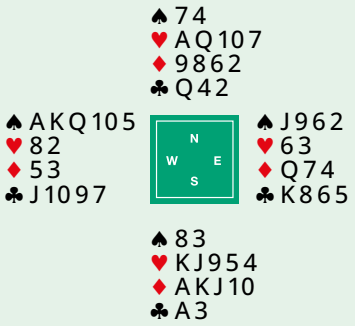
Defence play: all opening leads are dangerous except a trump lead.
On a heart lead, Declarer should only make seven tricks.

SCORE: 2♥ -1 / 50 EW.

PLAY! CLICK! SCAN! bridge training

Third deal of the session (5.3.3)

DEAL 5.3.3 / Dealer: South



Opening lead: ace of spades

ARROW PACK N°3 - DEAL 15

SOUTH	WEST	NORTH	EAST
1♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

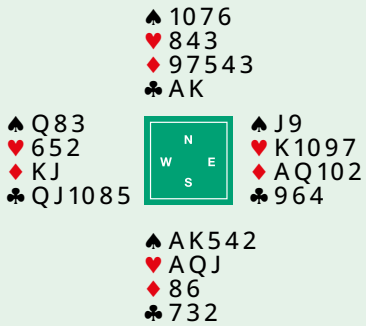
Defence play: after the ace and king of spades, West continues with the jack of clubs. East must play the correct card.
Play: finesse the queen of diamonds.

SCORE: 4♥ = / 420 NS.

PLAY! CLICK! SCAN! bridge training

Fourth deal of the session (5.3.4)

DEAL 5.3.4 / Dealer: West



Opening lead: queen of clubs

ARROW PACK N°3 - DEAL 16

SOUTH	WEST	NORTH	EAST
	Pass	Pass	Pass
1♠	Pass	2♠	Pass
Pass	Pass		

Declarer play:
• draw only two rounds of trumps
• ruff the hand's losing club in the short hand with dummy's last trump
• finesse the king of hearts

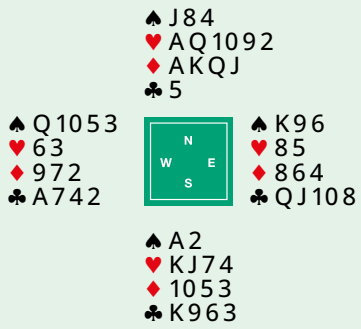
SCORE: 2♠ +2 / 170 NS.

PLAY! CLICK! SCAN! bridge training

Review tournament nº3

This tournament is optional. If you choose to play it, start by duplicating the deals.

DEAL T3.1 / Dealer: North

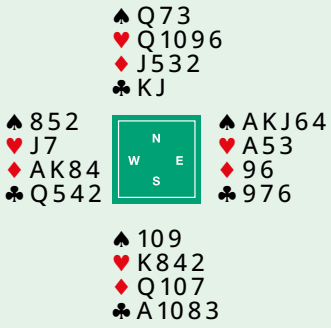


Opening lead: queen of clubs

SOUTH	WEST	NORTH	EAST
		1♥	Pass
4♥	Pass	6♥	Pass
Pass	Pass		

Declarer play: draw trumps and discard the 2 of spades on the jack of diamonds. Ruff two spades in the short hand.

DEAL T3.2 / Dealer: East

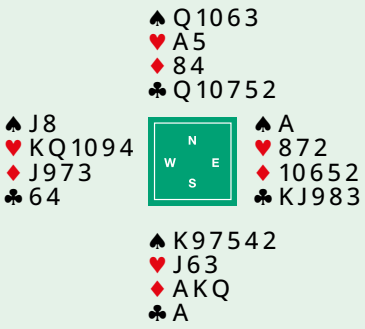


Opening lead: 10 of spades

SOUTH	WEST	NORTH	EAST
			1♠
Pass	3♠	Pass	Pass
Pass			

Defence play: lead a trump.
Declarer play: do not draw trumps. Set up the heart ruff and ruff in the short hand.

DEAL T3.3 / Dealer: South

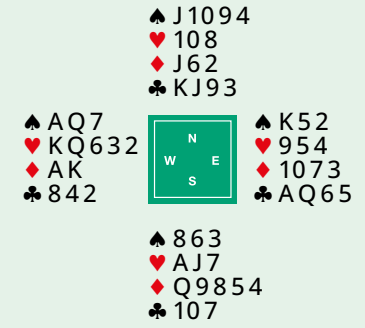


Opening lead: king of hearts

SOUTH	WEST	NORTH	EAST
1♠	Pass	3♠	Pass
6♠	Pass	Pass	Pass

Declarer play: delay drawing trumps; urgent discard.

DEAL T3.4 / Dealer: West



Opening lead: jack of spades

SOUTH	WEST	NORTH	EAST
	1♥	Pass	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

Declarer play: win the opening lead with the king of spades, then play hearts to the king-queen.
Re-enter dummy by taking the club finesse and repeat the heart finesse.

THEME 6

Competitive Bidding

THEME 6

Competitive Bidding

Objectives

- Mechanics of competitive bidding
- 1NT overcall and continuations
- 1♠ overcall (over a 1♥ opening): support bids
- Double finesse

Breaking down into two sessions

- Session 6.1: Mechanics of competitive bidding - 1NT overcall - signalling principles
- Session 6.2: 1♠ overcall, support bids - Double finesse

SESSION 6.1

Competitive bidding
The 1NT overcall

Session programme

- **Mechanics of competitive bidding**
- **Playing in No Trumps after an Opponent's opening bid**
- **Playing in a suit after a 1NT overcall**
- **Signalling principles**

Begin the session by asking your students what strength and distribution are needed for a 1NT opening.

Up till now, your students have bid their contracts **without interference from Opponents**.
They will now discover that they are allowed to bid **when it is their turn**, provided their bid is **sufficient**.
This session will show them that they can **regain control of the contract** by describing their strength despite an Opponent's opening bid.

The mechanics of competitive bidding

Definition of an overcall

? *An overcall is the first bid made by the side that did not open the bidding.*

The mechanics of competitive bidding

The laws of bridge state that each player bids **in turn**.
A player may either **Pass** or make a **sufficient bid**.

Reminder

? *Suits are ranked in the following order (lowest to highest):*
♣ → ♦ → ♥ → ♠ → NT
A bid is sufficient if it is made at the same level as the previous bid but in a higher-ranking suit, or at a higher level in any other suit.

Example:

SOUTH	WEST	NORTH	EAST
1♥	Pass	2♥	?

East may bid **2♠** or **2NT**. If they wish to bid in **clubs** or **diamonds**, the bid must be **at least 3♣** or **3♦**.
Contract is reached when the last bid is followed by three Passes.

***NB**: Using **only one bidding box for the whole table** avoids the possibility of making an **insufficient bid**.*

Playing in No Trumps after an Opponent's opening bid

A **1NT overcall** has the same requirements as a **1NT opening bid**.

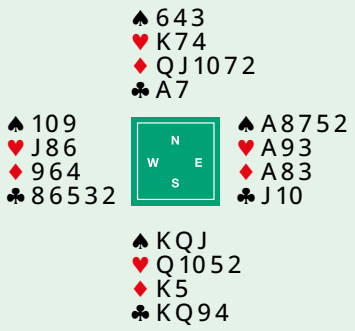
Responses by the Overcaller's partner:
• Partner **ignores the Opponent's opening** and responds **exactly as after a 1NT opening bid**.

Attitude of the Opener's partner:
• A **No Trump overcall** does not change the meaning of the Opener's partner's support bids.
• If Opponents end up playing the contract, it is usually best to **lead partner's suit**.

*For the time being, you will not discuss the notion of **stoppers** or the **16-18 HCP range** normally required. The hands presented will always have **at least one stopper**. Students will simply play the deals while taking into account the fact that Opponents opened the bidding. The aim is for the **stronger side** to play the contract - although they will not always make it.*

First deal of the session (6.1.1)

DEAL 6.1.1 / Dealer: North



Opening lead: 10 of spades

ARROW PACK N°3 - DEAL 17

SOUTH	WEST	NORTH	EAST
		Pass	1♠
1NT	Pass	3NT	Pass
Pass	Pass		

Bidding: declare **3NT** after the overcall.
Declarer play: establish the diamond honours.
If Declarer keeps control of the clubs, they will make ten tricks.

SCORE: 3NT +1 / 430 NS.

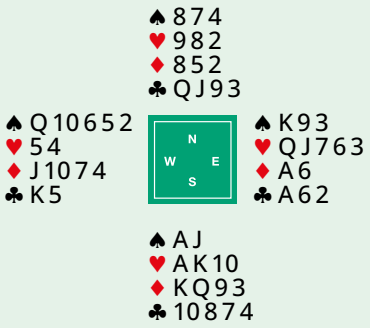
PLAY!
CLICK! SCAN!
bridge training

Signalling principles

Card to be played in third position (the lowest of equivalent card).
Direct signal by playing or discarding a **high card**.

Second deal of the session (6.1.2)

DEAL 6.1.2 / Dealer: East



Opening lead: 5 of hearts

ARROW PACK N°3 - DEAL 18

SOUTH	WEST	NORTH	EAST
1NT	Pass	Pass	1♥

Bidding: declare **1NT** as an overcall.
Declarer play: establish the **club honours**.
Defence play: on the opening lead, East plays the **jack of hearts**. West deduces that South holds **A-K-10 of hearts** and tries his chances elsewhere.
The contract will go down if West switches to a **small spade** when he gains the lead with the **club**.

SCORE: 1NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

Playing in a suit after a 1NT overcall

After a **1NT overcall**, partner may bid a suit contract if holding **at least six cards in a major**.

Examples:

1

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

SOUTH	WEST	NORTH	EAST
Pass	1♠	1NT	Pass
4♥	Pass	Pass	

2

SOUTH
♠ Q 8 7 6 3 2
♥ 6 5
♦ J 9 5 4
♣ 7

SOUTH	WEST	NORTH	EAST
	1♥	1NT	Pass
2♠	Pass	Pass	Pass

Third deal of the session (6.1.3)

Signal for a ruff by discarding a high card.

DEAL 6.1.3 / Dealer: South

♠ A K
♥ Q J 3
♦ Q 7 5 2
♣ A J 8 3

♠ Q 10 8
♥ A K 7 6 4
♦ A 10 3
♣ Q 10

♠ 7 2
♥ 9 2
♦ 9 8 6
♣ K 9 7 5 4 2

♠ J 9 6 5 4 3
♥ 10 8 5
♦ K J 4
♣ 6

Opening lead: ace of hearts

ARROW PACK N°3 - DEAL 19

SOUTH	WEST	NORTH	EAST
Pass	1♥	1NT	Pass
2♠	Pass	Pass	Pass

Defence play: on the lead of the **ace of hearts**, East signals by playing the **9**.
West can then give East a **ruff** on the third round of the suit and so limit Declarer to **eight tricks**.

SCORE: 2♠ = / 110 NS.

PLAY!
CLICK! SCAN!
bridge training

Fourth deal of the session (6.1.4)

Suit-preference signal by discarding a high card.

DEAL 6.1.4 / Dealer: West

♠ Q 5 3
♥ 4
♦ K 10 8 7 3
♣ Q 8 5

♠ K 9 7 6 4 2
♥ 7 3
♦ 9 4
♣ 10 7 6

♠ A 8
♥ K J 10 8 5
♦ A 6 2
♣ 9 3 2

♠ J 10
♥ A 9 6 2
♦ Q J 5
♣ A K J 4

Opening lead: 7 of hearts

ARROW PACK N°3 - DEAL 20

SOUTH	WEST	NORTH	EAST
	Pass	Pass	1♥
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

Defence play: **third-hand play**.
West signals by discarding the **9♠** on the third round of hearts.
The Defence can defeat the contract with **two heart tricks**, the **ace of diamonds**, and the **ace-king of spades**.

SCORE: 3NT -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

*North bids **2NT here with 9 HCP**, exactly as in response to a **15-17 HCP 1NT opening**, without taking into consideration any extra values or long suits points.*

SESSION 6.2

Competitive bidding
Sacrifice contracts -
The importance of the score

Session programme

- **The 1♠ overcall**
- **Support bids**
- **The double finesse**

*After discovering the **1NT overcall**, students will now be able to **overcall 1♠ over a 1♥ opening**.*
*This session will show them the **value of overcalling** and teach them how to do it.*

First deal of the session (6.2.1)

*Start with having students play the following deal with **North as the dealer**.*

DEAL 6.2.1 / Dealer: North

♠ 962
♥ AKJ3
♦ 102
♣ 9732

♠ KQJ43
♥ 107
♦ AQJ84
♣ 6

N
W E
S

♠ A1087
♥ 2
♦ 7653
♣ K854

♠ 5
♥ Q98654
♦ K9
♣ AQJ10

Opening lead: king of spades

ARROW PACK N°3 - DEAL 21

SOUTH	WEST	NORTH	EAST
		Pass	Pass
1♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass

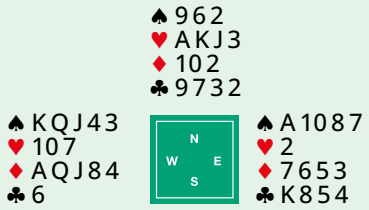
South makes **ten tricks** by reaching dummy three times in **hearts** to take and repeat the **club finesse**.

SCORE: 4♥ = / 420 NS.

PLAY!
CLICK! SCAN!
bridge training

*Have them play the deal again with **West as the dealer**.*

DEAL 6.2.1 / Dealer: West



Opening lead: ace of hearts

ARROW PACK N°3 - DEAL 21

SOUTH	WEST	NORTH	EAST
	1♠	Pass	3♠
Pass	4♠	Pass	Pass
Pass			

West makes **eleven tricks**: six trump tricks by ruffing once in the short hand, and five **diamond tricks** by finessing the king.

SCORE: 4♠ +1 = / 450 EW.

PLAY!
CLICK! SCAN!
bridge training

Conclusion of the two deals: In a **trump contract**, it may happen that **both sides can make a game**. If **South is dealer**, West must have the opportunity to **overcall** in order to reach the winning contract in his own camp. This illustrates again the importance of the **overcall**.

Conditions for a 1♠ overcall over a 1♥ opening

You should overcall **1♠ over 1♥ every time you would have opened 1♠**, that is **with about 12 HCP**.

Example:

1

SOUTH
♠ AJ853
♥ K4
♦ K6
♣ J972

SOUTH	WEST	NORTH	EAST
			1♥
1♠			

It can also be useful to **enter the auction without an opening hand**, from **8 or 9 points up**, if one of the following conditions is met:
• the hand is **very distributional** (singleton, two long suits, etc.)
• or the **spade suit is very strong** (at least **three honours**)

Examples:

2

SOUTH
♠ A10743
♥ 2
♦ K9743
♣ J6

SOUTH	WEST	NORTH	EAST
			1♥
1♠			

3

SOUTH
♠ KQ1094
♥ 87
♦ K752
♣ 86

SOUTH	WEST	NORTH	EAST
			1♥
1♠			

Continuations after an overcall

The Opener's partner's support bids are n**ot modified** by the overcall.
Support bids from **Overcaller** follow the **same rules**.

The double finesse

You try a **double finesse** when you have **two missing honours**.

Examples:

1	♥ Q J 7 ♥ K 10 8 3 N W E S ♥ A 9 4 ♥ 6 5 2	South plays the **2** to the **jack**. When regaining the lead, South plays the **5** to the **queen**.
2	♥ A J 10 ♥ K 8 3 N W E S ♥ Q 9 7 4 ♥ 6 5 2	South plays the **2** to the **Ten**. When regaining the lead, South plays the **5** to the **jack**.

Second deal of the session (6.2.2)

Competing for the contract.

DEAL 6.2.2 / Dealer: East

♠ Q 5 3
♥ K J 6
♦ 9 5 2
♣ Q 7 4 2

♠ A K 10 7 2
♥ 7 3
♦ K 7 6 4
♣ 9 5

N W E S

♠ J 9 6
♥ 9 8 4
♦ Q 8 3
♣ K J 8 3

♠ 8 4
♥ A Q 10 5 2
♦ A J 10
♣ A 10 6

Opening lead: ace of spades

ARROW PACK N°3 - DEAL 22

SOUTH	WEST	NORTH	EAST
			Pass
1♥	1♠	2♥	2♠
3♥	Pass	Pass	Pass

All four players bid in turn.
South therefore **competes to 3♥**.
Declarer play: South must take the **double finesse in diamonds** (and possibly the **spade finesse**).

SCORE: 3♥ = / 140 NS.

PLAY!
CLICK! SCAN!
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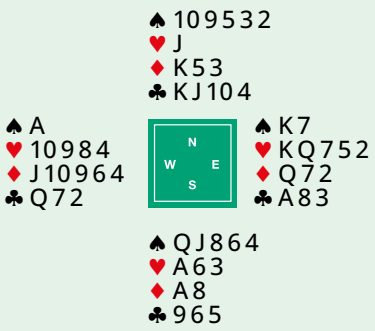
Third deal of the session (6.2.3)

Bidding game after partner's overcall.

DEAL 6.2.3 / Dealer: South



Opening lead: 10 of hearts

ARROW PACK N°3 - DEAL 23

SOUTH	WEST	NORTH	EAST
Pass	Pass	Pass	1♥
1♠	3♥	4♠	Pass
Pass	Pass		

North can count **13 total points** and bids **game** after partner's overcall.
Declarer play: South must take the **double finesse against the ace-queen of clubs**.
Defence: if Declarer leads the **10 of spades** from dummy, do not play the king of spades.

SCORE: 4♠ = / 420 NS.

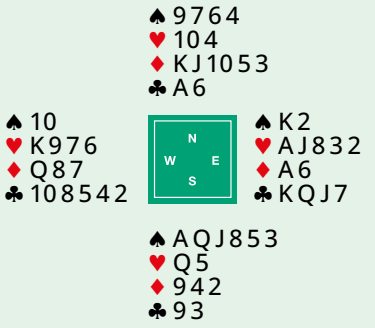
PLAY!
CLICK! SCAN!
bridge training

*Congratulate Declarer who thought of **leading the 10 of spades**.*

Fourth deal of the session (6.2.4)

Discovering that going down can be profitable.

DEAL 6.2.4 / Dealer: West



Opening lead: 6 of hearts

ARROW PACK N°3 - DEAL 24

SOUTH	WEST	NORTH	EAST
	Pass	Pass	1♥
1♠	2♥	3♠	4♥
4♠	Pass	Pass	Pass

Bidding: South does not have enough to open but their **good spade suit** justifies an overcall.
South may bid **4♠**, hoping that going down will cost them **less than the Opponents' game.**

SCORE: 4♥ = / 420 EW.
4♠ -1 / 50 EW.

PLAY!
CLICK! SCAN!
bridge training

List of all the deals

	Session	Ref	GP	No	Topic
THEME 1	SESSION 2	1.2.1	1	1	Counting points, determining the contract
		1.2.2	1	2	Finding the contract
		1.2.3	1	3	Discovering the dummy
		1.2.4	1	4	Defence: the advantage of the opening lead
	SESSION 3	1.3.1	1	5	Defence: observing the cards. Declarer: discarding
		1.3.2	1	6	Defence: observing the cards. Declarer: discarding
		1.3.3	1	7	Defence: establishing long-suit tricks
		1.3.4	1	8	Bidding a contract when the Opener passes
THEME 2	SESSION 1	2.1.1	1	9	Declarer communication (one suit)
		2.1.2	1	10	Declarer communication (two suits)
		2.1.3	1	11	Defensive communication, honour in third hand
		2.1.4	1	12	Defensive communication, visualisation
	SESSION 2	2.2.1	1	13	Establishing honours
		2.2.2	1	14	Defence: establishing tricks, defeating the contract
		2.2.3	1	15	Defence: establishing tricks in two stages
		2.2.4	1	16	Establishing tricks in two stages
	SESSION 3	2.3.1	1	17	Establishing a long suit (Axx / Rxxxx)
		2.3.2	1	18	Race for tricks
		2.3.3	1	19	Establishing a long suit (xxx / Axxxx)
		2.3.4	1	20	Avoiding a useless level: bidding the right contract
	SESSION 4	T.1.1	1	21	TOURNAMENT 1
		T.1.2	1	22	
		T.1.3	1	23	
		T.1.4	1	24	
THEME 3	SESSION 1	3.1.1	2	1	Defeating a No Trump contract
		3.1.2	2	2	Power of trumps: stopping a long suit from running
		3.1.3	2	3	Power of trumps: creating tricks by ruffing
		3.1.4	2	4	Beware of overruffs: ruff high
	SESSION 2	3.2.1	2	5	Introduction to distribution points
		3.2.2	2	6	Trump contracts: determining the contract (procedure)
		3.2.3	2	7	Drawing trumps
		3.2.4	2	8	Counting the Opponents' trumps
	SESSION 3	3.3.1	2	9	Ruffing in the short hand
		3.3.2	2	10	Leading a singleton, ruffing in Defence
		3.3.3	2	11	Ruffing in the short hand
		3.3.4	2	12	Taking ruffs before drawing trumps

	Session	Ref	GP	No	Topic
THEME 4	SESSION 1	4.1.1	2	13	Declarer: beware of discards
		4.1.2	2	14	Bidding a slam, playing honours in the short hand
		4.1.3	2	15	Defence: cashing tricks
		4.1.4	2	16	Establishing tricks
	SESSION 2	4.2.1	2	17	Game invitation, establishing honours
		4.2.2	2	18	Small slam invitation, establishing long suits
		4.2.3	2	19	Slam invitation, communications
		4.2.4	2	20	Defence: play the honour from the short side
	SESSION 3	4.3.1	2	21	Do not draw trumps: urgent discard
		4.3.2	2	22	Do not draw trumps: ruffing in the short hand
		4.3.3	2	23	Leading a singleton, finding partner
		4.3.4	2	24	Drawing trumps even without honours
	SESSION 4	T.2.1	3	1	TOURNAMENT 2
		T.2.2	3	2	
		T.2.3	3	3	
		T.2.4	3	4	
THEME 5	SESSION 1	5.1.1	3	5	Declarer: beware of discards
		5.1.2	3	6	Bidding a slam, playing honours in the short hand
		5.1.3	3	7	Defence: cashing tricks
		5.1.4	3	8	Establishing tricks
	SESSION 2	5.2.1	3	9	Game invitation, establishing honours
		5.2.2	3	10	Small slam invitation, establishing long suits
		5.2.3	3	11	Slam invitation, communications
		5.2.4	3	12	Defence: play the honour from the short side
	SESSION 3	5.3.1	3	13	Do not draw trumps: urgent discard
		5.3.2	3	14	Do not draw trumps: ruffing in the short hand
		5.3.3	3	15	Leading a singleton, finding partner
		5.3.4	3	16	Drawing trumps even without honours
	SESSION 4	T.3.1			TOURNAMENT 3
		T.3.2			
		T.3.3			
		T.3.4			
THEME 6	SESSION 1	6.1.1	3	17	Bidding a No Trump game after an overcall
		6.1.2	3	18	Signalling: third-hand card, partner's deduction
		6.1.3	3	19	Signalling: ruff signal by following suit
		6.1.4	3	20	Signalling: suit-preference signal when discarding
	SESSION 2	6.2.1	3	21	Game invitation, establishing honours
		6.2.2	3	22	Small slam invitation, establishing long suits
		6.2.3	3	23	Slam invitation, communications
		6.2.4	3	24	Defence: play the honour from the short side

Fédération Française de Bridge
20-21, Quai Carnot
92210 Saint-Cloud
France
www.ffbridge.fr

World Bridge Federation
Maison du Sport International,
54 av. de Rhodanie, 1007 Lausanne
Switzerland
www.worldbridge.org

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