

## **Lesson 1**

### **Declarer Play Basics**

How to make more tricks: promoting high cards, finessing and leading towards honours,

Planning your play: counting winners in NT and making a plan.

## **Lesson 2**

### **Defence Basics**

Which card to lead: honour from strength, low spot wants it back, high spot no interest.

What not to lead: unsupported ace/underleading ace vs suit, declarer's suit

Which suit to lead: longest against NT, partner's suit, unbid suit, singleton etc

Second hand low, third hand high

Third hand play, lowest of equals, surrounding dummy

## **Lesson 3**

### **Transfer Bids**

Why do so many people bother? Means you can (a) get the good hand to play 2H or 2S (b) distinguish between invitation and forcing hand (c) show a second suit

Typical transfer sequences, transfer and pass, bid NT, bid another suit

What to do if the opponents interfere.

## **Lesson 4**

### **Bidding Recap**

Review of overall logic, how many combined points partnership can have, bidding out your shape, recognising when one partner has made a limit bid.

Tricky bidding problems: 5-card major and 15-17 points balanced, when to bid up the line

Overcalling: reasons – to compete for the contract, to direct the lead, to be obstructive.

Supporting an overcall

### **Addendum: Club Bridge Protocol**

Alerting and announcing

Opening lead face down

System cards

Asking questions about bidding