

Lesson 1

Declarer Play in Trump Contracts

Throwing off losers

When not to draw trumps because there's something else to do:

- Taking ruffs in the short trump hand
- Cross-ruffing
- Ruffing to make a suit good

Lesson 2

Defence - Signalling Encouragement or Not

High or low encourage, how to tell partner you like their lead

- You have high cards in the suit
- You can get a ruff

Second hand low but cover an honour

Third hand high, but just high enough

Lesson 3

Doubles

All sorts of doubles:

- Take-out doubles and negative doubles, asking partner to choose a suit
- Penalty doubles, when you think the opponents are in trouble

Lesson 4

Overcalls and Strong Hands

Review of overcalls, how good does a 1-level or 2-level overcall have to be? Strategy:

- To buy the contract
- To tell partner the best lead
- To get in the way

When to support an overcall and how high

Slam-going hands:

- The 2C opening and how to answer
- Asking for aces, quick overview