



LESSON 2 - TEACHER NOTES

DECLARER PLAY IN NT

This lesson is planned with students bidding using the crib sheets for lessons 1-3. As in the previous lesson, remind students to refer to their copies of crib sheets *Assess Your Hand Lessons 1-3* and *When You Are Responder*.

Also, issue a new crib sheet on **Leading Against a NT Contract**.
Hands are to be played using these 3 crib sheets.

HAND ASSESSMENT

As in the first lesson -

- 1 Add up HCP
- 2 Shape – balanced or unbalanced.

It is worth pointing out how different the bidding is depending on that first assessment of balanced or unbalanced.

At the moment the bidding is very simple.

BASIC SCORING IN NT

When declarer wins the 7th trick he will win the majority of the tricks. When scoring, you only score points for tricks won after the 7th trick. The first 6 tricks do not score.

All the hands in this lesson are played in NT

Declarer make a **plan** – count up **Top Tricks** (tricks that can be taken without losing the lead)

Identify a **Work suit**

Introduce the **finesse**

OPENING LEADS

Introduce recommended opening leads against NTs as per the crib sheet giving three options of standard lead

- 1 Top of **three** touching honours
- 2 High for Hate
- 3 Lead Low for Like - promising at least one honour – 4th highest leads.

DEFENDERS' CARD PLAY ON DECLARER'S LEAD

Introduce concept of 'Second hand plays Low: Third hand does what he can'

Explain choosing and interpreting an opening lead

Hand 1 – played in 1NT.

- 1 **Assess** the hand
 - 2 **Make a plan.**
 - 3 **Work suit**
 - 4 **Establish** extra tricks using high card value after forcing out an ace.
- Emphasise the idea of a work suit –and the idea of losing a trick or tricks in order to gain extra tricks in that suit later.

Hand 2 – Played in 3NT

Ditto above

Hand 3 – Played in 3NT

- 1 Bid to game
- 2 Establish a long suit
- 3 Think of Defender's distribution

Hand 4 - Played in 1NT

- 1 Play high cards from short hand first.

Hand 5 - Played in 3NT

- 1 Introducing the **finesse**

Hand 6 - Played in 1NT

- 1 Lead Low for Like, promising at least one honour in the suit.
- 2 Another finesse

Hand 7 - Played in 3NT

- 1 Establish a long suit
- 2 Play cards from short hand first

Hand 8

1 More finessing