



# Lesson 1 - Teacher Notes

## An Introduction to Bridge

The difficulty in getting novices to start to play cards without being able to bid is dealt with by providing students with a very simple bidding crib. The idea is to give them clear instruction without explanation – that comes later.

### The crib has 2 parts.

Opener's sheet and the Responder's sheet.

How to assess a hand strength

HCP – Ace = 4 HCP King = 3 and so on

Is the hand Balanced or Unbalanced?

A balanced hand has no void, no singleton and not more than 1 doubleton. At this stage the issue of having a strong 5 card major suit is not mentioned.

### Basics

The lesson starts with absolute basics describing the pack of cards, identify the 4 suits, ranking of the suits, description of play talks about points of the compass but this has no bearing on the play of the hands and is for descriptive purposes only. Bridge is a partnership game. N/S pair are a partnership playing against E/W who are another partnership.

**Hand 1** – is played in NT as a whist hand, no bidding, no dummy. Description of taking tricks, who has won the trick? Who plays the first card to the next trick? How the cards are placed face down on the table after the trick. Agree round the table about how many tricks each side has won.

**Hand 2** – introducing the idea of a "master suit" – trumps. Once again, this hand is played as a whist hand with no bidding or dummy.

**Hand 3** – Start assessing a hand using HCP. Who can open the bidding? The opening bidder uses the relevant sheet. Open with hand containing 12+ HCP. With a balanced hand go to the left side of the crib, with an unbalanced hand follow the arrow to the right-hand side of

the crib. Opener's partner is Responder. Responder uses the relevant sheet, left or right-hand side of the text depending if opener has bid NT or a suit.

Introduction to the term Declarer. After the initial lead Declarer's partner's hand goes down on the table as Dummy

**Hand 4** – Played in a suit contract. Draw trumps. Count the trump suit.

**Hand 5** – Played in a suit contract. Draw trumps. Count the trump suit.

**Hand 6** – Played in NT. Introducing the idea of a "Work Suit". Establish a long suit taking tricks with small value cards

**Hand 7** – Played in a suit contract. Draw trumps. Count the trump suit.

**Hand 8** - Played in NT. Establish a long suit

**Work suit – explanation required.**