



The 20 Lesson Course Outline

Term 1: Lessons 1-10: Covers elementary card play, scoring & bidding up to game based on high card points & suit fits.

1. Introduction to Bridge. Bridge is a trick taking game. Introducing card play in no trumps and with a trump suit. Initial bidding using a simple crib sheet. Basic understanding of scoring.

2. Declarer play in NTs. Counting top tricks. Choosing a work suit. Establishing tricks by force of high cards, establishing a long suit, the principle of finessing. Leading towards unsupported honours. Playing high cards from the short hand first. Opening leads in NT.

3. Declarer play in Suit Contracts. Counting losers and winners. Drawing trumps and when to delay or stop drawing trumps. Discarding losers. Principles of ruffing. Establishing extra tricks in a work suit. Opening leads in Suits.

4. Opening Bids at the One Level & Responder's Limit Bids. Responding to Partner's Opening Bid. Supporting Opener's suit or Bidding NTs. Opener's Rebid in response to Responder's Limit Bid

5 New Suit Bids by Responder & Opener's Rebids after an Unlimited Response. Which suit to bid? Rule of 14. Opener's Rebid options after change of suit response.

6. Opener's Suit Rebids with minimum and strong hands. Responder's Rebids.

7. Balanced Hands. Bidding No Trumps – Bidding Stayman & Responses to Stayman. Looking for major suit fits. Rule of 11

8. Balanced Hands. Bidding No Trumps. – Transfer bidding. Invitational and game response bids when balanced. Looking for major suit fits. Using the Rule of 11.

9. Card Play. Second hand plays Low. Third hand plays High. When to cover an honour with an honour. Reverse Attitude Signals.

10. More card play (Defence emphasis) –Defence Partner cooperation, keeping tally on tricks, ducking to establish the work suit, ducking to sever defence communication. The danger hand and how to cope with it.



The 20 Lesson Course Outline

Term 2: Lessons 11-20: Covers ways of contesting and disrupting the opponents' auction plus pre-emptive & higher level bidding.

- 11. Recap & Hand Evaluation Beyond HCPs.** Losing Trick Count (LTC) When to use it. Lengths, Intermediates, Sequences (Living In Sin).
- 12. Competitive or Interference Bidding 1: Suit Overcalls.** Suit Quality Overcall Test (SQOT). Bidding to level of fit. Length before points. Unassuming Cue Bid (UCB) - support to three level (3+ cards & 10+ HCP). Coping with Overcalls.
- 13. Competitive or Interference Bidding 2: Bidding 1NT as an Overcall :1NT** Overcalls & Replies. Coping with Opponents' Overcalls, Penalty Doubles (X) of 1NT Opening bids and opponents 1NT Overcalls. Transfer & Stayman conventions not used after suit Overcall or X of any NT bids.
- 14. Takeout Doubles (TOX).** Shortage in Opener's suit, Opening points and Support in unbid suits (**S.O.S**). Advancer's limit bid responses. Advancer's rebids. TOX without a shortage. TOX then bid.
- 15. Weak 2 Bids in Three Suits.** Rationale. Responder's pre-emptive bidding to level of fit. The 2NT Features Convention for strong hands (16+ HCPs + suit fit). Weak Jump Overcalls i.e. **Single** jump overcall in suit with 6 card suit.
- 16. Pre-emptive 3 & 4 level Bids.** Rationale. Disruption of opponent's fit finding capability. Opening at the 3 and 4 level in a suit. Weak Jump Overcalls i.e. **Double jump** overcall with a 7 card suit.
- 17. Negative Doubles and Penalty Doubles.** Negative Doubles after opponent's overcall, Doubles of NT contracts, Doubles of sacrifice bids, Lead directing doubles of conventional bids.
- 18. Strong Bids: Opening the 2♣ Conventional Bid:** Strong unbalanced or balanced; Game Force Bid, Suit slams using Roman Key Card Blackwood.
- 19. Strong Bids: Opening 2NT Balanced 20-22pts.** Responder's Bids including Stayman & Transfers. NT Slam Investigation using Quantitative 4NT and 4♣ Gerber
- 20. Yet More Card Play featuring Defence Techniques**