Lesson Content
Brief description and vocabulary of the 2 parts to the game
The mechanics of play - tricks, trumps, notrumps, dealer, declarer, dummy
Suit ranking, High Card Points, HCP, Finding a fit
Mini Bridge – please note that there is no auction during this lesson

Main Points to Emphasise
A fit is 8+ cards between the two hands
Declarer to choose the best contract - trump suit or notrumps
Declarer to choose the best level - partscore (7 tricks) or game - large bonus for games

Lesson Progression
Keep talking to a minimum – Try and get the class handling cards as soon as possible. Elicit as much from the class as you can – encourage questions from class.
A good way to explain the language of bridge is to compare it with learning French for example. You learn a new vocabulary, such as the bids 1♦ - 7NT, declarer, dealer, dummy and so on.
Stress the best asset at the table is not your aces and kings but your partner.
So, re-emphasise the partnership aspect of the game.

Place hand 1 on each table

Explain
In bridge we have the auction and then the play. Today we concentrate on the play.
Deal Hand 1 – and sort cards into suits. Show how tricks are displayed. Discuss Ranking of the cards and the card values (High card points)

Rules of Mini Bridge (No auction yet)
- Players announce their points either verbally or written on the bidding pad
- The partnership with the most points becomes the declaring side
- Within that partnership, the player with the most points becomes the declarer.
- Opening lead comes from the player on declarer’s left
- dummy is tabled

Explain fit. If no fit – play notrumps.
Declarer looks at dummy before deciding to choose a trump suit or NT.
- Declarer chooses trumps – ask why – longest or best suit? AKQ or AJ654

Explain concept of a trump suit (or boss suit)

Play hands 2-4 and then break for supper

Now introduce game. Declarer to choose game or partscore.
You need 25 HCP to be in game.
If you don’t have 25 HCP, you just have to make 7 tricks
An easy way to remember the necessary levels for game is 3 4 5.
You have to make 9, 10 or 11 tricks depending on the game.
Emphasis is on the majors (♠ & ♥) and notrumps

Play remaining hands 5-8