

PowerPoint Lessons

The lessons listed below have been designed for use in two different situations.

For Students, they provide a user-friendly lesson on a given topic. Each lesson is complete in itself, or can form part of a series which, together, cover the entire range of bidding, play or defence.

The lessons are designed to be entirely compatible with the courses run by the English Bridge Union Teachers' Association and also the series of "really Easy" books published by the EBU.

The presentations will run on most PCs or Laptop computers, and come with a PowerPoint viewer so that no additional software is required (the lessons will run on all versions of PowerPoint, although best results will be achieved if PowerPoint 2003 is used).

For Teachers, these presentations are ideal for use either in a classroom environment (with the use of a data projector) or in front of small groups of students using, for example, a laptop computer. They are designed to cover the syllabus laid down by EBUTA.

Robert Baker is an experienced bridge teacher who has developed these lessons and used them for several years in his classes. He runs regular courses for adults as well as teaching privately in the West of England. As well as being a Full Member of EBUTA he is an EBU Life Master.

Further details of bridge activities in which Robert is involved, together with other bridge material, links to recommended bridge sights, bridge humour, etc., may be found on Robert's website: www.bridgetuition.co.uk

Bridge for Absolute Beginners

The Basics

- The cards. Suits in the pack.
- Dealing, sorting your hand, valuing your hand
- Playing the hand. Winning tricks. Following suit. Trumps
- Some basic card play techniques
- Minibridge

Bidding

- The auction. Making a bid. The contract
- Trumps or no trumps? Balanced and unbalanced hands
- How high should we bid?

Scoring

- Rubber bridge scoring
- Scoring above and below the line
- Scoring for making a contract
- Bonuses, penalties and overtricks
- Vulnerability
- Doubling and redoubling
- Sample rubbers with scoring

Bidding Strategy

- Opening the bidding
- Opening on balanced and unbalanced hands
- The first response. raising partner's suit, bidding no trumps, bidding a new suit

More on bidding

- Opener's rebid
- Responder's second bid
- Opening bids at the 2-level. Acol 2-bids and the Acol 2♣
- Higher opening bids - preemptive openings

The Play of the cards

- Planning. making winners
- Establishing extra tricks
- The simple finesse and card combinations
- Drawing trumps

Defence

- The opening lead - basic principles
- Standard leads
- Some general rules. Returning partner's suit

Standard English Bidding: The Uncontested Auction (1)

The 1NT opening and responses (including Stayman and transfers)

- Requirements for a 1NT opening bid
- When to avoid a 1NT opening bid
- Responding on balanced and unbalanced hands
- The Stayman 2♣ response and development of the auction
- Transfer responses

The opening bid of 1 of a suit

- Opening balanced hands too strong for 1NT
- What values are needed to open? The Rule of 20
- Opening on two-suited hands - which suit to open
- How to open on 4-4-4-1 hands

The first response to partner's opening bid of 1 of a suit

- The negative response: "pass"
- Raising partner's suit
- Responses in no trumps
- Responding in a new suit
- The jump shift response

Opener's rebid

- Rebidding on balanced hands
- Opener rebids his suit - simple and jump rebids
- Opener raises responder's suit
- The rebid after opener's suit is raised - trial bids
- Opener bids a new suit. The Reverse and other strong rebids

Responder's second bid (1)

- Opener has rebid in no trumps
- Exploring the options - finding a major suit fit
- Opener has raised responder's suit response
- Opener has rebid his suit - including jump rebids by opener

Responder's second bid (2) - Fourth Suit Forcing

- Opener rebids a new suit
- Opener's rebid is consistent with a minimum hand
- Responder makes a weak bid on the second round
- Responder makes an invitational rebid
- Responder can bid game
- Fourth Suit Forcing. Opener's next bid after Fourth Suit Forcing
- Responder's rebid when opener has shown extra strength

Standard English Bidding: The Uncontested Auction (2)

Strong Two bids

- The opening bid of 2NT and responses: Stayman 3♣ and Transfers.
- Acol 2-bids. Why are opening 2-bids forcing?
- Responses to Acol 2-bids
- The Acol 2♣ opening bid and responses

Weak Two Bids and Benjaminised Acol

- The weak 2♥ and 2♠ opening bid
- Responses to 2♥ and 2♠. The forcing 2NT relay and opener's rebid
- The weak 2♦ opening bid
- Benjamin two-bids. The 2♣ and 2♦ opening bids and responses
- The 2NT opening bid when playing Benjamin twos
- Defence to weak two-bids

Pre-emptive bids

- Pre-emptive openings of 3 of a suit. The Rule of 500
- The risks attached to opening pre-empts
- Responding to an opening 3-bid
- Supporting partner's opening 3-bid
- The opening 3NT bid and responses
- Opening bids at the 4-level and higher

Slam bidding (1) - Cue Bids and Splinter Bids

- Slam bidding in no trumps
- The Art of Good Slam Bidding
- Cue-bids - first and second round controls.
- Splinter Bids
- Blackwood. When is 4NT not Blackwood?
- Gerber and the Grand Slam Force

Slam Bidding (2) - Roman Key Card Blackwood

- Blackwood vs Roman Key Card Blackwood
- RKCB - the basic convention
- Asking for kings
- Asking for the trump queen
- Showing extra trump length
- Resolving ambiguity with the 5♣ and 5♦ responses
- Dealing with intervention
- When not to use RKCB
- Exclusion Blackwood (aka Voidwood)

Competitive Bidding (1)

Overcalls

- Simple overcalls. The Suit Quality Test
- Responding to overcalls. Bidding a new suit and supporting partner.
- The Unassuming Cue-Bid and Fit Jumps
- Jump Overcalls. The Intermediate Jump Overcall and responses
- The 1NT overcall and responses. The 1NT overcall in 4th position.

The Takeout Double

- The takeout double - introduction
- Responding to takeout doubles
- The takeout double on very strong hands
- Penalty or takeout?
- Takeout doubles in a competitive auction - the Negative Double
- Doubling the opponents no trump bid

Negative Doubles (more advanced)

- Non-penalty doubles of overcalls
- Bidding a new suit in a negative double situation
- Undisturbed and disturbed suit bids
- The jump shift in a negative double situation
- Extracting a penalty when using non-penalty doubles
- Responding to a negative double

Re-opening and Balancing

- Re-opening - the use of double
- Balancing - the takeout double in 4th position
- Balancing - simple overcalls
- Balancing - jump overcalls
- Balancing - no trump bids
- Responding to partner's balancing bid
- Continuing the auction

Competitive bidding and sacrificing

- Attack or defend?
- The Law of Total tricks
- When in doubt, bid one more
- The five-level belongs to the enemy
- Bidding tactics at Duplicate Pairs

Competitive Bidding (2): Useful Conventions

Defence to 1NT: Landy and Asptro

- Doubling the opponent's 1NT opening bid
- Overcalls after a 1NT opening bid. The 2NT overcall.
- Landy Defence to 1NT
- Responding to the Landy 2♣ overcall
- Asptro Defence to 1NT

Competitive bidding after 1NT: Lebensohl and a "wriggle"

- Dealing with enemy interference when partner opens 1NT
- Modifications when the enemy overcall is conventional
- Transfer Lebensohl - "Rubinsohl"
- Partner's 1NT is doubled - a simple "wriggle"
- Helvic - a more efficient "wriggle"

Defence to weak two-bids, multi 2D and preempts

- Defence to the opponents' opening weak 2-bid
- Defending against the Multi 2♦ opening bid
- Defending against weak opening 3-bids
- Defending against openings at the 4-level and higher

Michaels Cue Bids and the Unusual Notrump

- Competing on 2-suited hands
- Michaels cue bids when the opponents open with a bid in a major suit
- Michaels cue bids when the opening bid is in a minor suit
- The Unusual No Trump
- Competing when partner has made a 2-suited overcall

Splinter Bids and the Jacoby 2NT Response

- Raising partner's major suit opening bid
- Splinter bids
- The Jacoby 2NT Response
- Jacoby 2NT response after a minor suit opening bid
- The Jacoby Two-Step

Declarer Play (1): Play in Notrumps

(1) Basic play to establish winners

- Counting top winners and cashing winners
- Establishing extra tricks
- Small cards as potential winners
- Turning small cards into winners
- Quiz

(2) Entries, stoppers, finessing

- Entries and Blockages
- Giving up the lead. Stoppers
- The simple finesse. The double finesse
- Finessing by leading from a sequence
- The two-way finesse. Refusing a finesse
- To finesse or play for the drop?
- Combining the chances

(3) Understanding the opening lead

- Standard leads at no trumps. Leads from a sequence
- Leads from broken and interior sequences
- Leads from poor suits
- Using the Rule of Eleven
- Quiz on understanding the opening lead
- Clues from the bidding

(4) The Hold-up

- The hold-up play - introduction
- How long should we hold up?
- The hold-up with two stoppers
- Refusing to hold up to block the defenders' communications

(5) The danger hand and avoidance

- The danger hand - introduction
- Countermeasures: using the hold-up play
- The finesse and avoidance
- More on avoidance
- Quiz

Declarer Play (2): Play at suit contracts

(1) Basic trump techniques

- Trumps or no trumps?
- Drawing trumps - the basic rules
- Trumping the defenders' winners
- Trumping losers
- Extra tricks by ruffing. Setting up extra tricks
- When to draw trumps. Delaying drawing trumps
- Quiz

(2) Avoiding losers and further trump techniques

- Using the trump suit for entries
- Establishing a side suit by ruffing
- Discarding losers. Quiz
- More on trumping losers
- Avoiding an overruff

(3) Trump control, dummy reversal, the crossruff

- Trump Control - introduction
- Suit contracts with no "long" trump hand
- The Dummy Reversal. Quiz
- The Crossruff

(4) Trump finesses, the hold-up, avoidance

- Avoiding having your winners ruffed
- The finesse in a suit contract. The ruffing finesse
- Taking the right finesse
- The free finesse. An impossible finesse - the Trump Coup
- the hold-up and the danger hand when there are trumps

(5) The throw-in, simple elimination play

- The throw-in play - introduction
- The Ruff and Discard
- Elimination Play
- The Partial Elimination. Timing in elimination play

Declarer Play (3): More on play

Planning the Play of the Hand

- Introducing the SWOT Plan
- Making winners. How to play combinations of cards
- Establishing tricks in a long suit. How do I know if a suit will break kindly?
- Other factors when making a plan. Finessing, the danger hand and the hold-up

Detective work by declarer

- Clues from the opening lead and the opponents' bidding
- Fourteen hands where the clues available change the way declarer should play

Case studies (1): 12 hands illustrating declarer play

- Twelve hand which illustrate the different techniques in no trump play

Case studies (2): 12 more hands

- Twelve further hands on no trump play. The practical way to test your knowledge

Case studied (3): 8 hands

- Eight hands showing different techniques to be used in suit contracts

Defence (1): The Basics

Standard leads

- Introduction: thinking about defence
- Choosing the card to lead
- Leading from honour sequences. The special lead of the king at no trumps
- Leading fourth highest. The Rule of Eleven
- Leading from poor suits

Choosing the suit to lead

- Leading when there are clues to help. Active and Passive leads
- Leading when there are few clues
- Quiz

Play by third player

- Partner leads a low card
- Partner leads an honour card
- Introduction to signals. The attitude signal
- Returning partner's lead: which card to lead back

Signals and discards

- Count signals when declarer plays a suit
- Using count signals when the defence need to hold up
- Ducking in defence with two stoppers
- Knocking out dummy's entry. The Merrimac Coup
- Discards. The meaning of discards
- Working out what is safe to discard

Opening leader's next play

- When to duck the second round of a suit
- When to switch to another suit
- Showing partner where your entry lies: introduction to Suit Preference Signals

Leading at suit contracts

- Honour leads in a suit contract. Three special leads
- Active or Passive?
- When to lead trumps. When in doubt ... the fallacy.
- When not to lead trumps

Defence (2): Further techniques

Giving and getting ruffs

- Leading a short suit
- Switching to a singleton
- Signalling in trumps
- More on Suit Preference Signals
- The high-low signal

Tricks with trumps

- The Forcing Defence. Quiz
- Trump Promotion.
- Refusing to overuff
- The Uppercut
- Quiz on Trump Promotion

More Defensive Play (1)

- Play by Second Hand. When to play high in second hand
- Covering an honour - and when not to cover
- The surrounding technique
- Leads against slams. Eight illustrative hands.

More Defensive Play (2)

- Planning in defence
- Hands to show the importance of planning in defence
- Deception - misleading declarer
- The obligatory false card
- Presenting declarer with a losing option
- Deceptive leads

Case studies (1): 12 hands illustrating defensive play

Case studies (2): 12 more hands

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