

Lesson 1 Teaching Guide

Learning Objectives

Mechanics of playing a hand

- ✓ Who is the declarer?
- ✓ Who is on opening lead?
- ✓ Who are the defenders?
- ✓ Counting High Card Points

Vocabulary

- ✓ Declarer
- ✓ Dummy
- ✓ Tricks
- ✓ Suits
- ✓ Honor Cards
- ✓ High Card Points

Introduction:

Introduce yourself and have the students introduce themselves. Ask each why they chose bridge and if possible, make a connection to with your own experiences for getting involved with bridge.

Teaching Strategy:

We utilize a 4-handed game of war to introduce:

- ✓ The concept of a trick
- ✓ How tricks are won
- ✓ Playing with a partner

Hand #1

1. Have them draw for dealer
2. Deal out all the cards highlighting that:
 - a. 52 cards in the deck
 - b. 4 suits
 - c. 13 cards in each suit
 - d. 13 cards in each hand
3. Teach the students to make a fan and sort their hand.
4. Give them the goal of winning as many tricks as possible and as the play develops, illustrate how tricks are won through high cards and through length
5. If possible through the play, demonstrate the efficacy of using your high cards first versus developing tricks from potential suits

Hand #2

Beginner One

Lesson One

A Taste of Bridge

Honors Bridge Club

Move the dealer and have the students deal out another hand. This time, introduce the concept of playing with a partner

- ✓ A trick won for one side is won for the partnership
- ✓ The importance of cooperating with partner by noticing what they lead and what they throw away.
- ✓ Have one partner keep all the tricks won.

Hand #3

Repeat process as above with partners.

Introduce counting high card points and demonstrate the relationship between points and tricks by the following:

40 high card points in the deck/13 tricks. 40 divided by 13 equals just about 3 points a trick. For example, trying to make 8 tricks would require about 24 points between the two hands.

Introduce the dummy hand.

Once points are counted, and a trick objective is reached, the side with the greater point count total will be told that they will be the declaring side. They declared they will take more tricks than their opponents. Next introduce the dummy and say it is what separates bridge from every other card game. Introduce who is to be on lead. Once play begins, do not have a student sit behind the dummy during play. That's a total waste of their time. Have them help strategize with their partner.

Hand 4

Repeat the same process but ensure that the other side plays the hand. Manipulate high cards as necessary to achieve this outcome.

Review Hands 1-1 and 1-2

- ✓ Place declarer, dummy hands, and the opening lead on the table.
- ✓ Count number of points between the partners hands and set the goal for tricks.
- ✓ Introduce the concept of sure tricks and potential tricks. Count them together.
- ✓ Discuss the opening lead and the difference between leading 4th best from a sequence and leading the top of a sequence

Homework:

Start reading chapters 1 through 6 in *A Taste of Bridge*.

Additional duties:

Give each person a book, *A Taste of Bridge*.

Get email addresses of all students.

Send one email after the class to praise and encourage and to provide them with a way to get in contact with you.

