

Lesson 6 Teaching Guide

Learning Objectives:

- ✓ Counting Winners
- ✓ Counting Losers
- ✓ Developing extra Tricks
- ✓ Getting Rid of Losers
- ✓ Developing good habits for planning the play of the hand
 1. Gather information:
 - Review the auction and identify points around the table
 - Analyze the opening lead
 - Say the shape of the dummy and analyze shape potentials around the table
 2. Count your winners
 3. Locate potential and determine how you might go about making extra tricks
 4. Count your losers and determine how you might go about getting rid of losers.
 5. Determine whether you can pull trump first or must do something else first.

Teaching Strategy:

Quickly review the major suit bidding parameters they learned last week and then let them know this week is all about practicing bidding and playing major suit hands.

Provide your students with the various options they have to make extra tricks and/or discard losers.

Making Extra Tricks	Getting Rid of Losers
You can trump a card in the hand with shorter trump	You can use your shortness in the hand with short trump to ruff away a loser
You can take a finesse	You can finesse them away
You can set up a long suit so that your length becomes an extra trick	You can discard them on extra winners
You can cross ruff the hand	

With each hand, walk through the various options to help your students figure out which one will work on the hand they are working on.

Playing Hands 1 Through 6

When you have finished reviewing the various ways to make more tricks and/or get rid of losers, it becomes time to play the hands. Try to instill good habits in the students by having them approach each hand the same way. Make sure your explanation of the hand afterwards follows that same planning process.

Hand #1

Contract: 4 Hearts
Declarer: North
Opening Leader: East
Opening Lead: K of spades
Winners: 9

Potential tricks: That 10th winner may be hard for them to see. It's a two-step process. Discarding a spade on the long diamond and then trumping in that newly created short side.

Losers: 4 Losers, all of them immediate on a spade lead
Getting Rid of Losers: Throw a loser away on the extra diamond winner

Pull Trump First? With 4 immediate losers, as soon as the opponents get the lead it is over. Pulling trump requires relinquishing the lead. "As soon as you can" here clearly means, "but not necessarily right away."

Playing Technique used to achieve the goal: Use extra winners in the diamond suit to create shortness in the spade suit so you can trump a spade in dummy.

Hand #2

Contract: 2 Hearts
Declarer: East
Opening Leader: South
Opening Lead: Q of diamonds
Winners: 7

Potential tricks: Just the one. The Q of clubs.

Losers: 6 losers
Getting Rid of Losers: Plan to finesse the club queen.
Pull Trump First? In this case, yes. You do not need them to trump losers or for transportation.

Playing Technique used to achieve the goal: Taking a finesse.

Beginner One

Lesson Six

A Taste of Bridge

Honors Bridge Club

Hand #3

Contract: 4 Hearts
Declarer: South
Opening Leader: West
Opening Lead: Q of diamonds
Winners: 8

Count eight quick tricks and potentially two more from clubs. Make sure not to get them trumped.

Unblock the king of clubs. Then draw trump ending in dummy to play top clubs.

Playing technique: Unblocking and using your trumps for communication purposes.

Hand #4

Contract: 4 Hearts
Declarer: West
Opening Leader: North
Opening Lead: Q of spades
Winners: 9
Potential Winner: Length in Clubs
Losers: 4 Losers

Getting Rid of Losers: Set up your clubs for extra winners and throw your spade away on one of them.

Pull Trump First? Since you need to play a suit where your side has eight of them and the opponents have only five, make sure they don't get to trump them once they become winners. Pull trump, "as soon as you can", here means, right now! Then work on clubs. Since you have no entry to that length in clubs, when you need to lose a trick in a suit, lose it right away. Lose the first club.

Playing Technique used to achieve the goal: Use the length in clubs to establish extra tricks for your side.

Beginner One

Lesson Six

A Taste of Bridge

Honors Bridge Club

Hand #5

Contract: 2 Spades
Declarer: North
Opening Leader: East
Opening Lead: Q of Clubs
Winners: 7

Potential Winner: Two separate trumps in dummy from ruffing hearts

Losers: 6 Losers

Getting Rid of Losers: Ruff as many heart losers in dummy as the opponents will allow you to.

Pull Trump First? You need to use the trump in dummy to trump hearts.

Note: If defenders lead trump at their first opportunity, they can set this contract! This is the one defensive hand in the lot. Here if defenders realize that declarer is planning on trumping in the dummy, they can actually draw all three of dummy's trumps before declarer can use them!

Playing Technique used to achieve the goal: Use your trump separately to create an extra trump trick and/or trump a loser in dummy to get rid of a loser.

They should come away with the fact that this was really a defensive problem.

Hand #6

Contract: 4 Spades
Declarer: South
Opening Leader: West
Opening Lead: K of Hearts
Winners: 9

Potential Winner: Trump a diamond in the dummy and take finesses in spades and clubs.

Losers: 4. One in every suit.

Getting Rid of Losers: Take finesses in two suits and trump a diamond in dummy.

Pull Trump First? With nine trumps and the need to use only one to trump that diamond, it is safe to draw trump first.

Playing Technique used to achieve the goal: Have them enjoy the play in the club suit. I like to end our last lesson of our six-session, "Taste of Bridge," course on a high note and having them make twelve tricks on this hand is a lot of fun.

Homework:

Read the remaining chapters in *A Taste of Bridge*.