

Lesson 5 Teaching Guide

Learning Objectives

Review of NT bidding structure

Bidding major suit hands

- ✓ What is the game contract in the majors
- ✓ Requirements for opening 1 of a major
 - 8-point range, 13-20
 - 5 cards in the suit bid
- ✓ Responses to the opener
 - Pass, 0 - 5
 - Raise 1 level with 6 – 9 HCP + 3 or 4 card support
 - Jump 1 level with 10 – 12 HCP + 4 card support
 - Jump to game with 13 – 15 HCP and 4 card support

The process of planning the play

- ✓ Gather Information
 - Review the auction
 - Examine the opening lead
- ✓ Count winners and losers
- ✓ Count losers from the long trump hand
- ✓ Determine when to pull trump

Review 3 options for developing more winners and/or reducing losers

- ✓ Trumping in the short hand
- ✓ Finessing
- ✓ Using/developing extra winners

Teaching Strategy:

Review the NT bidding structure to make sure students have memorized the appropriate point count and shape requirements for opening a NT and responding to a NT opening bid. Explain again why the numbers 15, 16, and 17 along with 26 are all that's needed to build the NT bidding box.

Now explain that if a hand is passed out, the cards get reshuffled and if you and your partner each had 13 points, you would have thrown in a potential game and with it that huge bonus. To prevent this from happening, the first person to pick up 13 or more points must open the bidding. However, this point count does not allow you to open 1NT even with a NT shape. Since we must open, we shift to opening one of a suit. Today we will be requirements for opening one of a major suit.

Review what a game contract is in the majors and take this opportunity to re-emphasize the idea that it is necessary to commit to a contract worth at least 100 points to achieve the game bonus. (Do not deal with vulnerability yet, consider all game bonuses as 500 because the bonus is more dramatic).

Describe the requirements of opening one of a major:

- ❖ 13 - 20 points
- ❖ 5 cards in the suit bid

Using this range, and the number 26, ask your students to figure out what the following bids for the responder would be:

Pass

Ask the students how many points can you have in your hand and know for certain there is no chance for game. Have them figure out that a pass is 0-5.

Four of the Major

Ask the students how many points they can have in their hand and know for certain there is a game between the 2 hands. Have them figure out that the number is 13+.

This leaves 6-12 points. With 12 points you are really close to game, so a jump to 3 makes sense. When this is established then ask the value of a trick (3 points) and this 3-point, range 10, 11, 12, finishes the discussion because 6 – 9 is all that's left.

Discuss the logic of the whole system and the need to not memorize but to understand. Go back and quickly review the NT structure and the logic behind those bids. 17 and 26 are NT numbers. 13 and 26 are major suit numbers.

Now go back and discuss the shape requirements that go along with the point counts discussed above.

2 of a major = 6-9 plus 3 trump cards

3 of a major = 10-12 plus 4 trump cards

4 of a major = 13 plus 4 trump cards

Have the students bid the four sample hands together by just putting the dealer and responding hands on the table. When they have finished bidding all four hands, they should have a reasonable idea about the major suit bidding process and structure. Key point here: Opener is the big guy: The ranges start with 13. Responder is the little guy, ranges start with 6.

After they have bid these hands, go back and have them now rebid and play the hands. Trust us, no need to worry that they will know how to play or defend the hands simply because they just saw them. First, they weren't thinking about the play. Second, their minds don't work that way at this point.

Play of the Hands

Hand 4-1

Although the bidding should stop in 2 spades, this contract is too easy to make. Change the final outcome to 3 spades.

Opening Lead: Queen of clubs

Number of winners: 8

Number of losers: 5

Strategy for making an extra trick/ eliminating 1 loser: trump in the short hand

Can you pull trump first or do you have something to do first? Eliminate a loser first, then pull trump

Hand 4-2

Opening lead: King of spades

Number of winners: 9

Number of losers: 4

Strategies for making an extra trick/eliminating a loser: create uneven length in spades by throwing a spade away in the dummy on the extra diamond winner.

Can you pull trump first or do you have something to do first? With 4 losers off the top if you let the opponents in, you must discard a loser first.

Hand 4-3

Opening lead: Queen of clubs

Number of winners: 8

Number of losers: 5

Strategies for making an extra trick/eliminating a loser: Take 2 finesses in diamonds, finessing the 9 first and then the 10 later. Take a finesse against the ace of spades.

Can you pull trump first or do you have something to do first? This hand does not need to trump anything but has a lot of work to do developing tricks so trump should be pulled right away.

Note: Take this opportunity to pull out the diamond suit and discuss the shape of the suit and the possibilities for where the missing honors will be.

Hand 4-4

Opening lead: Queen of diamonds

Number of winners: 10

Number of losers: 4

Strategies for making an extra trick/eliminating a loser: Set up the club suit for an extra winner to throw a loser on.

Can you pull trump first or do you have something to do first? Clubs should be set up first because there are no entries in dummy to get to the long clubs if defenders do their job of holding up. The trump suit provides the only transportation back to the good clubs.

Homework:

- Read chapters 22 through 25