



Preparation

- ♣ Teaching and Playing Area
- ♣ Binders; A5 Pockets; Event Record; Register
- ♣ Copies of timetable; notes; glossary; quiz

Material to Cover

Must Do

- ♣ Structure of the Pack
- ♣ Nature of tricks; following; discarding; trumping
- ♣ Trumps and No Trumps
- ♣ Keeping the cards separate/in and out of the board
- ♣ Laying played cards according to win/loss
- ♣ Counting/Sorting
- ♣ Concept of taking on a target
- ♣ Working with partner
- ♣ Imagine other tables: rubber vs duplicate
- ♣ Generally, Terms in the Glossary

Nice to Do

- ♣ Opening Leads
- ♣ Declarer's Plan for Trump Contracts
- ♣ Declarer's Plan for No Trump Contracts
- ♣ Basic Defence Card Play
- ♣ What does it take to win tricks?
- ♣ How might you start judging a hand (but much more next week)



Don't get led into

- ♣ Auctions
- ♣ Scoring

Introduction;

- ♣ Self and club; course structure; session structure
- ♣ The glorious game

Deal/Offer; Visitor/Registration Forms

Dissertation/Demonstration

Break for Refreshments

Play Hands

There are four hands. The idea with each is to tell the table what the target is, tell them who the dealer is. The defender on declarer's left makes the opening lead; dummy is displayed on the table; arrangement of trumps.

Get the players handling the cards; try to make sure everyone has a go at holding and playing (often some will try to hand back). See Commentary for individual hand features.

Close Deal/Offer

Binders; Name Labels; Notes; Glossary; A5 Pockets; Quizzes

