



### Preparation

- ♣ Teaching and Playing Area
- ♣ A5 Pockets; Accounts Record; Register
- ♣ Copies of notes; glossary; quiz
- ♣ Six Pre-Dealt Boards with Curtain Cards

### Reprise

- ♣ Trumps and No Trumps
- ♣ Following Suit
- ♣ Working with Partner

### Go Over Homework (L01) Quiz

- ♣ Try to find and fix missed points and misunderstandings

### New Material to Cover (Check the Lesson Notes)

#### Must Do

- ♣ High Card Points
- ♣ Terms used to describe shape
- ♣ Scoring Hierarchy - Minors, Majors, No Trumps
- ♣ What kind of hands suggest No Trumps or Trumps Targets

#### Nice to Do

- ♣ Part Score versus Game Contract Scoring
- ♣ Value/Lack of Value of Voids and Singletons in Trump/No Trump Contracts
- ♣ Winners/Potential Winners - Thinking about how the rest of the suit might be distributed



### Don't get led into

- ♣ Auctions

### Introduction;

- ♣ Welcome Back!
- ♣ The Plan for this lesson

### Deal/Offer; Visitor/Registration Forms

### Dissertation/Demonstration

### Break for Refreshments

### Play Hands

There are six hands. The idea with each is to tell the table what the target is, tell them who the declarer 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.

### Sum Up Lesson and Close

### Close any Deals or Offers

(Binders; Name Labels; Last Week's Documents for any new joiners);

### Notes; A5 Pockets; Quizzes for All

