



## PREPARATION

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

## THE LESSON

If new players: Visitor/Registration Forms

### Recap B2 Lesson 2

- ♣ Before playing any card, plan
- ♣ Purpose and Priority of Clearing Trumps
- ♣ How missing cards in a suit tend to split
- ♣ Strategies for missing high cards

## Homework Quiz Answers

## Dissertation/Demonstration of New Material

## Material to Cover

- ♣ See Notes and below



### Must Do

- ♣ Vulnerability/Non-vulnerability
- ♣ Effect of vulnerability on the score
- ♣ How to use the double and re-double cards
- ♣ Effect of doubling and redoubling on the score
- ♣ Stretch Bids

### Nice to Do

- ♣ Contrast competitive auctions with part score either way; game either way; part score one way and game the other way
- ♣ And Hence, Sacrifices

### Don't get led into

- ♣ Conventional use of doubles or redoubles

### Break for Refreshments

## Play Hands

- ♣ There are twelve hands for play in the lesson.
- ♣ First four are about deciding to double for penalties
- ♣ Next eight are competitive auctions – when to compete, when not
- ♣ See Commentary for individual hand features.



Binders; Name Labels; Notes; A5 Pockets;

## HOMEWORK Quiz

- ♣ The quiz is intended for players to reconsider the topic in their own time.