



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

- ♣ 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
- ♣ Sacrifices

Nice to Do

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

Don't get led into

- ♣ Conventional use of doubles or redoubles

Break for Refreshments

Play Hands

- ♣ There are eight hands for play in the lesson.
- ♣ 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.