

Lesson Week	Lesson Title	Objectives
1	Getting started with Mini Bridge	 To recognise the four suits in a pack of cards and their ranking To know how to make a trick and count High Card Points (HCPs) to estimate the value of your hand To play MiniBridge
2	Playing in trumps and scoring in MiniBridge	 To understand trumps and recognise a hand suitable to play in a suit contract To recognise that a game in a major suit needs 25+ HCPs and game in a minor suit needs 27+ HCPs To know how to calculate the score in bridge
Introdu	ction to Bidding	
3	How the auction works and opening 1NT	 To recognise a balanced hand To understand how to bid 1NT with 12 - 14 HCPs using a bidding box To learn how to respond with a balanced hand to partner's opening bid of 1NT
4	Responses to 1NT Stayman convention	 To understand how and when to bid using the Stayman convention To respond to a 2* Stayman bid To recognise the importance of a 4 - 4 major suit fit
5	Red Suit Transfers	 To identify hands suitable to transfer To recognise a transfer bid To understand the benefit of transferring
Opening	g 1 of a suit	<u> </u>
6	Opening a suit at the 1 level; and limit raises.	 To identify hands suitable to open one of a suit To recognise how to respond to a level 1 suit opening bid with a limit raise showing your shape and strength To understand a partnership fit in a suit
7	New suit responses – opener's weak rebids	 To understand a change of suit is a forcing bid To recognise the importance of showing a major suit rather than supporting a fit in the minor suits To appreciate how to use 1NT response
8	Opener's rebid with a strong hand	 To identify rebids to show a stronger opening hand (16 – 19 HCPs) To understand bidding a second suit To appreciate how to make a rebid to show more cards in a suit



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9	Getting into NT with strong balanced hands	 To know the HCPs required to rebid in No Trumps To understand limit bids and their significance 			
10	Revision of opening 1NT and responses	 To recall opening 1NT To understand a Stayman responding bid To identify hands suitable to transfer 			
Term 2	l				
Declare	r Play				
11	Declarer Play	 To recognise the target number of tricks to be made To know how to count top winning tricks To identify the options to make extra tricks To learn how to establish a long suit 			
12	Declarer play in No Trumps and the finesse	 To understand how to make assumptions about the position of key cards and take the finesse To recognise when it is safe to lose the lead To recognise when to hold up 			
13	Declarer Play in a suit contract	 To recognise the different strategies when playing in a suit contract To know when it is correct to draw trumps immediately To learn how to establish a side suit by ruffing 			
14	Declarer play using SWOT analysis	 To reinforce planning the declarer play To consider the communication between hands 			
15	Scoring and revision of term 1 bidding	 To know how to calculate the score To consolidate bidding of balanced hands To revise the bidding of unbalanced hands 			
The Co	The Competitive Auction				
16	Suit overcalls and responses	 To understand the reasons for competing in an auction To know the basic requirement for a suit overcall To recognise the need for a good suit when overcalling 			



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17	Simple takeout doubles	 To explain the effect on a contract of a double bid To understand a simple takeout double bid To be able to respond to a takeout double bid
18	1NT overcall & responses	 To know when to use 1NT as an overcall To be able to respond to a 1NT overcall
Defence	•	
19	The opening lead	 To understand the importance of the opening lead when defending a contract To decide which suit to lead To appreciate which card to lead in the selected suit
20	Defenders play	 To appreciate why you should return your partner's suit To explain why second hand plays high and third hand plays low To recognise why you should lead through, not towards strength
Term 3		
21	Overcall revision	 To consolidate the reasons for competing in an auction To reinforce how to overcall To consolidate how to respond to an overcall
Pre-em	ptive openings	
22	Opening 2♦,2♥,2♠ (weak)	 To identify hands suitable for opening a "weak two" To know how to respond to a weak two opening bid To understand when to use the "alert" card
23	Pre-empts	 To identify hands suitable for a pre-emptive opening To know how to respond to a pre-emptive opening bid
24	Defending against Pre- empts	 To recognise a pre-emptive bid by opener To understand how to make an overcall or double if appropriate To know how to respond to partner's bid over a pre-emptive opening bid
Strong	opening bids	
25	2NT opening & responses.	 To know what makes a hand suitable for a 2NT opening bid To recognise that the pattern of responses is similar for 1NT and 2NT To understand how to respond to a 2NT opening, by raising, using Stayman or showing a long suit.
26	Strong 2 clubs opening	 To recognise what makes a hand suitable for a two Club opening bid. To understand how to respond to a two club opening a weak hand or stronger hand



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		 To use the Stop and Alert cards when appropriate 			
Slam bi	Slam bidding				
27	Slam bidding and Blackwood	 To state the number of HCPs needed to bid a for a slam contract To use the Blackwood convention To recognise a strong bidding sequence leading 			
		potentially to a slam			
28	Slam bidding part 2	 To reinforce bidding and responding to a slam To consolidate using the Blackwood convention To appreciate how to plan the play in a slam contract 			
Revisio	Revision and consolidation				
29	Revision and consolidation of bidding	 To recap on the bidding learnt in year 1 To review how to open the bidding To consolidate how to respond to partner's bid 			
30	Duplicate bridge and etiquette	 To understand Duplicate Bridge To learn how to fill in travellers To appreciate the etiquette when playing bridge 			