

Course Outline for Improvers lessons

Content

A. Play

1. Declarer Play – Notrump contracts
 - Notrump bidding 12-21 HCP
 - Counting winners
 - Finding extra tricks through promotion
 - Finding extra tricks through length
 - Finding extra tricks through finessing
 - Making a plan

2. Declarer Play – Suit contracts
 - Brief review of suit bidding 12-20 HCP
 - Rule of 20
 - Counting losers
 - Review finding extra tricks through promotion, length and finessing
 - Finding extra tricks using trumps
 - Managing the trump suit
 - Making a plan

3. Defense – leads
 - Leads in notrump contracts
 - Leads in trump contracts
 - Signals given by leads
 - Rule of 11

4. Defense – signals and play
 - Attitude signals
 - 2nd hand play
 - 3rd hand play

B. Competitive bidding

1. Overcalls
 - Simple overcalls
 - Jump overcalls
 - Cue raise/Unassuming cuebid
2. Takeout doubles
 - Simple doubles
 - Strong doubles
 - Penalty doubles
3. Negative doubles
4. Weak twos and pre-empts

C. Conventions

1. Stayman
2. Jacoby transfers
3. Slam bidding – Gerber & Blackwood & quantitative raise
4. 2♣ Open

Lesson sequence

1. Play and Defence 1 – Notrump
2. Play and Defence 2 – Notrump
3. Play and Defence 3 – Suit
4. Play and Defence 4 – Suit
5. Stayman
6. Jacoby transfers
7. Overcalls
8. Takeout Doubles
9. Negative Doubles
10. Slam bidding
11. 2♣ Open
12. Weak twos and pre-empts