

# Summer Camp Curriculum

## Day 1: Introduction

*While shuffling a deck of playing cards, announce to the class that today they will begin learning a game that is played with a set of cards like the one you are shuffling. Ask the class what, if any, card games they already know how to play. Explain that they will have fun while playing this card game as well as learn many useful skills!*

- Arrange the class in groups of four and distribute the playing cards to a designated “Deck Holder” (the person who is sitting in the North chair) in each group.
- Announce that each of the “Deck Holders” have something in common given their location in the group. Challenge the learners to come up with the commonality that each of the “Deck Holders” is sitting in the **North** position of their group. (Point out the directional place mat in the middle of their table if the students have not already observed them.) Challenge the learners to determine the person occupying the **South, East** and **West** positions in their groups.
- Announce that these are the positions often used in bridge and that knowing this will be useful as we proceed. To determine the level of understanding, ask those in the North position to raise their hands, and then continue the process until all the learners have had an opportunity to identify their position at the table.

*On the display board (or on a poster), have the four shapes of a spade (♠), a heart (♥), a diamond (♦), and a club (♣). Explain that these are the four suits found in a deck of playing cards. Ask the children to each pick up a spade, then a heart, then a diamond and finally a club.*

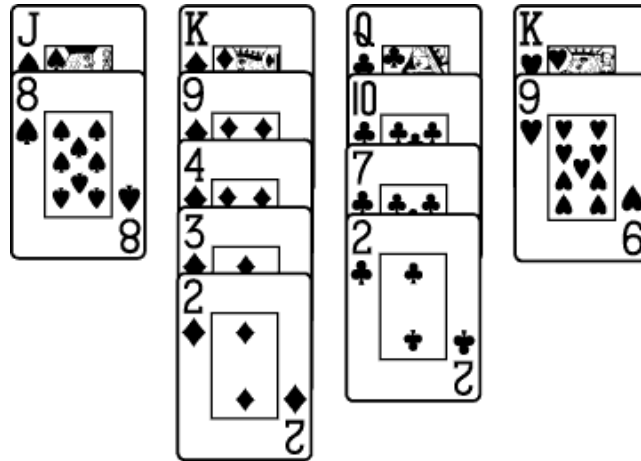
*Show them the ‘honor cards’: Ace, King, Queen, Jack. Repeat the above process and ask each child to pick out one of each honor card. Now ask them what suit their honor card is. i.e. ask “Which suit is your Queen?” and so on.*

- Review the **suits, honor cards** and **rank/value** of the cards with Aces considered the most powerful and then Kings, then Queens, then Jacks and finally, the 10s-2s successively become less ‘powerful.’ As you walk the learners through this review have them select a suit of cards and rank order them from Ace to deuce to show you that they understand the concept. Discuss that there are 13 cards in each suit.
- Ask the learners to share with you what the word **partner** means to them. Tell them that in today’s game they will be playing in **partners** and have them explain what that might mean.
- Have the learners review table positions and determine who in their group is sitting in each position (**North, South, East, and West**). Then challenge

them to determine, based on what they have just been told, who would be the partner for the person in the South position (North) and who would be the partner for the person in the West position (East). Have east and west then north and south, stand up, shake hands, and tells them they are partners for this game and challenge them about partnership trust

- Explain that in some games, the suits have a rank and that in bridge the suits are ranked from lowest to highest alphabetically: **C**lubs then **D**iamonds, **H**earts and **S**pades). Distribute the **Card Values and Score Card (next page)** and point out how the values for this game have been assigned. Point out that there are 10 points in a suit, 4 suits, so a deck of cards has 40 points. Tell them that every king counts three points – not just the king of hearts.
- Have a deck of cards already dealt, sorted and in a duplicate board and ask each student to select their hand from the appropriate sleeve.
- Using **Card Values and Score Card** have each player calculate his/her points based on the cards they have in their hand and record the *Total Points* for their hand. Then have the **partners** add their points together and record that in the *Total Partner Points* space. The partners with the highest combined total points recorded in the *Total Partner Points* space are declared the winners of the bid. Remind them that the total points at the table must equal 40.
- Repeat this exercise if necessary.
- Explain to the learners that the object of Bridge is to win **tricks** for their side. A "trick" is a group of four cards, one from each player. The first card played to each trick is called the **lead**. Since all the cards have been dealt out, each player has 13 cards. Therefore there are 13 tricks in each hand.
- Tell the learners that after the **lead**, the next three players must play the same suit as the lead. For instance, if a spade is led and your hand contains any spades, you must play one of them (any spade you choose). If you cannot play a spade higher than the spade led, you generally play your lowest spade. If you have no spades, you may play any other card. When everyone in the group has played a card, the trick is complete. Tell them that in duplicate bridge since everyone is going to play the same hands, that we keep the cards in a special way. Instead of throwing the cards in the middle of the table each person will place the card directly in front of themselves face up. After everyone has played a card, the side who won the trick will place their card; face down, with the length pointing toward them and their partner. If they lose the trick they will place the card face down with the length pointing towards their opponents. The rules for determining the winner of a trick are:
  1. A trick is won by the highest card of the suit led.
  2. The person who wins the trick, leads first to the next trick. Play continues this way for all 13 tricks.

- Next have them play another hand, count their points and tell them that unlike other card games in bridge any suit can become trumps. Tell them that ‘trumps’ are decided in the bidding and that if a suit is declared trumps the smallest trump is bigger than the highest card in any other suite. Tell them for example that if hearts are trumps and a spade is led that if you have no spades, you may play a trump which would win the trick if no higher trump card is played. Emphasize that you must follow suit if you can, that you can only play a trump if you cannot follow suit. When everyone in the group has played a card, the trick is complete. The rules for determining the winner of a trick are:
    - i. If a trick contains no trump card, it is won by the highest card of the suit led.
    - ii. If a trick contains a trump card, the highest trump played wins it.
    - iii. The person who won the trick leads first to the next trick. Play continues this way for all 13 tricks.
- Have the learners play a practice hand. Let the player with the most points decide what suit he would like trumps to be. Write the word ‘**dummy**’ on the display board. Anticipating that this word might result in some negative group responses, take a minute to have the learners share how this word is often used, i.e. someone who is not smart or a puppet. Following this discussion, ask the students how they think the word ‘dummy’ might apply to a game governed by rules and etiquette. Lead them to realize that etiquette would never allow a player to call another player a name, so ‘dummy’ in this context must be more closely related to ‘a puppet.’ Write the word “hand” after the word “dummy” already on the display board. Ask the learners to share what role a hand plays in manipulating a ‘dummy.’ Lead the students to an understanding that ‘**dummy**’ in this game refers to a ‘**dummy hand**’ which is the hand that will be played or manipulated by the declarer not by the partner of declarer. This will become clearer as the learners actually observe a ‘dummy hand’ being played.
- The “**dummy hand**” is displayed neatly on the table, face up and in rank order, overlapped, with the rank of each card separated by suits and clearly visible for all to see. (If there is a trump suit, it is placed on the dummy’s right as viewed by declarer, trumps are on the left. In this example below, spades are trump.) The declarer must play both the dummy hand and his own hand, each in proper turn. The player who held the dummy hand does not participate in the play. Example:



*Dummy Hand*

- The declarer decides the **“contract”** (**Contract:** The trump suit or no trump, and the number of tricks he/she will take.) Tell the declarer to look for the suit between their two hands in which they have the most cards, not the best/strongest cards, but the most cards. This would usually be eight or more cards of the same suit between the two hands. That is the suit they should call trumps. If there are less than eight cards of the same suit, the declarer should determine that there is No Trump for this hand. No Trump means that the first card played in each trick becomes trump for that trick
- The person to the left of declarer leads a card, any card they like. Cards are played in a clockwise direction, each laying down a card, in the suit led if possible with declarer telling ‘dummy’ which card to play. After each player contributes one card, turn the cards in the direction of the partnership who won the trick, length pointing to the winners. The player who won the trick leads the next trick. After all the tricks are taken, learners can determine a winner by the partnership that has most total tricks by counting how many of the cards are turned lengthwise towards them.
- Repeat this exercise until the students seem to be comfortable with counting points, determining trumps, and the mechanics of taking tricks, following suit and turning the cards.

### Scoring:

After the table has completed making tricks, show the students the technique of scoring mini-bridge in a grid on the white board. When the student has finished the game, then have dummy come to the white board and fill in the grid with information from his contract. Students love to write on the board.

Scoring will demonstrate to the students that the decisions they make in counting, naming a suit or no trump, and the level of the contract will result in a score which will be compared to other students:

TABLE	North/South	East/ West	Total Tricks
# 1	5 tricks	8 tricks	13
# 2	6 tricks	7 tricks	13
# 3	5 tricks	8 tricks	13

## CARD VALUES AND POINT CARD

(In the game of Mini Bridge, only the face cards have point value.)

### Suits in Order of Rank

	<u>Ace</u>	<u>King</u>	<u>Queen</u>	<u>Jack</u>	<u>total</u>
<b>Spades</b>	4	3	2	1	<b>10</b>
<b>Hearts</b>	4	3	2	1	<b>10</b>
<b>Diamonds</b>	4	3	2	1	<b>10</b>
<b>Clubs</b>	4	3	2	1	<b><u>10</u></b>
<b>Total</b>					<b>40</b>

<b>Points for South hand</b>	
Points for Aces (A)	_____
Points for Kings (K)	_____
Points for Queens (Q)	_____
Points for Jacks (J)	_____
 Total Points	 _____
 Total Partner Points North plus South	 _____

<b>Points for North hand</b>	
Points for Aces (A)	_____
Points for Kings (K)	_____
Points for Queens (Q)	_____
Points for Jacks (J)	_____
 Total Points	 _____
 Total Partner Points North plus South	 _____

<b>Points for East hand</b>	
Points for Aces (A)	_____
Points for Kings (K)	_____
Points for Queens (Q)	_____
Points for Jacks (J)	_____
 Total Points	 _____
 Total Partner Points East plus West	 _____

<b>Points for West hand</b>	
Points for Aces (A)	_____
Points for Kings (K)	_____
Points for Queens (Q)	_____
Points for Jacks (J)	_____
 Total Points	 _____
 Total Partner Points East plus West	 _____

Total of all points in the four hands should equal 40.

## Day 2: Opening the Bidding and Overcalls

Review what the class learned on Day 1 and allow the students to play a practice hand to 'warm up' and review.

Explain the concept of winning points for each trick they take based on which suit is trumps (chart below). Compare this concept to scoring in football, where they win 6 points for a touchdown versus only 3 points for a field goal. They would always try for a touchdown first. Ask them would they rather play with hearts (30 points each trick) as trumps or diamonds (20 points each trick)? If they say diamonds....explain again.

**Contract:** Is an agreement between the players that one side will try to win a specific number of tricks with a specific suit as trumps or in no trump.

**Book:** The first six tricks are called a 'book' and these tricks do not count for any points. The seventh trick is the first scoring trick. Depending on the contract declared, each trick after the sixth trick earns points

**Making your Contract:** If the declaring side wins the number of tricks they said they would take, they earn points because they 'Made their Contract'.

**Setting the Contract:** If the opponents to the declaring side stop the declarer from winning the number of tricks s/he said s/he would take, the opposing side will earn points because they 'Set the Contract'

Points Earned for making Contract:

Spade or Hearts Contracts	30 points for each trick
Diamond or Club Contracts	20 points for each trick
No Trump Contracts	40 points for the first scoring trick after Book (trick 7) for the first trick, 30 points for every other trick

Bonus Points earned for making Contract:

Bonus points are added for:

Partscore contract            50 points: (at least 7 tricks)

Game Contract                    300 points (at least 9 tricks in no trump, 10  
tricks in spades/hearts, 11 tricks in  
diamonds/clubs)

Points Lost if you do not make your Contract:

If the target number of tricks declared in the contract is not reached, the declaring side receives no points. The defending partners earn points for every trick not made by the declarer.

Each trick under the declared contract                      50 points

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- Tell the learners: “There are two parts of Bridge – the play and the bidding. We have been looking at how the play of the cards wins tricks for your side or your opponents. That’s been pretty easy – high card (or trump) wins. We’ve also seen that there are two good ways to win tricks – if you have a lot of high cards or if you have a large number of cards in the trump suit. Bidding is used to talk with partners about the points in each hand and which are the longest suits (our distribution). The bidding determines who will be the declarer, which suit (if any) will be trump, and the number of tricks the declarer must win. The dealer gets the first chance to talk to their partner, but there is a set of rules that is used in this conversation. Just like phoning a friend, they say ‘hello,’ you say ‘hi, this is Jane’....that is the first step taken in a phone call – in bridge you count your points and if you don’t have 13 points, you don’t dial the number – you say ‘Pass’. If you say anything except pass you are telling your partner that you have at least 13 points. The suit that you bid starts to tell partner what your distribution is.”
- Explain to the learners that as a special bonus for opener, if a player has a five card or longer suit, they add an extra point for each card in the suit after four. So if a player has only 11 points but a six card suit –  $11+2=13!$  The player can open! Remind the learners about hearts and spades being major suits and diamonds and clubs being minor suits, and that players get 30 points for every trick taken above book (6) if a major suit is trumps and only 20 points if a minor suit is trumps. Ask the learners which they would rather have as trump – major suits or minor suits? Bidding should lean towards finding a major suit in which both partners partner have at least eight cards between their two hands.

Summarize for the learners these rules as Opener (the first person to bid something other than pass)

- you must have at least 13 points
- If you open 1 Heart or 1 Spade you must have at least five cards in that suit
- If you open 1 Club or 1 Diamond you must have at least three cards in that suit

Practice this with the learners by having them deal a few hands, counting points and deciding if they have 13 points and, if so, do they have five cards in a major suit. If so they could bid 1 Heart or 1 Spade. If not, ask them to decide which minor suit is their longest and bid that suit - 1 Club or 1 Diamond.

Have the children practice sorting their cards, counting their hands and determining if they would have been able to open the bidding.

It may be helpful to post or distribute the following “Guidelines for How to Open the Bidding” (and also the other table that follow in this section).

<b>Guidelines for How to Open the Bidding</b>	
<b>Points</b>	<b>Opening Bid</b>
0-12	Pass
13-15	Open 1 in your five card major suit Or Next best: Open 1 in a minor suit (Diamonds or Clubs with three or more cards in the suit)
15-17	1 No Trump (NT) (with even distribution)

A player must have 13 or more points (counting both high card points as well as distribution points) in his/her hand in order to open (start the bidding for the partnership.) The dealer begins, if he/she does not have 13 or more points, he/she will pass.

*Introduce overcalls now so that the children can see that even if someone else ‘opens the bidding’ that they may still bid even if opener is not their partner. Children do not like simply sitting and listening when they have a good hand also.*

### Overcalls:

Once the bidding is open by the Opener, an opponent may come into the bidding if he/she has at least a 5 card suit with good honors in the suit. This is called an overcall bid meaning the person is ‘calling over the openers bid’.

Tell them that the requirements for an overcall are not as strict as for an opening bid. However the quality of your suit should be better. In general the requirements for an overcall are:

- 10 High Card Points or more
- 5 Card or more in the overcall suit
- Your suit should have two of the top four honors, or very good texture in your suit. Your suit might look like one of these hands:

A Q 8 5 4  
K J 7 6 2  
A K 5 4 2

Q J 10 9 3  
Q 10 9 8 7 4 2

One of the reasons you need a good suit is that if you overcall, and the opponents declare the hand (win the contract), your partner will always lead your suit expecting to take some tricks in that suit.

*After they have practiced opening bids on several hands allow the children to 'play the hand out' and score their result. Help them to become familiar with the concept of scoring every hand.*

### Day 3: Responses,

- Tell the learners that yesterday they learned about the rules for opening the bidding, today they are going to learn the rules for another player at the table: **Responder**.
- Remind the learners that they learned about rank of suits: Clubs is the lowest then Diamonds, Hearts, Spades and no trump is the highest (the suit rank is alphabetical). After the opening bid each player in turn can then pass or propose a higher bid. There is only one opener for each hand. The bid is determined by the number and the rank of the suit. If you want to bid a suit lower in rank than the opening bid, you have to bid up one level. Demonstrate some examples such as if the opening bid is 3♥. Then bids of 2♠ or 3♣ by partner are not allowed, but bids of 3♠ or 4♦ are legal.
- Tell the learners that the partner of the opening bidder is called ‘responder’ and s/he has their own set of rules to follow about when to tell his partner how many points s/he has and which are his/her long suits. The Responder only has to have six points to ‘talk’ to his/her partner. A response cannot be made to an opponents bid – only if your partner is the opener.
- Clarify “New Suit Responses” by telling the learners that the most common response is to bid a suit at the one level that is higher ranking than the opener’s suit. This requires at least four cards in the suit bid. If the suit you would like to bid is lower ranking than opener’s suit, it is impossible to bid it at the one level. In order to mention your suit you must bid at the two level, and this requires a stronger hand — at least 11 points. There is no upper limit on any of the point counts.

New Suit Responses to Your Partner’s Bid of One in a Suit		
Points	Suit Length	Response
6+	4+	1 of suit
11+	4+	Cheapest bid in suit
6-10 13-15	No Long Suit or Fit with Partner	1NT 2NT

16-17		3NT
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### Major Suit Raises –

- If a partner opens the bidding one heart or one spade, it is very desirable to raise his suit. The partner has promised at least five cards so only three cards are needed to ensure an eight-card trump fit. One of the big advantages of a “five-card major” system is that the partnership can locate a major-suit fit quickly.

Major Suit Raises to Your Partner’s Bid of One Heart or One Spade		
Points	Trumps	Raise to
• 6-9	• 3+	• 2 ♥ or 2 ♠
• 10-12	• 3+ in partner’s suit	• 3 ♥ or 3 ♠
• 13-16	• 3+ in partner’s suit	• Bid a new suit and then raise partner to game

### Minor Suit Raises

- If a partner opens the bidding one Club or one Diamond, raising his suit is a low priority. Always look for some other response, such as bidding a major suit, before raising partner’s minor suit.
- In raising a minor suit you must have at least five trumps (preferably, at least as good as Q-x-x-x-x) because partner is likely to have just four cards.

Minor Suit Raises to your Partner’s Opening Minor Suit Bid		
Points	Trumps	Raise to
6-10	5+	2 ♣ or 2 ♦
11-12	5+	3 ♣ or 3 ♦

- Have the learners bid hands and practice opening bid and first responding bid

**Teacher Note:** This will be one or two days – Let them actually play the hand out anytime their partner raises their bid or anytime the response is a bid that matches opener’s hand and having eight cards (a fit) in one suit.

## Day 4: No Trump Openings, Contract, Game, Points, Declarer, Dummy

### Rules for Opening No Trump

All No Trump opening bids show balanced hands. A balanced hand is one that has no singletons (one of a suit) or voids (none of a suit). An opening bid of 1NT shows 15-17 high card points (you can't count for length), a balanced hand and no five card or longer major suit. This lesson explains the basic responses to one no trump. Share these strategies for responses to a partner's opening of One No Trump with the learners.

- Assume your partner opens the bidding one no trump and the next player passes. You will be called the "responder" since you will be responding to your partner's bid. First consider whether the best contract would be in a major suit or in no trump. Is a major-suit trump fit likely? (Note that your partner promised a balanced hand so he has at least two cards in every suit.)
- Next, consider whether to bid game. This is done by adding your points to the 15-17 high card points shown by your partner. Is it possible to reach 26 points? Keep this in mind as you decide what to do.
- If responder does not have a five-card or longer major suit, the best contract will usually be in no trump. In that event it is simply a matter of point count. Remember, you cannot count distributional points when you intend to play in no trump.
- If game is out of reach (0-7 points in your hand), simply pass. One no trump will be the final contract.
- If game is possible (8-9 points in your hand), respond two no trump. This is called an "invitational bid" as it invites the opener to bid game with a maximum; opener should pass with a minimum. More specifically, opener should rebid three no trump with 17 points, or pass with 15 points and with 16 opener gets to decide if he feels lucky that day. If you have a five card minor suit to go with your sixteen points are a lot of 10's and 9's you might decide to try and get your bonus for 'bidding game'!
- If game is assured (10-14 points in your hand), respond three no trump. This brings the bidding to game and the bidding is over; opener must pass.
- Winning tip: Get in the habit of mentally adding your points to your partner's any time you know your partner's point range. This will allow you to figure out the proper contract even if you forget the specific rules!

### No Trump Responses to an Opening of One No Trump (This occurs with a fairly even distribution of suits)

Points	Response
0-7	Pass
8-9	2 NT
10-14	3 NT

**Teacher Note:** After the students are given the above basic information about bidding, let them play a few hands and practice. If you specifically want them to practice no

trump hands you will have to set up hands ahead of time as they will not deal many 1NT openers in the course of 10-15 hands.

**Major Suit Responses to a One No Trump-**

The most desirable response to partner’s one-no trump opening is to bid a five-card or longer major (Hearts or Spades) suit if your hand has one. The responder may count distributional points when he/she plans to bid a suit.

**Responses: -**

- With 7 points or less, the responder should bid his/her major suit at the two level. The opening no trump bidder should pass because game is out of reach (7 points + 17 points = 24 points at most). This contract will often fail, but it usually will be better than a contract of one no trump.
- With 10 points or more (enough for game as 10 points + 15 points = 25 points at least), responder may bid his major suit at the three level. Alternatively, with a six-card or longer major suit, responder may bid at the four level.

<b>Major Suit Response to an Opening of One No Trump</b> (This usually occurs when you have a five card or longer major suit)		
<b>Points</b>	<b>Suit Length</b>	<b>Response</b>
• 0-7	• 5+	• 2 ♥ or 2 ♠
• 10+	• 5+	• 3 ♥ or 3 ♠
• 10-14	• 6+	• 4 ♥ or 4 ♠

- After a response of three hearts or three spades, the opener must not pass because the responder has announced the strength for game and bidding should advance to the game level. With three or more cards in responder’s suit, the opener should raise to four hearts or four spades, respectively. With a doubleton in the responder’s suit, the opener should bid three no trump.
- Review and summarize the last few days learning for the students by explaining: The final bid is an estimate of how many tricks the partners feel they can take with their combined hands. Bidding is the formal method we use to talk to partner in order to determine point count and strength of the combined hands. This formal conversation, (the auction or the bidding) will ultimately result in one partnership winning the auction in a suit that they feel will help them to control the play. The final bid is called the ‘contract’. It is important to realize that the contract is an agreement or promise of how many of the 13 tricks they expect to win during the play of the hand. However, the first 6 tricks are always called “book” and do not count toward the final bid. So, when bidding it is paramount to remember that a contract of “1” means “book plus one” or a total of seven tricks. Likewise, a contract of 2 would signify that the partners are expecting to take 8

tricks. The most any partnership may bid is a bid of 7 since there are only 13 tricks in a hand (book plus seven).

- The inventors of the game needed a way to make it more challenging for the side that had the majority of the points, so they decided to give a bonus if partners risked bidding to a higher level – ‘game’. A “game” bid is a contract of at least three no trump, four hearts, four spades, five clubs or five diamonds.
- In order to bid game and have a good chance of succeeding, partners together should have the number of recommended points as indicated in the chart below. Through bidding (which follows rules and guidelines), partners will be communicating about the number of points in each hand as well as the longest suits.

<b>Point Guidelines for Bidding to Game</b>	
<b>Game Bid</b>	<b>Points Required in Both Partner’s Hands</b>
3 NT, 4 ♥ or 4 ♠	25/26
5 ♣ or 5 ♦	29

- Games in a major suit (Hearts and Spades) require the partnership to hold 26 points between them. Games in a major suit require the partnership to take 10 tricks (book plus 4). Notice that bidding game in a minor-suit (Clubs and Diamonds) requires 3 additional points because it is necessary to win 11 tricks (book plus 5) for a game in a minor suit. This is the reason that minor suits are given a low priority when deciding the best contract. Many Bridge players enjoy playing the hand in no trump because a game bid of no trump can be achieved with a bid of three no trump (book plus 3). You will learn more about this when you learn about scoring the game.
- Tell the learners that bidding and responding is as important to the success in Bridge as the actual playing of the hand. Bidding and responding is an art that is mastered with years of Bridge playing practice. They will be learning only very basic Bridge guidelines for bidding and responding. However, if they follow these Bridge bidding and responding guidelines they will find that they will gain a base of knowledge upon which they may continue to build. Every bid should tell their partner something about their hand that s/he doesn’t already know. Bids are descriptions of the points you have in your hand and which are your long suits. You are always hoping that you and your partner will find a ‘fit’ – eight cards (or more) in one suit between your two hands.
- Review with the learners that when bidding progresses around the table clockwise, each bidder may respond in one of the following ways.
  - Bidders may pass
  - Bidders may make a new bid

- The auction ends either if all four players pass initially (in which case the hand is not played or scored) or when three players pass in a row after any bid(s) have been made. The final bid (the contract) is an announcement of how many tricks you think you and your partner will be able to make. You are also announcing which suit you will name as trump. The pair that did not win the contract is called the defense. The pair that made the last bid is divided further: the player who first made a bid in the suit of the final contract becomes the declarer and his or her partner becomes the dummy.
- Let the learners deal hands and practice bidding and playing hands until they become comfortable with the process.
- The learners now know the most common opening bids you will find in Bridge. Remind them that every time they bid they must try to tell their partner something s/he didn't know about their hand. The second bid starts to narrow down how many points and the distribution. This is called "rebid." There can be a rebid by opener and a rebid by responder.
- When responding, keep in mind what your partner is telling you in the bidding process. Remember, your partner is telling you how many points they have as well as in which suits they possess length. These legal conversations help you and your partner communicate across the table and help you to establish your contract.

### Rebidding -

It is not possible to detail every possible rebid in a beginner's course. Therefore the following guidelines will most generally be sufficient for beginning Bridge players. You will discover that rebids in other situations are similar to the ones described here, so a firm understanding of these rules will give the learners a solid background from which to expand.

### Raising Responder's Suit -

Usually the most desirable rebid by opener is to raise the suit bid by responder. Opener should have four trumps to raise since responder promised only a four-card suit when s/he bid at the one level. Basically, the more strength opener has, the higher the level s/he should raise.

Rebids by the Opener in the Partner's Suit		
Points	Trumps	Raise to
• 13-15	• 4+	• 2 level
• 16-18	• 4+	• 3 level
• 19+	• 4+	• 4 level

- Note that opener will become the dummy so s/he should use the “5-3-1” formula (see end of this lesson under Dummy Points) to count distributional points.

### **New Suit Rebids -**

If opener has four or more cards in an unbid suit (a suit that has not been bid), it may be convenient to bid that suit. This is almost mandatory when opener has a four-card major suit that can be shown conveniently at the one level.

<b>Bidding a New Suit as a Rebid by the Opener</b>		
<b>Points</b>	<b>Suit Length</b>	<b>Rebid</b>
• 13-18	• 4+	• Cheapest bid in suit
• 19+	• 4+	• Jump in suit

If opener names a new suit at the two level, s/he should have an unbalanced hand, otherwise a rebid in no trump (described later) would usually be more appropriate.

- When opener jumps in a new suit it is called a jump shift rebid and it is forcing to game. (The astute student may observe that the partnership is not certain to hold 26 points ( $19 + 6 = 25$ ), but the odds are overwhelming that opener and responder do not have exactly 19 and 6 points, respectively. Point-count bidding cannot be 100-percent accurate because of the limited number of bids available.)

### **Rebidding Your Original Suit -**

Opener also may rebid the same suit in which s/he opened the bidding. This usually requires at least six cards. With only a five-card suit a player should always look for some other rebid option. Rebidding five-card suits will tag a player as a bad Bridge player.

As usual, the stronger opener’s hand is, the higher he is allowed to bid.

<b>Rebids of the Original Suit by the Opener</b>		
<b>Points</b>	<b>Suit Length</b>	<b>Rebid</b>
• 13-15	• 6+ (rarely 5)	• 2 of your suit
• 16-18	• 6+	• 3 of your suit
• 19+	• 7+ (rarely 6)	• 4 of your suit

### **No Trump Rebids -**

It is common for opener to rebid in no trump. The meanings of these rebids depend on whether the response is a suit or no trump because opener will have different options available in each case.

If the response is one of a suit:

<b>Rebidding No Trump by the Opener to a Response of One in a Suit</b>		
<b>Points</b>	<b>Hand Pattern</b>	<b>Rebid</b>
• 13-14	Balanced	1 NT
• 18-20	Balanced	2 NT

If the response is one no trump:

<b>Rebidding options by the Opener to a Response of One No Trump</b>		
<b>Points</b>	<b>Hand Pattern</b>	<b>Rebid</b>
• 13-15	Balanced	Pass
• 16-18	Almost balanced	2 NT
• 19+	Balanced or almost balanced	3 NT

### **More on Point Count and Responding**

- Introduce more about distributional points. If partners have found a 'fit' (eight cards in suit between your two hands) they can now re-evaluate their hand and count extra points for shortness in other suits.
- Tell the learners: Do not count distributional points in a suit that partner has bid as you prepare your response. For example, if partner opens the bidding one heart, you should not count any points for shortness in hearts. Being short in your partner's suit is not an asset; your chances of finding a trump fit are diminished.
- **Dummy Points** - On the other hand, if partner bids a suit that you like, your shortness in another suit may be more valuable. If you intend to raise your partner's suit (you will become the dummy), use the following table for distributional points if you have at least *four* trump cards:

<b>Reevaluating Your Point Count After Your Partner's Bid</b>	
<b>Short Suit</b>	<b>Point Value</b>
Void	5
Singleton	3
Doubleton	1

For example, if partner opens the bidding one heart and you hold four hearts and a singleton spade, you should count 3 points for the singleton spade.

### **Rebid by Responder:**

Usually opener will have narrowed down the range of their points in their rebid.

The first thing responder should do is add opener's points to their own and if they do not add to 25/26 points responder will try and keep the bidding as low as possible.

There are four options:

- Pass if you are in a seven card fit or in NT and have a balanced hand
- Bid NT at the one level with a balanced hand
- Bid partner's first suit at the lowest level
- Re-bid your suit at the lowest level (if you have at least five)

If you have 25/26 points or more between you and your partner's hand, you will do one of three things.

- if you have a fit you will bid game in that suit
- If you don't have a fit and have a balanced hand you will bid game in NT
- If you don't have a fit, don't have a balanced hand you will make a 'forcing bid' to keep partner talking to you so that you can try to find your best possibility for game

### **Forcing Bids -**

A forcing bid is one that your partner is not allowed to pass. A game-forcing bid is one that says, "We have enough points for game"; hence, all bids by either partner are forcing until game is reached.

- After an opening bid of one of a suit, there are two important rules to guide your partnership in the bidding:
  - A new suit bid by responder is forcing.
  - A jump bid by responder is game forcing
- The concept of forcing and game-forcing bids is essential to accurate bidding. As the students better learn the game of Bridge they will see that forcing bids help move them towards game points.

### **Scoring:**

After the table has bid and played a game, show the students the technique of scoring bridge in a grid on the white board. Demonstrate how to use small score cards at each table. When the student has finished the game, then have dummy take the score card up front and fill in the grid information from his contract. Students love to write on the board.

Scoring will demonstrate to the students that the decisions they make in counting, naming a suit or no trump, and the level of the contract will result in a score which will be compared to other students:

TABLE	North/South	# of tricks made	Score	East/West	# of tricks made	Score
# 1	3NT	3	400			
# 2	2NT	4	180			
# 3				3D	3	110
# 4				1NT	2	120

## Day 5

This should be a day that the children play and practice everything they have learned. Have four or five hands dealt, set-up and duplicated for the tables so that all the students play the same hands and then score the hands as a game. The children love to go to a blackboard and write in their own scores.

If possible, arrange a class end 'party' and have a prize for the children who completed the course.

If you chose not to introduce Overcalls in an earlier lesson, do so now. It is no fun if you can't bid when you have a good hand simply because someone else opened.

If you were unable to discuss rebids by opener and responder at any length you might use this last day to teach/review this topic in more detail.

If the class has gone well and the children seem to have a good grasp of what you have taught, you might consider introducing them to take-out doubles.

Regardless of what you decide to teach on this day, the majority of the two hours should be spent in allowing the children to bid and play. They need time to allow all the things they have learned to 'settle' in their minds and they deserve a chance to enjoy the game of bridge after their hard work the last four days.

Give the children and parents written information about opportunities to pursue playing bridge. ACBL, School Bridge League, Bridge Base On-Line, and any local opportunities you are making available to your students.