



Adventures In Bridge

Bringing our members the best in Bridge!

So You Want to Become A Bridge Player?

Beginning Bridge – Start from scratch and learn the basics! Our beginning series will start with the very basics and take you through the most common conventions in use at most social and duplicate games, declarer play and defense. The lessons are organized into three series of classes. True beginners should start with the beginning bridge series, then progress through Bridge Basics II and Bridge Basics III. Organized for maximum fun while building a firm foundation of bridge knowledge!

Refresher Pairs Games – Ongoing games every Monday at 7:00 PM and Tuesday at Noon. Each session starts with a half hour lesson covering modern bidding techniques and follows with supervised play. The emphasis is on fun and learning with questions and discussion encouraged. These sessions are ideal for social bridge players who want to upgrade their knowledge and for those fresh out of the beginning series of classes. It is encouraged that players attend these individual sessions for three to six months before continuing with the Intermediate Lessons. Actual table experience is very helpful for future lessons. The only prerequisite is beginning bridge knowledge.

After our beginning Bridge classes and a couple months of play in our Refresher Pairs games, most players find they have the knowledge and confidence to play at most home social bridge groups with enough experience to participate effectively and enjoy the game while having a good foundation to continue the learning process on their own.

Those wishing to play duplicate bridge are encouraged to continue with our Intermediate Series of lessons to broaden their bridge foundation.

Intermediate Lessons – Three series of 6-week classes will introduce players to the finer aspects of bidding, play and defense. Each class consists of discussion of modern techniques followed by supervised instruction playing bridge hands. Each class has many handouts to enhance the instruction process. The three sessions of classes may be taken in any sequence. Free plays to our duplicate games are given for each class attended to encourage learning by practice.

Intermediate Games – Adventures In Bridge offers four Intermediate duplicate games each week. Attendance at these games is fun and will enhance the learning the process.

Advanced Classes & Seminars – These are additional lessons grouped into more narrow topics to help understand the finer points of the game. Three to six classes are usually scheduled each year.

Advanced Winning Declarer Play
Two Over One System Game Force
Partnership Bridge Defense
Lebensohl Convention
How to Compete in the Bidding
Defensive Signals
Double Trouble
Team Tactics
Slam Bidding
Counting Made Easy

Beginning & Intermediate Class Outlines

Beginning Bridge Series

Beginning Bridge: Basics of Bridge; Suits; No Trump; Taking Tricks; Language of Bidding; Bidding Ladder; Scoring; No Trump Opening Bids and Responses; Major Suit Opening Bids and Responses; Minor Suit Opening Bids and Responses; How to Play Bridge Hands; How to Defend Bridge Hands; How to Find Golden Fits and How High to Bid. (6 weeks)

Bridge Basics II: Competitive Bidding; Preempting Opening Bids; Weak Two Bids and Responses; Overcalls & Advances; Weak Jump Overcalls, No Trump Overcall; Takeout Doubles and Responses; The Double showing a strong overcall; Competitive Auctions; Penalty Doubles; Introduction of Play of the Hand. (4 weeks)

Bridge Basics III: Popular Conventions; Stayman Convention; Jacoby Transfers to majors; Signoff Bids in the Minors; Strong Opening Bids; Strong 2C Opener and responses; 2 No Trump Opening bid; Slam Bidding; Blackwood Convention; Gerber Convention; Basics on How to Defend a Bridge Hand. (4 weeks)

Intermediate Bridge Series

Intermediate #1: Opening Bids (Suits & NT); Planning Declarer Play; Counting Losers; Counting Winners; Ruffing in Dummy (or Short Trump Hand); Developing More Tricks; Responding with Different Point Ranges; Limit Raises; Getting Rid of Losers; Responding with Opening Bid or Better; Filling Out Conventional Card; Establishing Long Suits; Understanding the Odds; Rebids by Opener (including Reverses); Finesses & Ruffing Finesses; More Ways to Get Rid of Losers; Bidding Structure for NT; Hold Up Plays; Identifying Safe and Danger Hands; Jacoby Transfers; Stayman; Opening 1NT, 2NT, 3NT; Competitive Auctions; Overcalls; Take-out Doubles; Cue Bids in Direct Seat; Safety Plays. (6 weeks)

Intermediate #2: Strong 2C; Bidding Slams; Blackwood; Gerber; Cue Bids; Preempts; Unusual 2NT; Opening Light in 3rd seat; Responding as a Passed Hand; Balancing; Competing Against Preempts. Declarer Play: Safety Plays, End Plays (Elimination & Throw-In); Cross-Ruff; Loser on Loser; Double Finesses. Defense: Signaling attitude, count, suit preference. Strategy. (6 weeks)

Intermediate #3: Defense versus suit: Opening Leads; Hi-Low & Suit Preference Signals; Third Hand Play; Second Hand Play; Lead Directing Doubles; Penalty Doubles; Discarding; Negative Doubles; Jacoby 2NT; Splinters; Jacoby Transfers; Roman Key Card Blackwood; Strategy. (6 weeks)