

All Around Game 1 ~ Play

These “Preview Lessons” include multiple play topics on 12 Hands. No handout.

If you like a topic and want more detail, see PBB’s 5 Year Curriculum for Workshops and Seminars.

All course materials designed by World Champion & Master Teacher Donna Compton.

- Lesson 1** Long Suit Development, Counting HCP in Opponents’ Hands, Choice of Two Lines of Play, Using Vacant Spaces to Find Missing Honors, Deciding Which King to Finesse, Never Ever Suits & Strip Endplays, Entry Management, Loser on Loser Play and Careful Play.
- Lesson 2** Cross Ruff, Suit Division, Deceptive Declarer Play, Entry Management, Hold Up & Danger Hand, High Card Placement, Trump Management, Dealing with Bad Trump Breaks and Discovery Play.
- Lesson 3** Counting Out a Hand, Placing HCP Based on Bidding, Ducking in Notrump, Loser on Loser Avoidance Play, Discarding Losers on Extra Winners, Unblocking to Create Entries, Counting Losers, Long Suit Development, Missing 2 Queens & Danger Hand.
- Lesson 4** Danger Hand, Hold Up Exception, Strip & Endplay, Inevitable Losers, Hold Up Play, Counting Shapes, Counting HCP, Taking All of Your Chances and Trump Control.
- Lesson 5** Danger Hand, Combining Chances, Known Cards, Line with Time, Counting HCP, Failing Finesses, Entry Management, Long Suit Development, Counting Suits and Positive Assumptions.
- Lesson 6** Counting for Honors, Clubs in the Bidding, Entry Management, False Carding, Shape Counting, Strip & Endplay, Card Combinations and Vacant Spaces.
- Lesson 7** Counting Defenders HCPs, Counting Defenders Shape, Spot Cards Rule, Making the Opponents Pay, Entry Choices, Loser on Loser Play, Endplay, Preserving Entries and Hold Up Play Exception.
- Lesson 8** Clues from the Bidding, Repeat Finesse & Entry Management, Endplay at Trick #1, Technique Priorities, Unblock is Key, Timing: Fast & Slow Losers, Clubs from the Opening Lead, Combining Chances: Which Finesse? Cross Ruff Technique and What Could Go Wrong?