



Paul started playing bridge at an early age (about 10!) taught by his father. He played for his county at the age of 16 and was teaching his first class at an evening school aged 17.

Since then he has won many competitions locally and nationally, including Britain's premier teams-of-four event the Gold Cup. He has represented England in the Camrose series four times.

Paul has taught many classes over the years at all levels from rank beginner to advanced level and has written much of his own teaching material, *focussing on card-play*. Since retiring from his full time job as a maths teacher (he then became a part-time Schools inspector) he has devoted a lot of time to the updating of these teaching resources. Paul believes that **Vu-Bridge** is an excellent way for bridge players of all standards to hone their card-play skills as it shows them where they are going wrong. At the bridge table too many hands are allowed to slip by with mistakes not recognised and not corrected – the software used on this site forces players to stop, think and (with luck!) learn.

Paul stated: « *When beginners learn bridge they are taught a lot about bidding and, in my view, not enough about card play. Far too many bridge textbooks emphasise bidding methods and conventions and only mention the essentials of card play in passing. This series of hands is an attempt to redress the balance. Beginners need practice – lots of it – in playing as declarer (and as a defender) to understand the essentials of the game. The bedrock of card play at bridge is counting, counting suits, counting tricks, counting winners, counting losers, counting the opponents hands. The more practice students get in these fundamental techniques the more that they will gain insight into the game.* »

### **Paul's programme on Vu-Bridge:**

Paul has committed himself to provide 15 lessons (8 boards each) to Vu-Bridge's audience. The material is free to use for teachers and bridge clubs as well as players on their own.

Paul's series will be published once every fortnight, in this order:

- 1 The play of the cards in No-trumps.
- 2.1 Defence against No-trumps – Part 1 (\*)
- 2.2 Defence against No-trumps – Part 2 (\*)
- 3 Making use of favourable breaks.
- 4 Establishing suits.
- 5 Entries.
- 6 Drawing trumps.
- 7 Ruffing losers in the dummy.
- 8 The finesse, part 1. (The marked finesse).
- 9 The finesse, part 2. (The common finesse).
- 10 Ducking (to establish a side-suit).
- 11 Timing (counting winners & losers)
- 12 Timing (what to do first); discarding losers.
- 13 The Hold-up (1)
- 14 The finesse revisited (ruffing finesse; combination finesse)
- 15 Covering honours

(\*) In lesson 2, players will defend against 3NT.

Each part presents 4 hands played twice: once from each defender seat.