



# BIDDING HELP SHEET for the Learn to Play Bridge course – part 2



OPENING BIDS		RESPONSES		OPENER'S REBIDS	
<b>Balanced Hands</b>					<i>Pass after every response, except:</i>
12-14	Open 1NT You should have a balanced hand with: <ul style="list-style-type: none"> <li>no void or singleton</li> <li>at most one doubleton</li> <li>no 5-card major suit</li> </ul>	0-10 11-12 13+	<b>If you have a balanced hand</b> Pass (no 5 card suit) 2NT (can have a 5+ card minor suit) 3NT (can have a 5+ card minor suit)  <b>If you have at least a 5 card suit</b> 2♣/2♦/2♥/2♠ - <i>weak takeout</i> (if 11 points, you may also bid 2NT) 12+ Major suit – if 6+ cards, bid 4♥/4♠; if 5 cards, bid 3♥/3♠ <b>FORCING</b> Minor suit – bid 3NT		Raise 2NT to 3NT if you have 14 points or a strong 13 points, otherwise pass  Raise 3♥/3♠ to 4♥/4♠ if you have 3 or 4 card support, otherwise bid 3NT
15-19	Open one of a suit, then rebid NT		<i>See Responses to Opening Bids of One of a Suit, below.</i>	15-16 17-18 19	Rebid NT at the lowest level (or pass after a 1NT response) Jump rebid NT (i.e. bid 2NT or 3NT) Rebid 3NT
<b>Unbalanced Hands</b>					
12-19	<b>OPENING BIDS OF ONE OF A SUIT</b> Open 1 of a suit if you have: <ul style="list-style-type: none"> <li>an unbalanced hand with 12-19 points</li> <li>or a balanced hand with 15-19 points</li> </ul>	0-5	Pass		<b>If the responder has supported your suit</b> <ul style="list-style-type: none"> <li>If game is not possible, pass</li> <li>If game is possible if partner is maximum, then raise by one level – inviting partner to bid game</li> <li>If game is certain, bid it: 4♥/4♠/3NT</li> </ul> <b>If the responder has bid a new suit or NT</b> <ul style="list-style-type: none"> <li>With a Golden Fit, raise partner's suit:               <ul style="list-style-type: none"> <li>if weak (12-15), raise by 1 level</li> <li>if strong (16-19), raise by 2 or more levels</li> </ul> </li> <li>With at least a 5-4 distribution, bid your second suit               <ul style="list-style-type: none"> <li>if weak, bid <u>below</u> 2 of your first suit</li> <li>if strong, bid <u>above</u> 2 of your first suit <b>FORCING</b></li> </ul> </li> <li>With one long suit, bid it again               <ul style="list-style-type: none"> <li>if weak with a 5-card suit, rebid it at the 2 level <i>you need a 6 card suit if partner has responded 1NT</i></li> <li>if strong with a good 6 card suit, jump to the 3 or 4 level</li> </ul> </li> <li>If strong (15-19) and reasonably balanced, bid no trumps <i>see the Balanced Hands section, above</i></li> <li>If partner has responded 2NT, bid game with 14+ points</li> </ul>
10-11	You may open 1 of a suit if your hand passes the <b>Rule of 20</b> test: <i>your high card points</i> + <u>the number of cards in your 2 longest suits</u> = <i>at least 20</i>  <b>Which suit?</b> <ul style="list-style-type: none"> <li>The longest suit</li> <li>The higher ranking of two equal-length suits <i>except with 4 hearts and 4 spades - open 1♥</i></li> </ul>	6-9 10-12 13+	Bid 2 of the opener's suit Bid 3 of the opener's suit Bid 4♥/4♠/3NT  <b>If you can bid a new suit of your own, do so</b> <b>FORCING</b> Bid a 4+ card suit at the one level <i>Prefer a 4 card major at the one level to a 5+ minor at the two level</i> Bid at the two level if you have to, with 4+ ♣s/♦s or 5+ ♥s		
		6+ 9+ 6-9 10-12 13+	<b>If neither of the above, bid No Trumps</b> Bid 1NT – need not be balanced ( <i>the dustbin bid</i> ) Bid 2NT with a balanced hand Bid 3NT with a balanced hand		

OVERCALLS		RESPONSES	
8+	<p><b>OVERCALLING A SUIT</b> e.g. (1♦) 1♠, (1♥) 2♣, or (1NT) 2♥</p> <p>You must have a 5+ card suit containing 1+ of the top three honours</p> <p>You can bid your suit at the 1 level <i>You need 2 top honours if you have minimum points</i></p>	<p>0-5 Pass</p> <p>6-9 Bid 2 if possible, otherwise pass</p> <p>10-12 Bid 3</p> <p>13+ Bid game</p>	<p><b>With 3 cards in partner's suit, support her as if she opened the bidding</b></p> <p><b>With less than 3 cards in partner's suit</b></p> <p>Pass</p> <p>Bid your own very good suit (5+ cards with 2 top honours)</p> <p>Bid NT if balanced with a stop in the enemy suit:</p> <ul style="list-style-type: none"> <li>if partner overcalled at the one level: 9-12 1NT; 13-14 2NT; 15+ 3NT</li> <li>if partner overcalled at the two level: 11-12 2NT; 13+ 3NT</li> </ul> <p>If you can't make any of the above bids, then pass</p>
10+	<p>You can bid your suit at the 2 level if necessary <i>You need 2 top honours, or 1 in a 6 card suit</i></p>	<p>0-8 Pass</p> <p>9+ Bid your own very good suit (5+ cards with 2 top honours)</p>	<p>Bid NT if balanced with a stop in the enemy suit:</p> <ul style="list-style-type: none"> <li>if partner overcalled at the one level: 9-12 1NT; 13-14 2NT; 15+ 3NT</li> <li>if partner overcalled at the two level: 11-12 2NT; 13+ 3NT</li> </ul> <p>If you can't make any of the above bids, then pass</p>
16-18	<p><b>OVERCALLING 1NT</b> – e.g. (1♦) 1NT</p> <p>You need a balanced hand with a stop in the enemy suit</p>	<p>0-6 Pass (no 5 card suit)</p> <p>7-8 2NT (can have a 5+ card minor suit)</p> <p>9+ 3NT (can have a 5+ card minor suit)</p> <p>0--7 2♣/2♦/2♥/2♠ - weak takeout</p> <p>8 Major suit – if 6+ cards, bid 4♥/4♠; if 5 cards, bid 3♥/3♠ <b>FORCING</b></p> <p>Minor suit – bid 3NT</p>	<p>Bid as if partner has opened 1NT, but has 4 extra points</p> <p><b>If you have a balanced hand</b></p> <p><b>If you have at least a 5 card suit</b></p> <p>2♣/2♦/2♥/2♠ - weak takeout</p> <p>Major suit – if 6+ cards, bid 4♥/4♠; if 5 cards, bid 3♥/3♠ <b>FORCING</b></p> <p>Minor suit – bid 3NT</p>

**SCORING**

**Trick Points**  
If you make your contract, then for each trick won above six:  
♣ and ♦: 20  
♥ and ♠: 30  
No Trumps: 1<sup>st</sup> trick 40, then 30  
If you were doubled, each trick scores twice as much (but overtricks score 100).

**Bonus Points**  
If you succeed in a contract worth:  
20-90 trick points: 50 for **part-score**  
100+ trick points: 300 for **game**; 500 if *vulnerable*  
If you were doubled, you score an extra 50.

**Penalty Points**  
If you fail, the defenders score points:

No. of undertricks	Not vulnerable		Vulnerable	
	Not doubled	Doubled	Not doubled	Doubled
1	50	100	100	200
2	100	300	200	500
3	150	500	300	800
each extra undertrick	50	300	100	300

**GOLDEN FITS, CONTRACTS, GAMES**

**Golden Fit:** 8 or more cards in the same suit usually makes a good trump suit.

**Golden Contracts:** 4♥, 4♠ and 3NT are usually the best game contracts.

**Bidding Game:** 25 points are usually enough to bid game, or 24 if you have a long trump suit.