

BIDDING HELP SHEET

for part 2 of the Learn to Play Bridge course

OPENING BIDS		RESPONSES		OPENER'S REBIDS	
Balanced Hands					
12-14	Open 1NT if you have a balanced hand with: - no void or singleton - at most one doubleton - no 5-card major suit	0-10	If you have a balanced hand Pass (no 5 card suit)		Raise 2NT to 3NT if you have 14 points or a strong 13 points, otherwise pass.
		11-12	2NT (can have a 5+ card minor suit), inviting partner to bid		Pass after a 3NT response.
		13+	3NT (can have a 5+ card minor suit)		
			If you have at least a 5 card suit		
		0-11	2♣/2♦/2♥/2♠ - weak takeout (if 11 points, you may also bid 2NT)		Pass after any 2-level or 4-level suit response.
		12+	Major suit – if 6+ cards, bid 4♥/4♠; if 5 cards, bid 3♥/3♠ FORCING Minor suit – bid 3NT		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		See Responses to Opening Bids of One of a Suit, below.	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
20+	We'll come to this in Part 3 of the course				
Unbalanced Hands					
12-19	OPENING BIDS OF ONE OF A SUIT Open 1 of a suit if you have: - an unbalanced hand with 12-19 points - or a balanced hand with 15-19 points	0-5	Pass		If partner raised your suit - If your combined points are less than game points (25), pass - If game points are possible if partner is maximum, then raise by one level – inviting partner to bid game - If game points are certain, bid it: 4♥/4♠/3NT
10-11	Use the Rule of 20 test. If: your high card points + the number of cards in your 2 longest suits = at least 20 then you may open the bidding. If not, pass. Which suit? - The longest suit - The higher ranking of two equal-length suits except with 4 hearts and 4 spades - open 1♥	6-9	If you have at least 4 cards in the opener's suit, support it but if it's a minor suit and you have a 4+ major, bid that first Bid 2 of the opener's suit		If the responder has bid a new suit or NT - With a Golden Fit, raise partner's suit: - if weak (12-15), raise by 1 level - if strong (16-19), raise by 2 or more levels - With at least a 5-4 distribution, bid your second suit - if weak, bid below 2 of your first suit - if strong, bid above 2 of your first suit FORCING - With one long suit, bid it again - if weak with a 5-card suit, rebid it at the 2 level you need a 6 card suit if partner has responded 1NT - if strong with a good 6 card suit, jump to the 3 or 4 level - If strong (15-19) and reasonably balanced, bid no trumps see the Balanced Hands section, above - If partner has responded 2NT, bid game with 14+ points
		10-12	Bid 3 of the opener's suit		
		13+	Bid 4♥/4♠/3NT		
			If you can bid a new suit of your own, do so FORCING Bid your longest suit; if two 4-card suits, bid the cheaper one You can bid a 4+ card suit at the one level Prefer a 4 card major at the one level to a 5+ minor at the two level		
		6+	You can bid a 4+ card suit at the one level Prefer a 4 card major at the one level to a 5+ minor at the two level		
		9+	Bid at the one level if you can, or at the two level if you have to. You can bid 2♣/♦ with 4+ ♣s/♦s (if you have exactly 4 cards, you need 10 points) or 2♥ with 5+ ♥s.		
			If you can't support the opener or bid your own suit, bid No Trumps		
		6-9	Bid 1NT – need not be balanced (the dustbin bid)		
		10-12	Bid 2NT with a balanced hand		
		13+	Bid 3NT with a balanced hand		
20+	We'll come to this in Part 3 of the course				

OVERCALLS		RESPONSES	
Suit Overcall	<i>E.g. you bid 1♠ after an opponent opens 1♦, or 2♥ after an opponent opens 1♣ or 1NT</i>		With 3 cards in partner's suit , support her as if she opened the bidding Pass Bid 2 if possible, otherwise pass Bid 3 Bid game With less than 3 cards in partner's suit Pass Bid your own very good suit (5+ cards with 2 top honours) Bid NT if balanced with a stop in the enemy suit: - if partner overcalled at the one level: 9-12 1NT; 13-14 2NT; 15+ 3NT - if partner overcalled at the two level: 11-12 2NT; 13+ 3NT If you can't make any of the above bids, then pass
8-9	You must have a 5+ card suit Bid 1 of your suit if you can, or else pass <i>You need 2 top honours in a 5 card suit or 1 in a 6+ card suit</i>	0-5 6-9 10-12 13+	
10+	Bid your suit at the 1 level if you can <i>You need 1 top honour in your suit</i> Bid your suit at the 2 level only if you have to <i>You need 2 top honours in a 5 card suit or 1 in a 6+ card suit</i>	0-8 9+	
1NT Overcall 15-17	<i>E.g. you bid 1NT after an opponent opens 1 of a suit</i> You need a balanced hand with a stop in the enemy suit	0-7 8-9 10+ 0--8 9+	Bid as if partner has opened 1NT, but has 3 extra points If you have a balanced hand Pass (no 5 card suit) 2NT (can have a 5+ card minor suit) 3NT (can have a 5+ card minor suit) If you have at least a 5 card suit 2♣/2♦/2♥/2♠ - weak takeout Major suit – if 6+ cards, bid 4♥/4♠; if 5 cards, bid 3♥/3♠ FORCING Minor suit – bid 3NT
Double of 1NT 15+	<i>I.e. you double after an opponent opens 1NT</i> This is always a penalty double. You can have any shape of hand	0-5 6+	If you have a long suit, bid it as a weak takeout Pass
Takeout double 12+	<i>E.g. you double after an opponent opens with a suit bid.</i> FORCING A double is for take-out if: - partner has not yet bid - and it is of a suit bid no higher than 2♠ You should have: - no suit that you can overcall 0-2 cards in the enemy suit - at least 3 cards in each unbid suit preferably 4 in any major suit(s) <i>Do not bid again unless partner promises points</i>	0-8 9-12 13+ 6-9 10-12 13+	Bid your longest unbid suit <i>but prefer a 4 card major to a longer minor</i> Jump in your longest suit Bid game in your longest suit Bid NT if you have a stop in the enemy suit & no 4 card major: With 1 stop, bid 1NT With 2 stops, bid 2NT With 2 stops, bid 3NT

SCORING

Trick Points

If you make your contract, then for each trick won above six:

♣ and ♦ : 20

♥ and ♠ : 30

No Trumps: 1st trick 40, then 30

If you were doubled, each trick bid and made scores twice as much.
Overtricks score 100; 200 if vulnerable.

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 bonus points. If your doubled trick points total 100+, you also win the game bonus.

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 a Golden Contract game, or 24 if you have a long trump suit. (c)