

Beginners: Lesson 3

Bidding to Game:

- We will concentrate on bidding by points.
- Game in a **Major** - 4♠ or 4♥, needs 25 Total Points.
- Game in **NT** – 3NT, needs 25 HCP – do not count distribution.
- Game in a **Minor** – 5♦ or 5♣, needs about 27 Total Points – need to make 11 tricks

Open: 12+ HCP and 5 card Major or 4+ Diamonds or 2+ Clubs.

Respond: 6 - 9 HCP

- a) Bid 2 of partner's suit, showing a fit in the suit, *includes distribution points*
- b) show 4+ of another suit, still at the 1 level
- c) **1NT** showing the point count but no fit in the suit, and not enough points to bid at the 2 level
*** **No Fit & 10+ (HCP)**
- a) Bid a new suit at the 2 level. *You should have 5♥ over a 1♠ bid.*
Opener MUST answer your change of suit, even if it is 2NT saying I have no more to offer. It gives Responder another chance bid and continue to describe the hand. Maybe you have 19 HCP and just need to find a fit or establish NT!!
*** **With Fit & 10-12 (HCP + distribution)**
- a) **Bid 3 of Opener's suit:** showing a fit in the bid suit and inviting partner to check their total points and bid to game if possible
*** **With Fit & 12+ (HCP + distribution)**
- a) **Bid 4 of bid suit:** showing a fit in the bid suit and enough points to get to game (25 points)
*** **With Fit & 18+ (HCP + distribution)**
- a) **You could be looking at Slam. We will cover this in Week 7.** At this stage bid at the 4 level.

Opener:

- a) **After partner bids 2 of your suit**, consider very carefully before you go any further, partner has a max of 9 points for you!
If you bid at the 3 level you are saying only go to 4 level if you have 9 points (top of your range) - otherwise Pass. You may have committed yourself to getting an extra trick that may be your undoing!

If you hold 19+ total points you may want to bid at the 4 level: (19 + 6) gives 25 for game

- b) **Partner has bid at the 2 level and Changed Suit.** You **MUST** bid.
 - i) You can repeat your suit showing more than 5 in the suit
 - ii) < 15 HCP bid 2NT saying you have no more points, but allowing for partner to bid again if required (*they may have 19+ points and potential for Slam!!*)
 - iii) with 15+ HCP you can change suit, possibly looking for a NT game (15 + 10) HCP = 25

Responder:

- a) if Opener has changed suit again you should continue to bid, it may mean saying NT to say you have no more to say.
- b) it could also mean Opener is looking to play Slam, more about this later.

Exercise: Partner opened 1♥, what is your response:

- | | | | |
|-------------|-------------|------------|-------------|
| a) ♠ K J 5 | b) ♠ 7 5 3 | c) ♠ J 6 4 | d) ♠ 8 5 |
| ♥ A 9 8 5 | ♥ Q 7 3 | ♥ J 6 3 | ♥ K Q 9 6 4 |
| ♦ 7 | ♦ A J 7 5 3 | ♦ Q 9 5 4 | ♦ 4 |
| ♣ 9 7 5 3 2 | ♣ 8 5 | ♣ 7 6 4 | ♣ A 9 5 4 3 |

When Responder's bid implies 6 – 9 points, Opener should always think of **6 points** when doing their planning.

Eg, Opener has 17 total points, think $17 + 6 = 23$; **NOT** $17 + 9 = 26$. *Opener may want to bid at the 3 level saying if you are the top of your range bid up, else PASS.*

Exercise: You Open 1♥, Partner responds 2♥, what is your next bid:

- | | | | |
|-------------|---------------|--------------|-------------|
| a) ♠ 6 5 3 | b) ♠ A 7 4 | c) ♠ J 6 5 3 | d) ♠ A 6 4 |
| ♥ A Q 8 6 5 | ♥ A Q 7 6 4 3 | ♥ A K J 7 4 | ♥ K J 9 6 5 |
| ♦ A K 7 | ♦ A 8 6 4 | ♦ A 3 | ♦ 8 |
| ♣ 6 4 | ♣ - | ♣ 4 3 | ♣ A K Q 6 |

More Exercises: Remember you need 25+ Total Points to bid game

1. Partner opens 1♠, what do you respond

- | | | | |
|---------------|-------------|------------|-------------|
| a) ♠ A K 7 4 | b) ♠ 8 7 4 | c) ♠ K J 5 | d) ♠ Q 7 5 |
| ♥ 5 | ♥ Q 5 | ♥ A J 6 | ♥ A J T 7 5 |
| ♦ Q 9 6 5 3 2 | ♦ K J 4 | ♦ T 8 5 4 | ♦ 8 4 |
| ♣ 6 4 | ♣ J 8 6 4 2 | ♣ K T | ♣ J 7 4 |

2. You open 1♥, partner bids 2♥, what do you say now

- | | | | |
|--------------|--------------|---------------|-------------|
| a) ♠ A Q 6 4 | b) ♠ K Q J 5 | c) ♠ 5 3 | d) ♠ 6 4 |
| ♥ A Q J T 3 | ♥ A J T 6 4 | ♥ A K J 7 4 3 | ♥ A K J 6 5 |
| ♦ 8 5 | ♦ 4 | ♦ A K 5 4 | ♦ K 6 4 |
| ♣ 5 4 | ♣ K Q 7 | ♣ 4 | ♣ K 7 5 |

3. You open 1♠, partner bids 3♠, what do you bid

- | | | | |
|----------------|----------------|-------------|----------------|
| a) ♠ K Q T 6 4 | b) ♠ A K 8 5 4 | c) ♠ T 6 | d) ♠ A K 7 6 4 |
| ♥ A J 7 | ♥ 6 | ♥ A K 7 6 5 | ♥ A 6 4 |
| ♦ Q 9 4 | ♦ K Q 7 5 | ♦ 8 3 | ♦ 8 |
| ♣ 6 4 | ♣ T 7 6 | ♣ A Q 4 3 | ♣ J T 8 5 |

Playing Tip:

- Play the **Honour** from the hand with the **shorter holding first**. (*win from the short hand first*)

Eg 1 Your hand Dummy
 A Q 8 K 4

Play the K from Dummy then return to your hand. Try A then 8, can you return to the Q?

Eg 2 Your hand Dummy
 A 8 K Q J

Play the A from your hand then use the 8 to go to Dummy. Try the 8 to K then back to the A can you return to Dummy?

Eg 3 Your hand Dummy
 A K 8 Q J T 7 5

Play the A and K from your hand then use the 8 to go to Dummy.

Eg 4 Your hand Dummy
 Q 8 K J 5

When you need to find the A, still lead from the shorter side

Scoring a Bridge Hand:

- In Contract Bridge all NS players are competing against each other, likewise all EW players are competing each other when playing a Duplicate game.
- The computer scores all results for each board and ranks your position in relation to the rest of the partnerships.
- **Bidding is very important** to enable you to arrive at the top contract to gain the best score.
- When you **Bid Game** you get a **big bonus** to your score.
- **Game in the Majors** means 4♥ or 4♠, (10+ tricks). Game in NT will be 3NT (9+ tricks) and the Minors is 5♣ or 5♦ (11+ tricks).
- Below illustrates how to score your result – interesting, but not essential for you to know at this stage.
- Basically, majors and NT score 30 points per trick **above 6**, minors only score 20 points. NT also gets a bonus of 10 points.
- Your opponent scores 50 points for each trick you are short if you do not make your contract.

Scoring in Contract Bridge:

- 4♠ or 4♥ making 10 tricks; score $4 \times 30 + 300 = 420$ points. **Game** has been bid
- 2♠ or 2♥ making 9 tricks; score $3 \times 30 + 50 = 140$ points. Only **Part Game** has been bid
- 2♠ making 11 tricks; score $5 \times 30 + 50 = 200$ points ... sad, if game has been bid it would have been $5 \times 30 + 300 = 450$ points!
- 3NT making 9 score $3 \times 30 + 10 + 300 = 400$; 3NT making 10 score $4 \times 30 + 10 + 300 = 430$
- 5♣ or 5♦ making 11 score $5 \times 20 + 300 = 400$.
- 4♠ making 8 tricks; your opponent makes $2 \times 50 = 100$ points.
- 5♦ making 10 tricks; your opponent makes $1 \times 50 = 50$ points.

And then there's Not Vulnerable (green) and Vulnerable (red) ... another day!

Next Week: More Bidding – Homework/Preparation...read Chapter 3 of *The Language of Bidding*