

Bridge Workshop

Lesson #2 - Hand Evaluation, Partner Roles, &
Bidding

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Bridge terms

Strain - defines the Trump Suit or **NoTrump**

- Suit contracts: Spades, Hearts, Diamonds, Clubs
- No Trump

Level - defines number of tricks in the contract above "Book" that you think you will make

- **"Book" is the first 6 tricks and assumed as a part of every bid**
- Examples:
 - Contract of 3 Hearts requires 9 tricks: 6 (the Book) + 3
 - Contract of 6 Diamonds requires 12 tricks

Auction or Bidding concepts

- If partnership wants to “buy” the contract, one of the partners needs to start the auction - he/she is called the Opener or opening bidder
 - Opener’s task is to Describe the hand
- The partner of the Opener is called the Responder
 - Responder uses information from Opener to “steer” the partnership into appropriate contract - sometimes called the Captain

How does a player decide to open the bidding?

How does the responder decide which contract?

WHAT IS THE
GOAL
OF BIDDING?

TO ARRIVE AT A PROFITABLE
CONTRACT, BASED UPON THE
COMBINED ASSETS OF
PARTNER'S HAND AND YOURS.

YOU HAVE TO DETERMINE THE
TRICK-TAKING ABILITY
OF THE COMBINED HANDS !

THE POINT COUNT SYSTEM

A = 4

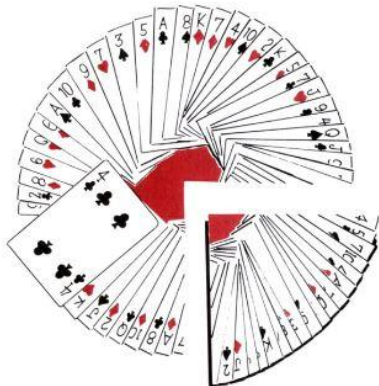
HOW MANY POINTS
ARE THERE IN THE
ENTIRE DECK?

40

K = 3

Q = 2

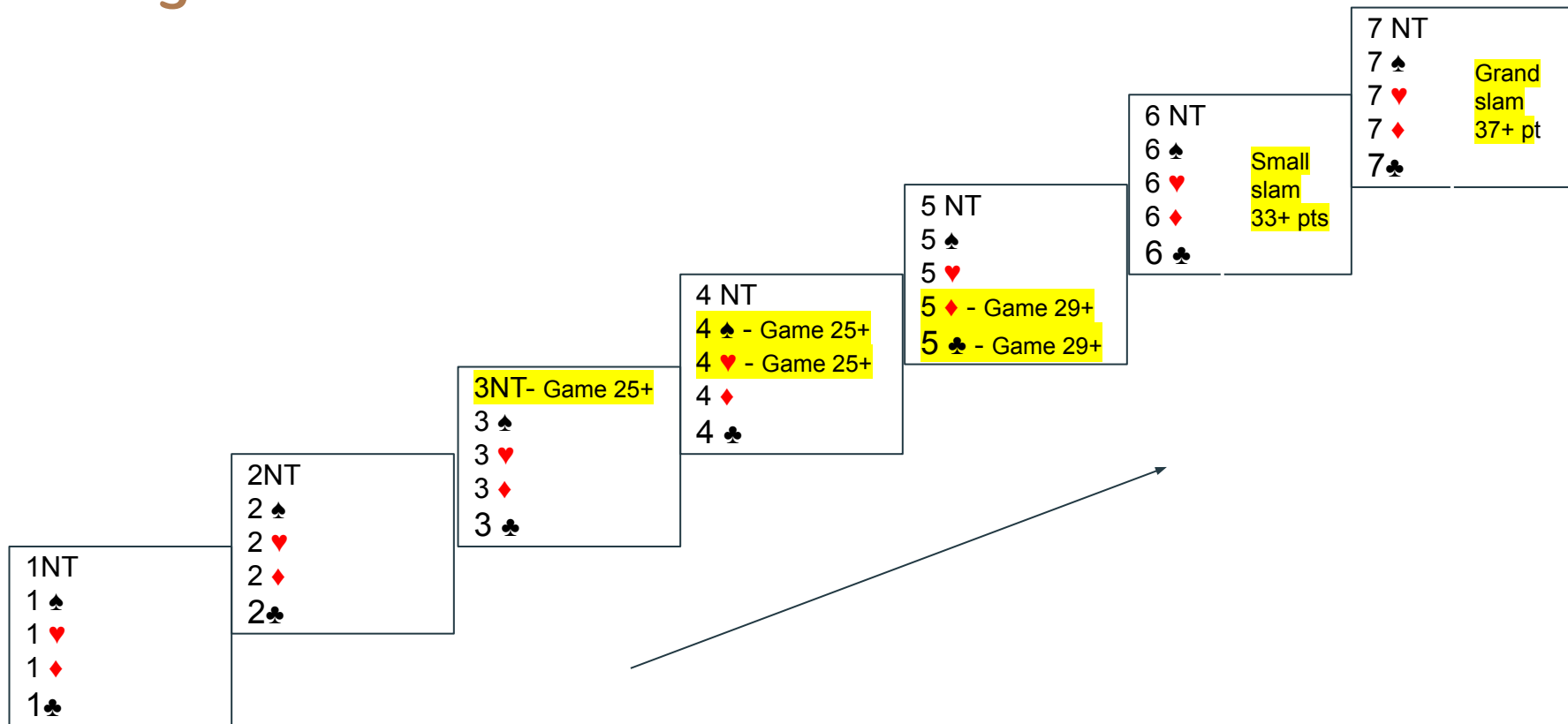
J = 1



HOW MANY
POINTS IN AN
AVERAGE
HAND?

10

Bidding ladder



HOW DO YOU WIN TRICKS

1. HIGH CARDS:

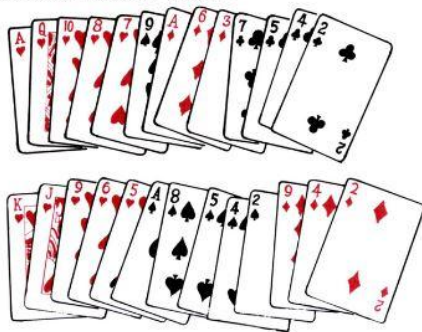


2. LONG SUITS:



3. TRUMPING:

EXAMPLE: HEARTS ARE TRUMP



Scoring points

- When you win the # of tricks you commit to (the contract), you get points
- If you don't win the # of tricks you commit to, your opponents get points
- Points given for tricks bid and won (in excess of book)
 - Diamonds and Clubs - 20 points for each trick over 6
 - Hearts and Spades - 30 points for each trick over 6
 - Notrump - 40 points for the first trick over 6 and then 30 points for each additional

Trick Scoring

- What are the points for each of these examples?
 - 2 Spades - 60 (2 x 30)
 - 4 Hearts - 120 (4 x 30)
 - 5 Clubs - 100 (5 x 20)
 - 3 Diamonds - 60 (3 x 20)
- Which of these equals 100 or more points?
 - **That's called a GAME!**
- ***Diamonds and Clubs - 20 points for each trick over 6***
- ***Hearts and Spades - 30 points for each trick over 6***
- ***Notrump - 40 points for the first trick over 6 and then 30 points for each additional***

Part Score and Game Score

- **Part score** - points for tricks made plus a **bonus of 50 points**
 - Ex. 3 Spades bid and made = 90 points + a bonus of 50 = 140 points
- **Game score** - points for tricks made (must be 100+ points) plus a **bonus of 300**
 - Ex. 4 Hearts bid and made = 120 points + a bonus of 300 = 420 points
- Other bonus points depend on vulnerability and bidding and making 6 or 7 tricks (called a slam)

Points earned by Opponents

- If the declarer fails to make their contract or bid (assume non-vulnerable)
 - Opponents earn 50 points for every trick less than the bid
 - Ex. - Declarer bids 5 Diamonds and only makes 3 (total of 9 tricks instead of 11)
 - This is 2 less than the contract - therefore the opponents get $2 \times 50 = 100$ points
- Other factors that increase the points the opponents can earn
 - Vulnerability of the Declarer
 - Doubling the contract by the opponents
 - Redoubling by the Declarer

Bidding

- Three basic types of opening bids to describe the hand
 - 5 - card major suit
 - No Trump
 - Minors

- Today's focus
 - Opening major suits - Hearts and Spades
 - Responding to a major suit opening

Primary objective - find an 8 card fit in a major suit between partners

- **Opener's 1st bid**
 - Open 1 Heart or 1 Spade with 12-19 HCP and 5+ cards in the major suit
- **Responder's 1st bid**
 - Pass - with less than 6 HCP
 - Bid 2 of Opener's suit - with 6-9 HCP and 3 of partner's suit
 - Bid 3 of Opener's suit - with 10+ HCP and 4+ of partner's suit
 - Bid 1 Spade (assumes Opener bid 1 Heart) if Responder has 4 Spades and 6+ HCP and less than 3 of Partner's opening bid
 - Bid 1 NT - we'll cover later
- **Opener's 2nd bid**
 - Bid 2 of partner's new suit with at least 4 in that suit
 - Bid 2 of Opener's initial suit with 6 cards in the suit
 - Bid 1 NT lacking 4 card support for partner's suit or 6 cards in the suit Opener initially bid

What is the “Responder’s” role in the bidding sequence?

- Responder is “captain”. Decides the level and strain of the contract.
 - Level - add total points in the partnership
 - 25 + points - play in “Golden Game” contract
 - Less than 25 - play in part score contract
 - Strain
 - Look for “Golden Fit” - 8 or more in a suit - preferably a major (♠, ♥)
 - If no Golden fit - play in NT
- Three categories of bid types (think of these as a traffic light)
 - Signoff - **STOP**
 - Invitational - **YELLOW**
 - Forcing - **GREEN**

Bid and Play hands

Hand evaluation

High card points - HCP

- Ace - 4 points
- King - 3 points
- Queen - 2
- Jack - 1

Distribution points - (long suits take more tricks!)

- 5 card suit - 1 point
- 6 card suit - 2 points
- 7 card suit - 3 points

Counting Points

	♠ 10 9 8 6 5 3 ♥ AKQ ♦ 9 8 ♣ Q J	♠ AQJ ♥ 9 6 4 3 2 ♦ J 9 4 3 ♣ 9	♠ 8 6 3 ♥ AQJ 9 ♦ K 9 8 ♣ AKQ
High Card Points (HCP)	12	8	19