



Bidding and Passing

A bid consists of a number and a denomination; a denomination is a suit or 'no trumps'. A player may call 'Pass'. As follows:

The "One" level (7 Tricks)

1 ♣ 1 ♦ 1 ♥ 1 ♠ 1 NT →

The "Two" level (8 Tricks)

2 ♣ 2 ♦ 2 ♥ 2 ♠ 2 NT →

The "Three" level (9 Tricks)

3 ♣ 3 ♦ 3 ♥ 3 ♠ 3 NT →

The "Four" level (10 Tricks)

4 ♣ 4 ♦ 4 ♥ 4 ♠ 4 NT →

The "Five" level (11 Tricks)

5 ♣ 5 ♦ 5 ♥ 5 ♠ 5 NT →

The "Six" level (12 Tricks) Small Slam

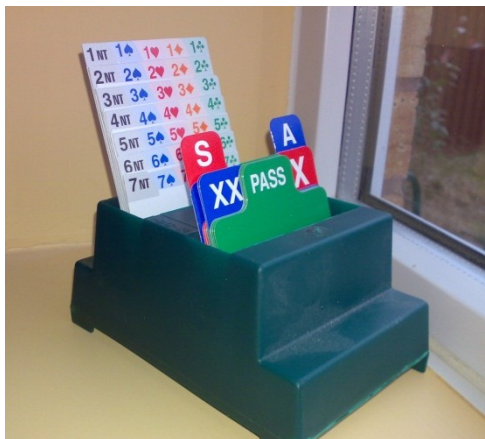
6 ♣ 6 ♦ 6 ♥ 6 ♠ 6 NT →

The "Seven" level (13 Tricks) Grand Slam

7 ♣ 7 ♦ 7 ♥ 7 ♠ 7 NT



Two Tips about Bidding Boxes



1. Make Sure the bottom/lid of the box is securely fastened before turning it over to put the cards in
2. Make Sure the Latch of the box is away from you before dividing the cards into two lots and dropping them into the slots

The Auction

- ♣ The first player to call is the 'dealer'. The dealer is identified on the board that contained the cards.
- ♣ The next call is made by the player on dealer's left, and so on round the table.
- ♣ If the auction consists of 4 passes, the cards are not played. In duplicate competitions, they are not re-dealt; they are put back into the board. In other bridge situations, they may be re-dealt. Each side scores zero points.
- ♣ When three passes follow a bid, the auction is over. The last pair to bid has undertaken the contract. The first player, in that pair, to bid the denomination is declarer.
- ♣ Bidding first (rather than passing) in an auction is called opening. There is only one opening bid in any auction; (If the other side then bid, it is called an 'overcall'; if opener's partner bids, it is called a "reply"). In general, you should have 12 or more high card points in your hand to open.



B1 L03 Bidding Boxes and The Auction NOTES

- ♣ If you have 12 high card points or more open “one” of your longest suit (the suit with the most cards). If you have two suits each with six cards, or, If you have two suits each with five cards, open the senior ranking suit.
- ♣ The contract is based on the final bid. The number is added to 6 to get the target. A suit mentioned will be trumps, or there will be no trumps. The pair making the final bid will be dummy & declarer. Declarer will be the first of the pair to bid the suit of the final bid, or no trumps.
- ♣ The player to declarer’s left chooses a card and places it face down. His partner either says “No questions” or may ask for a review of the bidding. Defender on lead then turns over his card. Dummy’s hand is placed face up on the table, in suits, with trumps to dummy’s right. The bidding cards are returned to their boxes. Declarer plays from dummy’s hand.

Writing Auctions Down

Auctions are often written down in a table with the compass points in each column like this:

N	E	S	W
P	P	1♥	P
P	P		



Glossary

Auction Each player, starting with the dealer, making calls until either all players have passed, or one player has made a bid, and the other three have passed.

Bid A call consisting of a number and either a suit, or "no trumps", representing a potential contract to win six tricks plus the number given, with the suit mentioned as trumps, or else with no trumps.

Pass Player not wishing to make a bid, shows this by passing.

Call Either a bid, or else pass.

Open Make the first bid in an auction (they may have been up to three passes already)

Passed Out An auction consisting of four passes

Contract An agreement that a player will attempt to make an agreed number of tricks with a designated suit as trumps or else without trumps. The contract is the last bid in the auction followed by three passes.

Level The set of bids with the same number e.g 2♣, 2♦, 2♥, 2♠ and 2NT, are the "two" level.

Bidding Boxes (Silent Bidders) Containers of sets of cards with all the bids and calls on them.