

How High Do We Bid?

- The Stop Light Chart Knows!

OPENER

Good 12 or
13—15 Points
Minimum Hand

16—18 Points
Invitational
Medium Hand

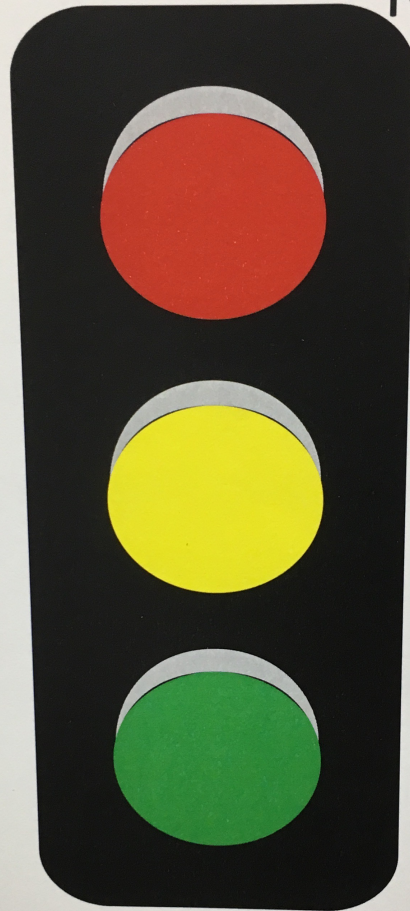
19 Plus
Game going
Monster Hand

RESPONDER

6—10 Points
Minimum Hand

11—12 Points
Invitational
Medium Hand

(Use 2/1
Here!)
13 Plus
Game Going
FORCING
Monster Hand



COMBINED HANDS

- 20 Points—Must Stay at 2 Level
- 23 Points—May bid to 3 Level
- 26 Points—May bid to 4 Level
- 29 Points—May bid to 5 Level
- 33 Points - Should be in 6—Small Slam
- 37 Points—Should be in 7—Grand Slam

(Use Rule of 23)

What are our 3 goals in bidding?

Which Strain, Find a Golden Fit & How High?

What does how high mean?

Part Score, Game or Slam!

If you know you only have enough for a **Part Score**, then just find a workable suit and stop!

- $\text{Min} + \text{Min} = \text{Stop}$

If you have more than minimum and **MAY** have enough for game you should explore.

- $\text{Min} + \text{Med} = \text{Invite game}$
- $\text{Med} + \text{Min} = \text{Invite game}$

Opener and Responder can sometimes invite game on their second bids

If you believe you have enough for game you should find the best place for the contract!

- $\text{Med} + \text{Med} = \text{Game}$. Use 2/1 or other methods

While exploring for your contract you need to understand who the **Captain** of the auction is, and understand **Forcing, Non-Forcing & invitational** bids