

BRIDGE BIDDING












in 15 minutes

WHAT'S THE AIM ?

TO JUDGE WHAT CONTRACT GIVES
YOUR SIDE THE BEST BALANCE OF

- A high score from a high contract bonus
- The least risk of failure (a minus score)

WHAT ARE THE LEGAL BIDS ?

- Any number, any denomination ( or NT)
 - set the target as number+6 tricks (so max level is 7) with the specified trump suit
- Also three calls :
 - PASS : nil to say (3 passes ends an auction)
 - DOUBLE : increases the scores (+ or -)
 - REDOUBLE : increases them again
- Every bid must be higher than previous
 - with  lowest, then , then , then , then NT
 - it goes from 1, 1 7, 7N

WHAT IS A BIDDING SEQUENCE?

- It's a conversation between you and partner
 - in a stilted, constrained language
 - trying to learn about each others' hands, so that one of you can make a sensible decision
- The final contract is very much an ESTIMATE of what you might make
 - You won't know your partner's exact cards
 - You won't know which opponent has the missing cards.

only about 2/3 contracts make

KEY TO ANY CONVERSATION ...

- Don't stop before you know the answer
 - but “talk” for too long and you get to a contract too high for you to make
- Both sides can bid, and the conversations interfere with each other
 - You can make their life difficult, but they can double and force you to play the contract you bid

LIKELY BEST ANSWERS

- If you have a viable trump suit, choose it
 - viable is 8+ cards between your two hands
- If you have a chance of making game, bid it
 - game bonuses come from 3N, 4♥/♠, 5♣/♦
- If they have very few potential tricks, you might bid a slam (for 12 tricks)
 - 10% of hands usually (3% are grand slams – all 13)

KEY INFORMATION IN BIDDING(1)

- How strong is your hand?
 - average is one of each of { A, K, Q, J }
 - commonly people count A=4, K=3, Q=2, J=1
 - so average hand is 10 HCP=high card points
- Bidding levels can be based on combined HCP
 - 25 HCP makes 9 tricks or 10 with trumps (game)
 - 33 HCP (out of max 40) makes 12 tricks usually

KEY INFORMATION IN BIDDING(2)

- What suits you have length in
 - and how long that length is
- Any bid of a suit promises 4+
 - bidding it again promises 5+
 - and again will promise 6+, etc
- Once you find an 8-card or better fit, support partner by raising that suit

KEY HAND TYPES

- **Balanced** – some length in every suit
 - no singletons, most balanced is 4333
 - bid NO TRUMPS to tell partner
- **Unbalanced single suiter** – a 6+ card suit
 - bid and rebid the suit to tell partner
- **Two suiter hands** : 5+ one, 4+ the other
 - bid longest suit first (highest of 55), then the other

KEY ADVICE

- Opening the bidding
 - needs an identifiably above average hand
- Responder raising the level of the bidding
 - fine if you have an agreed denomination
 - else you want to have an opening bid too
 - and in that case conversation must keep going until the partnership ends in game

GOOD IDEAS IN BIDDING

- Jump bids take space and leave you less space for your conversation, not good
 - but your jumps might steal their space
- Treat any NT bid as passable, treat any new suit bid as forcing a response. Make sure a partner who opens gets two bids.
- If you take the bidding to a higher level, you'll need extra HCP to take extra tricks

COMBINING SHAPE & STRENGTH

- **Balanced**
 - Open 1N to show balanced and 15-17 HCP
 - Open any suit and then bid NT for up to 14
 - Open any suit and then jump in NT for 18-19
 - Start with 2N for 20-21
- **Unbalanced**
 - Start with a suit, simple rebid no extras
 - Start with a suit, then jump with great extras

SCORING TABLE

	TRUMPS ♣ or ♦	TRUMPS ♥ or ♠	NO TRUMPS
PART-SCORE 7+ tricks	70, 90, 110 ...	80, 110, 140 ...	90, 120, 150 ...
GAME (varies)	11+ tricks 400, 420, 440 ...	10+ tricks 420, 450, 480 ...	9+ tricks 400, 430, 460
(SMALL) SLAM 12+ tricks	920, 940	980, 1010	990, 1020
GRAND SLAM all 13 tricks	1440	1510	1520

Alternatives are for more tricks than the minimum
 There are also variations for vulnerability (but not at minibridge)

MORE ON SCORING

- Being labelled “vulnerable” changes the bonuses and penalties
 - GAME=extra 200, SLAM=extra 250/500

Down by ...		1	2	3	4 ...
Non-vulnerable	Undoubled	50	100	150	200, 250 ...
	Doubled	100	300	500	800, 1100 ...
Vulnerable	Undoubled	100	200	300	400, 500 ...
	Doubled	200	500	800	1100, 1400 ...

THAT'S ENOUGH TO GET STARTED