



## The Science of Bidding

The bidding is a conversation between partners, used to arrive at a contract. Bidding is a competition between each partnership to determine which contract, would give their partnership their best scoring result, either declaring or defending.

### The Two Goals of Bidding

There are two goals in bidding:

1. Finding the proper place to play.

The first goal is to find the proper place to play the contract. The priority is to find an 8+ card major suit fit:

4 – 4            5 – 3            6 – 2            7 – 1            8 – 0

If you have a major suit fit, you will play in that major suit. If you lack a major suit fit, then if you have stoppers in all four suits you will play in a notrump contract. Lacking stoppers, you will play in your minor suit fit.

2. Figuring out how high to bid

Deciding how high to bid depends on the strength of the combined hands. Your bids help define the strength of your hand to partner.

### Finding the proper place to play

When we open a major suit, we promise 5 or more cards in the suit. This is the first tool to help find a major suit fit. Partner can support our suit with only 3 cards and know that we have at least an 8 card fit.

When opener rebids the suit that they opened, they guarantee a 6 card suit. This is the second tool to help find our major suit fit. If partner only has 2 cards in your suit, they know there is an 8+ card fit. Every time you rebid your suit, you show 1 more, so the third time you bid the suit you opened, you are showing a 7 card suit.

## How High to Bid

When we first evaluate our hand, we add our High Card Points (HCP) to our length points to come up with our initial valuation for our hand. When we support our partner's suit (and so know that we have an 8+ card fit), we can add dummy points, because we know that our shortness is valuable for partner in a suit contract:

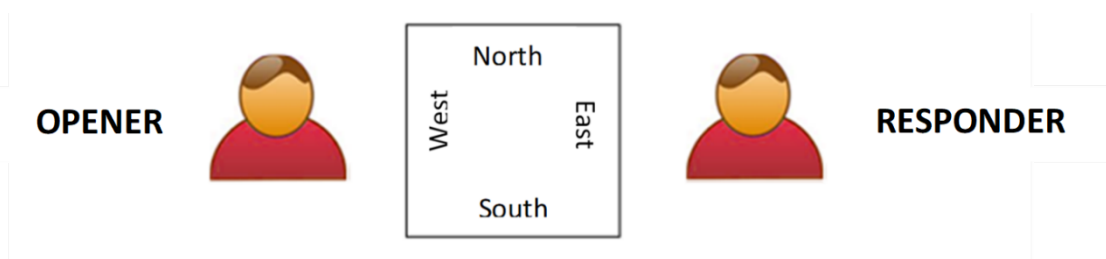
- 1 extra point for a doubleton
- 2 extra points for a singleton
- 4 extra points for a void

We then use the combined points of our hands to determine the level:

- Part score values (25 points or less)
- Game values (26-32 points)
- Slam values (33+ points)

## Total Point Valuations

We use our total point valuations to classify our hand as a small, medium or large hand. The meanings of small, medium and large differ depending on if you are opener or responder. Note that difference of each range is 3 points, or about the value of a King:



Small = 12-14 points  
 Medium = 15-17 points  
 Large = 18-20 points  
**points = HCP + length**

Small = 6-9 points  
 Medium = 10-12 points  
 Large = 13-15 points  
**Points = HCP + Dummy points with fit**

## How High to Bid

We use our bids to describe our hand range to partner. Then using the hand range we can determine how high to bid. Note that Invitational below means that one partner or the other needs to be at the top of their range:

Opener Hand Range	Responder Hand Range	Contract Level
Small (12-14)	Small (6-9)	Part Score
Small (12-14)	Medium (10-12)	Invitational to game
Small (12-14)	Large (13-15)	Game
Medium (15-17)	Small (6-9)	Invitational to game
Medium (15-17)	Medium (10-12)	Game
Medium (15-17)	Large (13-15)	Invitational to slam
Large (18-21)	Small (6-9)	Invitational to game
Large (18-21)	Medium (10-12)	Game
Large (18-21)	Large (13-15)	Slam

## Major Suit Opening Review

You will open 1♥ or 1♠ when:

1. You have 12 or more total points
2. You have a 5+ card major suit.
3. If you are 5-5 in the major suits, open 1♠ regardless of relative strength.

Here are some examples of a 1♥ opening bid:

♠ 9 8 3   ♥ A K Q 9 3   ♦ K 7   ♣ 9 7 6

♠ A 6 2   ♥ 9 8 7 5 3   ♦ A 4   ♣ A 6 5

♠ K 7 3   ♥ A K Q J 6   ♦ A Q   ♣ 8 3 2

♠ 5   ♥ Q J 9 7 4 2   ♦ K Q 3   ♣ A Q 4

## Auction Captain

In every auction one partner or the other is the captain. They are the one who has to make the decision of how high the partnership will bid (or decide to invite partner). The captain will make a bid that asks partner a question about their hand strength, so that the partnership can set the level of the final contract.

## Raise with a fit

When partner opens the bidding with a major suit, responder's first priority is to always raise with 3+ cards in opener's major. This tells partner that we have an 8+ card major suit fit, and now the only question is how high to bid. The rule is to "**Support with support**". Responder should use the following table for how high to support:

Hand Range (HCP + dummy points)	Responder First Bid
0-5	pass
Small (6-9)	raise partner to 2-level
Medium (10-12)	limit raise; jump to 3-level
Large (13-15)	bid 4 of the Major
Extra Large (16+)	Explore slam

## Opener's Second Bid after support

When responder supports your major suit opening, they have told you not only that you have found an 8+ card fit, but they have also told you the size of hand that they have.

As Opener, you are now the captain. You will:

- Pass if you are at the right level
- Invite Game or Slam
- Bid Game or Slam

Hand Range	Responder Range	Opener Second Bid
Small (12-14)	Small	Pass
Bottom of Small (12-13)	Medium	Pass (25pts max)
Top of Small (14)	Medium	Invite to game by bidding new suit that has length or honors
Bottom of Medium (15-16)	Small	Pass (25pts max)
Top of Medium (17)	Small	Invite to game by bidding new suit that has length or honors
Medium (15-17)	Medium	Bid game
Bottom of Large (18-19)	Small	Invite to game by bidding new suit that has length or honors
Top of Large (20-21)	Small	Bid game
Large (18-21)	Medium	Bid game
Large (18-21)	Large	Bid small slam

## Responder Second bid after Supporting

If opener passed, responder will not have a second bid. Opener has decided the proper contract level. Responder will only have a second bid when opener has invited to game by bidding a new suit. Responder evaluates their hand and decides whether to bid game or not:

Hand Feature	Responder Second Bid
4 card trump support	Bid game
Bottom of point range	Rebid major suit at the 3 level
Top of point range	Bid game
Middle of Point Range	Pass with Queens and Jacks
Middle of Point Range	Bid game with Aces and Kings

## Responses with no fit

When responder does not have a fit for opener's major suit (0-2 cards), then they need to make another bid. You only raise opener's major suit when you have 3+ card support. Since there is not a fit, responder should count their total points as if they were opening, add your HCP and length points, and then use the following priority table:

Hand Category	Responder's Bid
0-5	pass
Small (6-9)	bid a new 4+ card major at the 1 level
Small (6-9)	Bid 1NT
Medium or large (10-15)	Bid a 4+ card suit at the 1 level
Medium or large (10-15)	Bid a 5+ card suit at the 2 level
Medium (10-12)	With no 5 card suit, bid 2NT balanced
Large (13-15)	With no 5 card suit, bid 3NT balanced

**Responder's bid of a new suit is forcing for 1 round. Opener is not allowed to pass! Opener can pass responder's Notrump bids.**

**Opener's Second Bid**

When responder bids a new suit, opener is forced to make a second bid. This is because responder's hand strength is unlimited, they are simply requesting opener to further describe their hand. Opener can use the following table to describe their hand strength and shape:

**Opener Second bid**

Hand Category	Opener Rebids in order of Preference
Small (12 – 14)	Raise partners major suit with a fit Rebid a 6-card Major Raise partner's minor suit with a fit Bid a new 4+ card lower-ranking suit Bid cheapest notrump
Medium (15-17)	Jump raise partner's major suit with a fit Jump rebid a 6-card Major (16-17) Jump raise partner's minor suit with fit Bid a new 4+ card lower-ranking suit Bid game in NT
Large (18 – 21)	Jump to game with a good 6-card Major Bid game in partner's <b>major</b> suit with fit Bid a new <b>higher ranking</b> 4+ card suit Jump shift in a new 4+ card <b>lower ranking</b> suit Jump shift in NT

Responder should be in a position to place the contract, or make another forcing bid.