

BIDDING RULES

The purpose of bidding is to reach the highest contract your team can make. To evaluate your hand, use the following table to get a total point count:

High Card Points	Distribution Points
Ace = 4	Void (no cards in suit) = 3
King = 3	Singleton (1 in a suit) = 2
Queen = 2	Doubleton (2 in a suit) = 1
Jack = 1	

A "game" bid will usually require 26 or more points between the partners' hands. A bid of six or seven (called "slam") requires 33 or more points. Slam bids earn a scoring bonus.

Unfortunately, you are not allowed to call out your hand's point count. Instead, you must hint at it using the various conventions of bridge bidding. The more common conventions are discussed below.

BASIC OPENING BIDS

You may open the bidding with one of a suit if you have at least 13 points in your hand. An opening bid of one No-trump shows 16 to 18 high-card points, with no voids, no singletons, and not more than one doubleton. Do not open one No-trump with a five card major. It is all right to open a No-trump with a five card minor.

Which suit to bid? A four card suit is biddable, but always open your longest suit. With two suits of equal length, bid the highest ranking suit first, i.e., with 4 hearts, 4 spades and 13 points in your hand, open the bidding with one spade.

RESPONSES TO SUIT BIDS

The partner who opens the bidding (bids first) is called the Opener; the partner is called the Responder. The Responder evaluates his hand with the same point count method as the Opener. With 6 points, the Responder must bid; with less than 6 points, Responder must pass. With 6 to 9 points and 4 cards in Opener's suit, bid 2 in the Opener's suit. With 6 to 9 points and without 4 cards in Opener's suit, Responder makes a bid at the one level, either with one of his biddable suits or 1 No-trump. With 10 points or more, Responder may bid at the 1 level or 2 level in a new suit. With less than 10 points, Responder cannot bid at the 2 level in a new suit.