

Bidding Mechanics

What is the Partnership looking for?

By convention, the bidding starts at the 1 level which is equivalent to winning 7 tricks (Higher opening bids will be covered in Lessons 4 and 5)
(Opening the bidding will be covered in more detail in Lesson 2)

The partnership is looking for a **fit** in a nominated suit. In Bridge a fit is defined as having at least 8 cards between the two hands in the nominated suit. With no fit it is probably better to play in No Trumps

The aim of the Partnership is to find the best contract at the correct level. The correct level depends on whether the partnership has a fit in the nominated suit, and the number of points between the partnership

- **Partscore** Combined points less than 25
- **Game** Combined points 25 – 32
- **Slam** Combined points 33 +

Where do the points come from?

We value

A = 4	
K = 3	Each suit contains 10 HCP
Q = 2	Each deal contains 40 HCP
J = 1	

Why look for Game?

There is a bonus of 50 if you win the bidding and make your contract

You get a large bonus if you bid and make **game** (score of 100)

The number of tricks required for game depends on the suit chosen for the contract

3 NT	= 9 tricks
4 ♥/♠	= 10 tricks
5 ♣/♦	= 11 tricks

There is an additional bonus if you bid to **slam** (12 or all 13 tricks - see lesson 5)

The opponents receive a score if Declarer fails to make their contract

Scoring will be covered in more detail in Lesson 11

The Auction

- The **Dealer** is the first to call, they may either **Pass** or make a positive bid naming a level of bidding and a suit. The first person to name a suit (and not Pass) is known as the **Opener**
- The next player clockwise may either Pass or may make a bid which must be higher than the previous bid

Lesson 1b

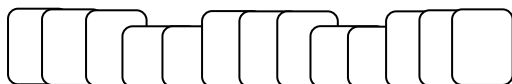
- The auction continues clockwise until there are three consecutive **Passes**
- The **contract** is the last bid made before those passes
- **The player who first bid the suit nominated in the contract is the Declarer**
- **Bidding is a conversation between partners that can sometimes last for 3 or more rounds**

The Play of the Hand

- The **Declarer** is the person who plays the hand
- The **opening lead** is made (card face down) by the person on the Declarer's left
- **Dummy** (Declarer's partner) places their cards face up on the table, lengthwise in four columns, with the trump suit (if there is one) on the right
- The lead card is then turned over
- The Declarer makes all decisions in the play of **both their own cards and Dummy's cards**
- Dummy cannot suggest a play to Declarer

Placing of cards

- Played cards are placed individually in front of each player
- Cards are placed vertically if the trick is won
- Cards are placed horizontally if the trick is lost



We won 9 tricks

Once the number of tricks won has been agreed, the cards are then collected together, counted, shuffled, and returned to the appropriate place in the board ready for the next table to play

Note: a 4 card suit means 4 or more cards
3 + points means 3 or more points

Famous Bridge Hands #1b

James Bond held this hand. His partner held a hand with no diamonds and 76532 in clubs. Bond was able to trump the opening lead, finesse Drax's clubs, and trump two rounds of Diamonds and therefore take all 13 tricks!

