

The Language of Bidding

By Chris Dixon

N	E	S	W
1NT	P	3NT	

N	E	S	W
1♦	P	3NT	

What is the difference (if any) between South's 3NT bids in these 2 bidding sequences?

The Reasons For Bidding

- 1 Discover your best contract
- 2 Compete the auction
- 3 Assist the defence
- 4 Steal Opponents' Bidding Space

A presumption exists during the auction regarding which side holds the majority of the high cards. This side generally bids constructively, the other side defensively. Some bids change the presumption. The presumption starts with an opening bid.

Constructive Bids

1 Level Openings

Natural NT Bids

Doubles

Defensive Bids

Weak Opening Bids

Suit Overcalls

Pre-emptive Raises

The Meaning of Bids

1. Informative Bids
2. Question Bids
3. Final Contract Bids

Examples of Informative Bids

Limit Bids	Specific Information
Unlimited Bids	Wide ranging information
Take Out Doubles	Points and hand type
Responses to RKCB	Key cards
Pre-emptive Bids	Hand Type
Cue Bids	Controls

Examples of Question Bids	
Stayman	Specific Question
Invitational Bids	Minimum/Maximum
4 th Suit	General question
RKCB	Key cards
Relays and Puppets	Eg Transfers

Examples of Final Contract Bids	
Unconditional Game Bids	1NT - 3NT
Pass of an informative Bid	1H - 1S - 3H - Pass
Pass Reply to a Question	1NT - 2C - 2S - Pass
Alternative Final Contract	1NT - 2D - 2H - 3NT

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N	E	S	W
1D	P	3NT	

What is the difference (if any) between South's 3NT bids in these 2 bidding sequences?

Distribution Types

Type	Description	Frequency
Balanced	4333, 4432, 5332	48%
One Suited	6-8 cards in one suit	12%
Two Suited	5+ 4+ in two suits	35%
Three Suited	4441, 5440	4%
Freak	8500, 7600, or 9+	1%

Methods of Hand Valuation

Point Count

Simple but fairly accurate

Losing Trick Count

Support types only

Distribution Type

Zone (Part Score)

Up to 24 HCP or > 14 losers

Zone (Game)

25 HCP or < 15 Losers

Zone (Slam)

> 29 HCP or < 13 Losers

WHEN YOU ARE STUCK

- 1 Whether to bid, or what to bid?
- 2 Determine ZONE
- 3 Check Losers on Support Types
- 4 Check Working HCP and Fit
- 5 If Zone is Game, Force or Guess
- 6 Don't take control

Bidding Subsystems

2♣

Pre-empts

Slams

2NT

2♥/♠

2♦

Support

1NT

Opening

1♣, 1♦, 1♥, 1♠

Forcing Bids

By Opener

Any reverse (FG after 2 level response)

New suit after 2 level response

Any new suit jump (FG after 2 level response)

Jump rebid after 2 level response (FG)

By Responder

Any new suit (4th suit = FG?)

Anything after a 2NT rebid by opener (FG)

Anything after a jump rebid by opener (FG)

Minimum level openings (11-14 HCP)

Balanced	Open 1NT whenever possible
Two suited	Open 1NT with some 5422 hands
	Rebid 5 card suit to avoid a reverse
Three suited	Assume a response in your short suit
One Suited	6-4 hands are often best as 1 suited

Opening 1 of a suit - Planning

Hand Type	Opening	Rebid
Balanced	1NT - OR	NT
One Suited	1 Suit	Rebid Suit
Two Suited	1 Suit	Rebid New Suit
Three Suited	Improvise	Improvise

1) ♠ K J 9 8 4
♥ 7 5 2
♦ A Q 7
♣ K 3

2) ♠ K 10 8 7
♥ A Q 2
♦ A J 9 5
♣ K 8

3) ♠ A Q 8 4
♥ J 6
♦ Q 8 7 6 3
♣ K 7

4) ♠ A Q 10 7 4 2
♥ Q 2
♦ K J 9 3
♣ 9

5) ♠ 4
♥ A 10 8 6 3
♦ A Q 10 7 2
♣ 9 3

6) ♠ A Q 8 5
♥ 7
♦ A K Q 8 3
♣ Q 10 3

7) ♠ A 9
♥ J 5 2
♦ A Q J 9 7 4 2
♣ 4

8) ♠ K Q 6 4
♥ A Q J 10 7
♦ 10
♣ 9 8 7

9) ♠ 5
♥ J 8 5 4
♦ K Q 9 5
♣ A K 10 7

Responding to 1 of a suit

6-9 HCP

1. Support a major suit with 4 cards (2H/S)
2. Bid a 4 card suit at the 1 level
3. Support a minor suit with 4 cards (2C/D)
4. Support a major suit with 3 cards (2H/S)
5. Bid 1NT

10+ HCP

1. Support a major suit with 4+ cards
2. Bid a new suit
 - Longest suit
 - Higher of 2 5 card suits
 - Cheaper of 2 4 card suits

14+ HCP

1. Jump in a new suit with 1 suited hand only
2. Otherwise bid as for 10+ HCP Rules

1) ♠ K 9
♥ 7
♦ Q J 7 6 5 2
♣ J 8 6 2

2) ♠ Q 8 2
♥ Q 9 3
♦ K 7
♣ 10 8 6 4 2

3) ♠ A Q J 7
♥ 7
♦ K Q 9 6 3
♣ J 9 4

4) ♠ A Q J 8
♥ Q 10 8 4
♦ Q 8 2
♣ 10 4

5) ♠ 5
♥ K J 10 7 3
♦ K 2
♣ 10 8 7 5 3

6) ♠ A 10 4
♥ K 8 3
♦ A 9 7 3
♣ Q J 7

7) ♠ A Q J 10 8 4
♥ 7 3
♦ A 8 2
♣ K 7

8) ♠ A Q J 10 8 4
♥ 7 3
♦ A K 10 7
♣ 4

9) ♠ K Q 8 6 2
♥ A 10 8 3
♦ A 2
♣ 10 4

Rebids by Opener after 1 level response

<u>Type</u>	<u>Minimum</u>	<u>Strong</u>
Support	2 level (3+)	3-4 level
Balanced	1NT (15-17)	2NT (17-19)
One Suited	2 level	3 level
Two Suited	New suit (if cheap)	2nd Suit

None of the above bids is forcing except the reverse (uneconomical new suit bid).

With a very strong 2 suiter, you can make a jump in a new suit. This shows 5-5 and 18+ HCP.

1) ♠ A 9
♥ A Q 9 6 2
♦ A K 10 7
♣ 8 2

2) ♠ Q 8 2
♥ A K 9 6 2
♦ K 10 7 2
♣ 8

3) ♠ A Q J 7
♥ A K 8 6 2
♦ 3
♣ J 9 4

4) ♠ 2
♥ A K Q 9 7 3
♦ A J 8
♣ K 7 2

5) ♠ Q
♥ K J 8 7 3
♦ Q 9 7 2
♣ A Q J

6) ♠ J 8
♥ K Q 10 8 3
♦ A Q 9
♣ A Q 7

7) ♠ 2
♥ A K Q 8 3
♦ 10 6
♣ A K Q J 7

8) ♠ None
♥ A Q 10 9 6 2
♦ Q 9 7 2
♣ A 7 2

9) ♠ A J 8
♥ K Q 8 2
♦ A 10 7
♣ Q J 6

Rebids by Opener after 2 level response

<u>Type</u>	<u>Minimum</u>	<u>Strong</u>
Support	3 level (3+)	Jump Cue/Splinter
Balanced	2NT (15+)	2NT (15+)
One Suited	2 level	3 level (FG)
Two Suited	New suit (if cheap)	2nd Suit

New suit bids are F1. Strong rebids are FG

With a very strong 2 suiter, you can make a jump in a new suit. This shows 5-5 and 18+ HCP.

1) ♠ A 9
♥ A Q J 6 2
♦ A K 10 7 3
♣ 8

2) ♠ K Q 8 2
♥ A K 9 6 2
♦ 10 7 2
♣ 8

3) ♠ A Q J 7
♥ A K 8 6 2
♦ 3
♣ J 9 4

4) ♠ 2
♥ A K Q 9 7 3
♦ A J 8
♣ K 7 2

5) ♠ A Q J
♥ K J 8 7 3
♦ Q 9 7 2
♣ Q

6) ♠ J 8
♥ K Q 10 8 3
♦ A Q 9
♣ A Q 7

7) ♠ 2
♥ A K 9 8 3
♦ A 10 6
♣ A Q 10 7

8) ♠ K 7 3
♥ A Q 10 9 6 2
♦ Q 9 7 2
♣ None

9) ♠ 7
♥ K Q 9 8 2
♦ A 10 7
♣ Q J 6 2

Rebids by Opener after 1NT Response

<u>Type</u>	<u>Minimum</u>	<u>Strong</u>
Balanced	Pass (15-16)	2NT/3NT (16-19)
One Suited	2 level	3 level
Two Suited	New suit (if cheap)	2nd Suit

None of the above bids is forcing except the reverse (uneconomical new suit bid).

With a very strong 2 suiter, you can make a jump in a new suit. This shows 5-5 and 18+ HCP.

1) ♠ A 9
♥ A Q J 6 2
♦ A K 10 7 3
♣ 8

2) ♠ K Q 8 2
♥ A K 9 6 2
♦ 10 7 2
♣ 8

3) ♠ A Q J 7
♥ A K 8 6 2
♦ 3
♣ K 9 4

4) ♠ 2
♥ A K Q 9 7 3
♦ A J 8
♣ K 7 2

5) ♠ 2
♥ K J 8 7 3
♦ A 9 7 2
♣ K J 2

6) ♠ A Q 7
♥ K Q 10 8 3
♦ A Q 9
♣ J 8

7) ♠ K 2
♥ A K Q 9 8 3 2
♦ A 9 6
♣ 7

8) ♠ K 7 3
♥ A Q 10 9 6 2
♦ Q 9 7 2
♣ None

9) ♠ 7
♥ K Q 9 8 2
♦ A 10 7
♣ Q J 6 2

♠ K J 10 2
 ♥ 6 2
 ♦ 9 6
 ♣ A K Q J 5

1C 1D 1S P
 ?

♠ K 6 2
 ♥ A K 10 2
 ♦ 10 2
 ♣ Q 9 6 2

1C P
 1H P 3C P
 ?

♠ 10 9 8 6
 ♥ A K 10 9
 ♦ 9 8 5 3
 ♣ 4

1H P
 ?

♠ K J 10 2	A Q 8 4 3	1C	1D	1S	P
♥ 6 2	K 10 8	?			
♦ 9 6	A 10 7 3				
♣ A K Q J 5	4				

♠ K 6 2	A			1C	P
♥ A K 10 2	Q 7 5	1H	P	3C	P
♦ 10 2	A 7 4	?			
♣ Q 9 6 2	A K 10 8 7 5				

♠ 10 9 8 6	4			1H	P
♥ A K 10 9	Q J 5 4 2	?			
♦ 9 8 5 3	A K 2				
♣ 4	Q J 9 7				

♠ A 3			1H	P
♥ A 9	2C	P	2H	P
♦ 8 7 6	?			
♣ A J 9 8 4 2				

♠ 5 3			1H	P
♥ A 6 5	2H	P	2NT	P
♦ K 10 9 5 4	?			
♣ J 3 2				

♠ K 10 9 7	1H	P	1NT	P
♥ A Q J 7	2NT	P	3D	P
♦ J 8	?			
♣ A K 8				

♠	A 3	10 7 2			1H	P
♥	A 9	K 10 8 7 3 2	2C	P	2H	P
♦	8 7 6	A K Q	?			
♣	A J 9 8 4 2	3				

♠	5 3	A Q 10			1H	P
♥	A 6 5	K J 9 2	2H	P	2NT	P
♦	K 10 9 5 4	Q J	?			
♣	J 3 2	A 10 9 4				

♠	K 10 9 7	Q	1H	P	1NT	P
♥	A Q J 7	10 4	2NT	P	3D	P
♦	J 8	K 10 7 6 4 3	?			
♣	A K 8	J 7 4 2				

♠ A 7 3 2			1D	P
♥ K 5	2C	P	2H	P
♦ Q	?			
♣ A K J 10 6 3				

♠ A J 10 6	1C	P	1H	P
♥ 6	1S	P	2H	P
♦ A 8 6	?			
♣ K Q 6 4 2				

♠ 9 8 4			1D	P
♥ A 6 3	2C	P	3C	P
♦ A 5 3	?			
♣ K 9 7 3				

♠	A 7 3 2	8 6			1D	P
♥	K 5	A Q J 9	2C	P	2H	P
♦	Q	A K J 10 9 7 4 2	?			
♣	A K J 10 6 3	None				

♠	A J 10 6	Q 8 2	1C	P	1H	P
♥	6	K Q 9 4 3 2	1S	P	2H	P
♦	A 8 6	Q 3 2	?			
♣	K Q 6 4 2	3				

♠	9 8 4	5 3			1D	P
♥	A 6 3	K 10	2C	P	3C	P
♦	A 5 3	K Q 9 6 2	?			
♣	K 9 7 3	A Q 8 4				

SUPPORT BIDS

The Losing Trick Count

Count 1 loser for each of A,K,Q missing

Maximum losers = number of cards held

Unsupported Qs must be balanced by an Ace

Minimum opening = 7 losers

Minimum response = 9 losers

Add losers to partner's and subtract from 18

Use as a guide, not as a rule

SUPPORT BY RESPONDER to 1H or 1S

<u>HCP</u>	<u>Losers</u>	<u>Bid</u>
6-9	9	2 level (with 3+ cards)
9-12	8	3 level (4+ cards)
10-12	7	4 level (or Splinter)
13+	<8	2NT

SUPPORT BY OPENER to 1H or 1S

<u>HCP</u>	<u>Losers</u>	<u>Bid</u>
12-15	7	2 level (with 3+ cards)
15-18	6	3 level (4+ cards)
17-19	5	4 level (or Splinter)

1) ♠ A 10 8 3
♥ A 9 6
♦ A J 7 6 2
♣ 8

2) ♠ Q 10 8 3
♥ Q 9 6
♦ Q J 7 6 2
♣ 8

3) ♠ A J 9 7
♥ A 9 8 6 2
♦ 3
♣ Q 9 4

4) ♠ Q 8 2
♥ A 2
♦ Q 9 7 5 2
♣ 10 7 2

5) ♠ K Q 8 6 2
♥ K 8 7 5 2
♦ 2
♣ J 2

6) ♠ A Q 7 2
♥ 9 7
♦ K J 8 2
♣ J 7 2

7) ♠ A 10 8 7 2
♥ A Q 7
♦ A J 8 7 2
♣ None

8) ♠ K J 3 2
♥ 7 3
♦ 10 9 8 2
♣ 10 7 2

9) ♠ 7
♥ K Q 9 8 7 2
♦ A J 9 7 2
♣ 2

♠ Q J 6 2

♥ A 6 5 2

♦ 8 2

♣ 9 5 4

1S P
2S P 3D P

?

♠ A 6 5 2

♥ Q J 6 2

♦ 8 2

♣ 9 5 4

1S P
2S P 3D P

?

♠ A 6 5 2

♥ 8 7 5 2

♦ K 2

♣ 9 5 4

1S P
2S P 3D P

?

♠	Q J 6 2	K 8 7 4 3			1S	P
♥	A 6 5 2	9 3	2S	P	3D	P
♦	8 2	A J 7 3	?			
♣	9 5 4	A K				

♠	A 6 5 2	K 8 7 4 3			1S	P
♥	Q J 6 2	9 3	2S	P	3D	P
♦	8 2	A J 7 3	?			
♣	9 5 4	A K				

♠	A 6 5 2	K 8 7 4 3			1S	P
♥	8 7 5 2	9 3	2S	P	3D	P
♦	K 2	A J 7 3	?			
♣	9 5 4	A K				

♠ A 9 3 2

♥ A Q J 7

♦ K 10 8

♣ K 8

1H P 2H P

?

♠ Q 10 8 3 2

♥ 6

♦ K 7 6

♣ A 8 4 2

1D P

1S P 2S P

?

♠ K Q 8 6

♥ A 10 7 5 2

♦ 2

♣ K J 2

1C P

1H P 1S P

?

♠	A 9 3 2	10 6	1H	P	2H	P
♥	A Q J 7	K 10 5	?			
♦	K 10 8	Q J 7 2				
♣	K 8	Q 10 4 2				

♠	Q 10 8 3 2	K 9 2			1D	P
♥	6	K 9 6 2	1S	P	2S	P
♦	K 7 6	A Q J 8 2	?			
♣	A 8 4 2	3				

♠	K Q 8 6	A J 10 3			1C	P
♥	A 10 7 5 2	K 2	1H	P	1S	P
♦	2	8 3	?			
♣	K J 2	A Q 8 4 3				

SUMMARY

- 1 Assess your distribution type
- 2 Open 1NT even with a 5 card major
- 3 Have 10+ HCP for a 2 level response
- 4 Use the LTC only for support hands
- 5 Determine zone
- 6 Support to the 2 level with 3 card support
- 7 Assess your Working Points