

# The Language of Bidding

## 1. Reasons for Bidding

- Discover your best contract
- Compete in the auction
- Assist the defence
- Steal Bidding space

## 2. Types of Bid

- Constructive – when you hold the balance of power
- Defensive – when opponents hold balance of power

## 3. Meaning of Bids

- Informative Bids
- Question Bids
- Final Contract Bids

## 4. Distribution Types

Balanced	4333,4432,5332
One Suited	6-8 cards in one suit
Two Suited	5+ cards in one suit, 4+ cards in another
Three Suited	4441, 5440
Freak	8500, 7600 or 9+ cards in a suit

## 5. Methods of Hand Valuation

- Point Count
- Losing trick Count
- Distribution Type
- Zone

## 6. How to think when you are stuck

- Are you thinking what to bid or whether to bid?
- Determine ZONE
- Count Losers for Support Types
- Check Working HCP and quality of Fit
- In Game Zone hands either FORCE or BID GAME
- Don't take control

## 7. Forcing Bids

- Bid of a new suit is generally forcing
- Exception is an economical 2<sup>nd</sup> suit bid by opener after a 1 level response
- Any non-minimum bid by either side after a 2 level response
- 4SF may be played as Game Forcing
- 2NT rebid after 2 level response is Game Forcing
- Reverse after 2 level response is Game Forcing

8. Minimum Opening Bids (11-14)

Open 1NT freely with all balanced hands (even with a 5 card major)  
Open 1NT with some 5422 hands where there may be a rebid difficulty  
Rebid a 5 card suit to avoid a reverse  
Treat 6-4 hands generally as 1 suited

9. Opener should try to indicate Distribution Type

Balanced	Open or rebid No trumps
One Suited	Bid the same suit twice
Two Suited	Bid 2 suits
Three Suited	Bid as balanced or 2 suited

10. Responses with 6-9 HCP

Support a major suit freely with 3 cards  
Bid a 4+ card suit at the 1 level  
Support a minor suit with 4+ cards  
Bid 1NT by default (this does NOT indicate a balanced hand)

11. Responses with 10+ HCP

Support a major with 4+ cards (jump support or 2NT Jacoby)  
Bid your longest suit (Higher of 5-5, cheaper of 4-4)  
Jump in a new suit with 14+ HCP, one suited type and good suit

12. Rebids after new suit response (11-14 HCP)

Support a major with 3+ cards  
Rebid a 6 card suit  
Bid a new suit if economical  
Rebid a 5 card suit if you must

13. Rebids after new suit response (15+ HCP)

Jump support major with 4 cards (Splinter?)  
Jump rebid a 6 card suit  
Bid a second suit  
Bid NT with a balanced hand

14. The Losing trick Count

1 loser for each of AKQ missing in any suit  
With a doubleton, count only A or K missing  
With a singleton, count only A missing  
A void is no losers  
Unsupported Queens should be balanced by an Ace in another suit  
Minimum Opening Bid or overcall: 7 losers  
Minimum response: 9 losers

Add your losers to partner's loses and subtract from 18

Only use this method of valuation when a fit is established

## 15. Major Suit Support by Responder

6-9 HCP (9 Losers)	raise to 2 level
9-12 HCP (8 losers)	raise to 3 level
10-12 HCP (7 losers)	raise to 4 level (Splinter?)
13+ (<8 losers)	bid 2NT

## 16. Major Suit Support by Opener

12-15 HCP (7 losers)	raise to 2 level
15-18 HCP (6 Losers)	raise to 3 level
17-19 HCP (5 losers)	raise to 4 level (Splinter?)

## 17. Summary

- \* Assess your distribution type before making a bid
- \* Open 1NT even with a 5 card major
- \* Don't respond in a new suit at the 2 level with under 10 HCP
- \* Use Losing trick Count only on Support Type hands
- \* Determine Zone
- \* Give single level support freely with 3 cards
- \* Assess your Working HCP especially when making close decisions