

bid is a step higher than the one proceeding it.

One Diamond is higher than One Club.
One Heart is higher than 1C.
One Spade is higher than 1H.
One No-Trump is higher than 1S.
Two Clubs is higher than 1NT.
Two Diamonds is higher than 2C.

And so on it goes up the ladder to 7 NT.



You may start the bidding on any rung of the ladder.

When others have bid before you, you may make any bid you wish on the ladder, provided

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that it is higher, than the previous bids.

If at a public auction the bidding has reached £3 the auctioneer will not accept a bid of £2. Similarly at a Bridge auction, if the bidding has reached for example 3 Spades you are not allowed to go down the ladder and bid say 2 Hearts.

Note: You need to memorize the order of ascent: Clubs, Diamonds, Hearts, Spades, No-Trump.

Thirteen tricks is the maximum number that can be made in any deal.

If you bid "One Club" it doesn't mean that you contract to make one trick with Clubs as trumps. It means that you contract to make $6+1=7$ tricks, with clubs as trumps.

The first 6 tricks are taken for granted.

If you bid "2 Spades" it means that you contract to make $6+2=8$ tricks, with Spades as trumps.

If you bid "3 No-Trump" it means that you contract to make $6+3=9$ tricks, with no suit more powerful than any other.

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We have already mentioned that Bridge is a partnership game, that two players bid as one team against the other two players. Naturally, to bid as a team, each partner will need to know how good or how bad his partner's hand is. The game would be very simple if one partner were allowed to say to the other "I have the Ace, King and Queen of Spades, the Ace and Queen of Hearts, four small Diamonds, and four small Clubs! What have you got?" But such remarks or questions are not permitted!

Instead you are allowed to use a code, whereby you send verbal messages to your partner, about the value of your hand. He receives your message, weighs it up, and then he in his turn may send you a message, by code of course, telling you about his hand.

If you bid "One Club" it means you have certain strength, certain values in your hand. If you bid "Four Hearts" you are describing a different type of hand.

Each bid you make should be understood by your partner because before starting play, your partner and you should have agreed upon the code that you intend using.

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For the purpose of assessing the value of your hand there is a measure whereby you count:

For each Ace you hold : 4 points.
For each King you hold : 3 points.
For each Queen you hold : 2 points.
For each Jack you hold : 1 point.

So, when you get your thirteen cards, you first of all arrange them in their suits, and then you count your points, and so assess the value of your hand.

There are 40 points in the pack. So the average hand has 10 points. If you have a hand that, for example, contains 3 points, you know that yours is a poor hand and you bid accordingly. If you have a hand that contains, for example, 23 points, you know that yours is a powerful hand and you bid accordingly.

Whoever deals the cards has the right to make the first bid if he so wishes.

If he doesn't wish to bid he says "No Bid", but he may bid at a later stage of the auction.

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if he so wishes. Then the person on his left bids if he so wishes.

The right to bid continues to revolve in a clockwise direction until three consecutive players have said "No Bid". At that point the auction is over.

The side that makes the highest bid wins the auction.

The winning bid indicates trumps for that deal, and the number of tricks to be made.

For instance, suppose that you have won the auction with a bid of "Five Clubs"! You have contracted to make eleven tricks with Clubs as trumps.

Who plays the 26 cards?

Of the pair who wins the auction, the player who first bids the suit that is trumps is known as Declarer. His partner is called Dummy. The person on Declarer's left plays first. Then

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Dummy puts his cards face upwards on the table. Dummy takes no part in the play of the cards. Declarer plays Dummy's cards and his own.

Tricks

One card from each of the four hands is played per trick. Whoever plays the best card of the four is said to have won the trick. Whoever wins the trick leads, that is plays first, to the next trick. When Declarer wins a trick he must lead from the hand in which he has won. If you have a card of that suit led you must play it. If you haven't, you may play any card of any other suit.

GENERAL REMARKS ON HOW TO SCORE

There is a term in Bridge called Game.

3NT is Game, (9 tricks)

4H or 4S is Game, (10 tricks).

5C or 5D is Game, (11 tricks).

You get a bonus for bidding Game provided that you subsequently make that Game.

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If you bid and make any contract less than Game, you have made **A Partscore**, for which you get certain awards. For example, 2H, or, 1NT, or, 3S, are Partscores.

6C, 6D, 6H, 6S, or, 6NT,
is a **Small Slam**, (12 tricks).

7C, 7D, 7H, 7S, or, 7NT,
is a **Grand Slam**, (13 tricks).

For bidding and making a Slam you get a further bonus in addition to the Game bonus.

If you don't make the number of tricks for which you have contracted you are penalised by your opponents getting certain awards. Hence: Usually your objective is to bid Games and Slams if you think that you are going to make them, and to stay in a Partscore if that is all that is makeable. However, we should re-

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member, that the most sensible bid in Bridge, is very often, "No Bid!"

Clubs and Diamonds are known as **Minor suits**.

Hearts and Spades are known as **Major suits**.

About 25 points between the two hands will usually produce Game in NT.

About 26/27 in Majors.

About 28/29 in Minors.

About 33 will usually produce Small Slam.

About 37 will usually produce Grand Slam.

THE CODE IS A BIDDING SYSTEM.

Bridge is a partnership game, and usually the aim in bidding is to reach the contract most suitable for the combined hands. To achieve that aim, there are many bidding systems — none of them infallible. To avoid confusion, I earnestly ask you to concentrate solely on the system recommended by your Bridge-teacher.

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until you have left the beginner-stage behind. Then you will find it both interesting and instructive to experiment with other systems.

Whoever makes the first bid is said to open the bidding.

If you make "No Bid" you are said to have passed.

1. Open 1NT when you have a balanced hand and 12 to 14 points.

What is meant by a balanced hand?

Your hand is said to be balanced if you have a fairly even distribution of each suit.

The following is a reliable guide by which you can judge whether or not your hand is balanced:— Unless you hold a void, or a singleton, or two doubletons, you have a balanced hand.

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A void means none of a suit.
A singleton means one of a suit.
A doubleton means two of a suit.

2. When your partner opens 1NT:

- (a) With a balanced hand and 10 or less Pass.
- (b) With a balanced hand and 11 bid 2D.
- (c) With a balanced hand and 12 bid 2NT.
- (d) With a balanced hand and 13 to 17 bid 3NT.

Above bid of 2D has no reference to the Diamonds in your hand but it is an artificial way of saying, "Partner, I have a balanced hand and exactly 11 points".

3. When you open 1NT and your partner responds 2D:

- (a) If you have 12 or 13 bid 2NT.
(Combined Maximum = 24).
- (b) If you have 14 bid 3NT.
(25 in combined hands).

4. When you open 1NT and your partner responds 2NT:

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- (a) If you have 12 Pass.
(Combined hands = 24).
- (b) If you have 13 or 14 bid 3NT.
(Combined hands = 25 or 26).

What is a biddable suit?

To open the bidding with a suit you should have at least four cards of that suit. A four-card opening suit should be headed by Queen or better. You may open the bidding with any five-card suit.

What does Rank mean?

Rank means the order of the suits.
Clubs is the lowest ranking suit.
Diamonds is higher ranking than Clubs.
Hearts is higher ranking than C, or D.
Spades is the highest ranking suit.
No-Trumps is higher ranking than the suits.

Opening bids of 1C or 1D or 1H or 1S range between 10 and 20 points.

You should rarely open with 10 or 11 points.

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Don't open with 10 or 11 points unless you have two five-card suits or a six-card suit.

Usually you should open the bidding if you have 12 points.

You should always open the bidding if you have 13 or more points.

Usually you should bid your longest suit first.

With two suits of equal length bid the higher-ranking first with the exception of Clubs and Spades. If you have the same number of Clubs as Spades open "One Club".

With two suits of equal length, you do not necessarily bid first the suit in which you have more points. For example, let's suppose you have the Ace, King, Queen and Jack of Diamonds, and the Queen plus three small Hearts. Even though you have ten points in Diamonds and only two points in Hearts you should open 1H rather than 1D because Hearts is higher-ranking than Diamonds.

The Short Club.

Sometimes you are dealt a hand on which

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you should open and yet you have no biddable suit! In such cases open 1C even though you may have only three Clubs.

Responses.

A response is a bid made by you, in answer to your partner's bid.

5. To respond two of the suit your partner has opened:

- (a) You should have 5 to 9 points.
- (b) You should have at least four rags, or three to an honour in that suit.

Rags and Honours.

Rags means cards that are not honours.

Honours are Aces, Kings, Queens, Jacks and Tens. Three to an honour does not mean three plus an honour. It means three including an honour.

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6. To respond three of the suit your partner has opened:

- (a) You should have 10 to 12 points.
- (b) You should have at least four to an honour in that suit.

7. To respond four of the Major suit your partner has opened:

- (a) You should have 13 or 14 points.
- (b) You should have at least four to an honour in that suit.

Going for Game in Minors.

When your partner opens one of a Minor, and you have 13 or 14 points, plus at least four to an honour in that suit, you will be tempted to respond four or perhaps five of the suit. It will often pay to resist the temptation and respond 3NT instead. Usually if a Minor Game is to be had, 3NT is also there for the taking. You have only to make nine tricks for a No-Trump Game, whereas, you have to make

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eleven tricks for a Minor Game, yet you get the same score for either.

8. To respond 1NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) About 6 to 9 points.

9. To respond 2NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) 11 or 12 points.

10. To respond 3 NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) 13 or 15 points.

Levels of bidding.

There are seven distinct levels of bidding.

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There is the one-level: 1C, 1D, 1H, 1S, 1NT.
The two-level: 2C, 2D, 2H, 2S, 2NT.

And so on up to the seven-level.

11. When your partner opens one of a suit, to bid a new suit at the one-level you need:

- (a) A biddable suit.
- (b) 6 to 15 points.

12. When your partner opens one of a suit, to bid a new suit at the two-level you need:

- (a) A biddable suit.
- (b) About 9 to 15 points.

For example, when your partner opens 1S, for you to bid 2C, 2D or 2H, you need a minimum of about 9 and a maximum of 15 points.

The higher a partnership bids the more points they need:

For example, when your partner opens the bidding you may respond a new suit at the

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one-level or as little as 6 points, whereas you need a minimum of about 9 to respond a new suit at the two level.

Jump Bids.

When you make a bid at a higher level than is required you are said to have jumped the bidding. For instance, suppose your partner opens 1C and you respond 3C, you have gone a level higher than was necessary. You have jumped the bidding.

Jump Shifts.

If you jump the bidding and shift to a new suit you are said to have jump-shifted. For example, if your partner opens 1H, and you respond 2S, you have jumped the bidding and shifted to a new suit.

13. When your partner opens one of a suit, jump-shift if you have 16 or more points:

Your jump-shift response commands your partner to keep the auction open until Game

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is reached, and invites him to explore for a Slam, if he has a strong opening bid.

Blackwood.

If the bidding indicates that there are about 33 points between the combined hands you are in the Small Slam zone, and may wish to find out how many Aces your partner holds.

14. To find out how many Aces your partner holds bid 4NT:

He states the number of Aces he has by making one of the following responses:

No Aces	: 5 Clubs.
One Ace	: 5 Diamonds.
Two Aces	: 5 Hearts.
Three Aces	: 5 Spades.

If the bidding indicates that there are about 37 points between the combined hands you are in the Grand Slam zone. After finding out how many Aces your partner holds, per 4 NT, you may ask him how many Kings he has by bidding 5NT.

No Kings:	: 6 Clubs, etc.
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That method of finding out the number of Aces and Kings your partner holds is known as Blackwood.

Important! You must respond when your partner uses Blackwood.

THE SECOND BID MADE BY THE OPENER.

When you have opened one of a suit and your partner has responded, you now have to decide what to do next.

To help you come to your decision add A to B.

A: The strength of your own hand.

B: The strength indicated by your partner's response.

When you have opened one of a suit and your partner has responded, you are not bound to bid again, if your partner has previously passed, or, if he has given a weak response.

A Weak Response,

for example, is a response of 1NT to a part-

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ner's opening bid, or a single raise of the suit a partner has opened.

When you have opened one of a suit, and your partner has responded one of a different suit, you must keep the auction open by bidding again, unless your partner has previously passed or your RHO (Right-hand opponent) has overcalled. Granted, your partner may have a weak hand but he also may have anything up to 15 points.

A partnership doesn't let the auction die until the bidding has shown that there are not sufficient points between the combined hands to make Game.

When you open one of a suit you transmit a very vague message to your partner. You may have anything from 10 to 20 points! You may have a balanced or an unbalanced hand!

An unbalanced hand.

is one in which there is not a fairly even distribution of each suit.

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If you hold a void, or a singleton, or two doubletons you have an unbalanced hand.

After you have opened one of a suit, if you make a second bid it should indicate whether your hand is balanced or unbalanced, and it should suggest the group into which your opening bid falls.

Opening suit-bids of one may be divided into four groups:

<i>Minimum</i>	: 10 to 14 points.
<i>Intermediate</i>	: 15 or 16 points.
<i>Strong</i>	: 17 or 18 points.
<i>Maximum</i>	: 19 or 20 points.

OPENER'S SECOND BID WITH BALANCED HANDS.

After your partner has responded to your opening suit-bid of one, you tell him that your hand is balanced by making your second bid - if any - in No Trumps.

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15. When you have opened the bidding with 15 to 20 points and a balanced hand and your partner has responded one of a suit:

- (a) With 15 or 16, rebid 1NT.
- (b) With 17 or 18, rebid 2NT.
- (c) With 19 or 20, rebid 3NT.

16. When you have opened one of a suit with 15 to 20 points, and a balanced hand, and your partner has responded two of a new suit:

- (a) With 15 or 16, rebid 2NT.
- (b) With 17 or 18, rebid 3NT.
- (c) With 19 or 20, jump-shift.

17. When you have opened one of a suit with 15 to 20 points, and a balanced hand, and your partner has responded 1NT or two of your suit:

- (a) With 15 or 16, Pass.
- (b) With 17 or 18, rebid 2NT.
- (c) With 19 or 20, rebid 3NT.

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RESPONDER'S SECOND BID WITH BALANCED HANDS.

18. When your partner has opened and you have responded one of a suit and he has rebid 1NT:

- (a) With balanced hand and less than 9, Pass.
 - (b) With balanced hand and 9 points, bid 2NT.
- Note! Such a bid asks opener to Pass if he has 15, but to bid 3NT if he has 16.
- (c) With balanced hand and 10 to 15, bid 3NT.

19. When your partner has opened and you have responded one of a suit and he has rebid 2NT:

- (a) With balanced hand and 6, Pass.
- (b) With balanced hand and 7, unless you have fillers, Pass.
- (c) With balanced hand and 7, plus fillers, bid 3NT.
- (d) With balanced hand and 8 to 14, bid 3NT.
- (e) With balanced hand and 15 consider going for a Small Slam.

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Fillers.

Tens and nines often play a telling part in the winning of tricks, especially in No-Trump contracts. Tens and nines are called fillers.

20. When your partner has opened, and you have responded 1NT, and he has rebid 2NT:

- (a) With 6, Pass (Combined Maximum = 24).
- (b) With 7 and less than two fillers, Pass.
- (c) With 7 plus fillers, or, 8 or 9, bid 3NT.

Note! When you have reason to believe that the combined hands have balanced distribution, plus at least 24 points, and you are in doubt whether or not to go 3NT, the holding of a good five-card suit should swing your decision in favour of bidding 3NT.

21. When your partner has opened one of a suit, and you have raised him to two of his suit, and he has rebid 2NT:

- (a) With a balanced hand and 6 or less, Pass.
- (b) With an unbalanced hand and 6 or less,

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respond the suit again. (Such a response warns opener that you have a minimum hand and he is not obliged to bid again).

- (c) With a balanced hand and 7, unless you have fillers, Pass.
- (d) With a balanced hand and 7, plus fillers, or 8 or 9, bid 3NT.
- (e) With an unbalanced hand and 7, 8 or 9, there should be game somewhere.

OPENER'S SECOND BID WITH UNBALANCED HANDS.

After your partner has responded to your opening suit bid of one, if you are making a second bid, and if you wish to tell your partner that your hand is unbalanced, you do so by making your second bid in a suit. (It could be a repeat of the suit you bid first).

You should not bid a four-card suit twice unless,

your partner has supported it. You may bid a five-card suit twice, and a six-card suit three times, without support from partner.

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Eight trumps!

Before bidding as high as Game in a suit, be sure that you have at least eight trumps between the combined hands.

Playing tricks.

When judging unbalanced hands you often have to take into account their playing trick value.

Here is a rough guide which will help you to gauge the number of playing tricks a hand should produce:

- ½ trick = Kx, or QJx.
- 1 trick = A, or KQ, or KJx.
- 1½ tricks = AQ, or KQ10, or AJ10
- 2 tricks = AK, or KQJ, AQ10.
- 2½ tricks = AKJ, or AQJ.

When you have five or more of a suit, the first three rounds of that suit usually draw the outstanding cards, therefore your fourth and each additional card is usually a winner. For instance, AKQxx, and AQJxxx, should produce five tricks.

["x" above means a card that is not an honour]

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22. When you have opened one of a suit, with an unbalanced hand, and your partner has responded in a different suit:

- (a) With 10 to 15:

Rebid your own suit at lowest possible level, or give a single raise to your partner's suit.

Note! Such rebids warn your partner that you have at most 15 points.

- (b) With 16 to 18:

Don't rebid your own suit at lowest possible level. Don't give a single raise to your partner's suit.

If you have about seven playing tricks including a long trump suit, jump rebid your own suit.

If you have powerful support in suit your partner has responded, jump the bidding in his suit.

If you haven't a singleton, or void, and if neither of above jump rebids are feasible you might consider bidding No-Trump at the appropriate level, or you may just have to bid a new suit.

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Not Forcing!

A jump rebid in your own suit, or a jump rebid in your partner's suit, is not forcing, that is, your partner is not unconditionally bound to keep the auction open for another bid by you.

- (c) With 19 or 20:

Jump the bidding and shift to a new suit. Such a bid is forcing to Game.

Forcing the Game,

means that partner is obliged to keep the auction open until Game is reached.

23. When you have opened one of a suit with an unbalanced hand, and your partner has responded two of your suit:

- (a) With 10 to 15, Pass.
- (b) With 16 to 18, rebid three of your suit.

- (c) With 19 or 20, if it is a major suit jump to four of that Major, but in the case of Minor suits always strongly consider going for a 3NT Game, instead of the Minor Game.

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24. When you have opened one of a suit with an unbalanced hand, and your partner has responded three of your suit:

- (a) With 10 to 13, Pass.
- (b) With 14 to 18, rebid four if it is a Major, but lean towards 3NT if it is a Minor.
- (c) With 19 or 20, mildly consider a Slam, but at any rate bid Game.

25. When you have opened one of a Major with an unbalanced hand, and your partner has responded four of your suit:

- (a) With 10 to 16, Pass.
- (b) With 17 or 18, mildly consider a Slam.
- (c) With 19 or 20, explore for a Slam.

26. When you have opened one of a suit with an unbalanced hand, and your partner has responded 1NT:

- (a) With 10 to 16:
Pass if you think it will play well in NT, but if you have a void, or a singleton, rebid suit you have already bid, or a new suit, if it is of a lower rank.

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Showing preference.

Your partner should now choose between the two suits that you have bid. If he has better support for the lower-ranking suit, he shows his preference for that suit by Passing. If he prefers the first suit that you have bid, he bids it, and you should now Pass.

- (b) With 17 or 18:
Raise to 2NT if you haven't a void, or a singleton, and you believe that the hand will play well in No-Trump; but if you have a strong trump suit, jump rebid that suit. Such a rebid is not forcing.
- (c) With 19 or 20:
Raise to 3NT if you think that the hand will play well in No-Trump, or jump-shift to a new suit. The latter bid is forcing to Game.

27. When you have opened one of a suit with an unbalanced hand, and your partner has responded 2NT:

- (a) If you think that there is not a Game to be had, Pass, or rebid your own suit. The latter bid is not forcing.

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- (b) If the combined strength indicates that there is a Game to be had, bid 3NT, or, a new suit (forcing), or, if your own suit is a six-card Major bid four of that Major.

2NT OPENING BIDS.

28. To open 2NT you need:

- (a) A balanced hand.
- (b) A stopper in each suit.
- (c) Normally 21 or 22 points, but if you have a good 20 it will suffice.

A good 20,

means 20 including a useful five-card suit, or 20 including about three fillers.

Here is a hand in which there is a very good 20 points:

Spades : QJ10.
Hearts : KJ10.
Diamonds : AKQ.
Clubs : KJ109.

Here is a hand in which there is a bad 20 points:

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Spades : QJx.
Hearts : KJx.
Diamonds : AKQ.
Clubs : KJxx.

Each of the above hands has 20 points!

The first hand is worth about eight playing tricks, whereas the second hand is worth about six playing tricks. So you can have a good 20 points and a bad 20 points!

Stoppers.

When you have a card or cards which are likely to prevent the opponents from winning all the tricks in a particular suit, you are said to have that suit stopped. For example, an Ace, a KQ, a KJ10, a QJ10, and a J1098 are sure stoppers; a Kx, a QJx, a Q109, a Qxxx, and a J10xx are regarded as satisfactory stoppers. Four small cards in a suit, or a Queen with two small cards are very poor stoppers, but they are regarded as barely adequate when opening 2NT.

29. When your partner opens 2NT:

- (a) With a balanced hand and 0 to 3 points, Pass.

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- (b) With a balanced hand and 4 to 10 points, raise to 3NT.
- (c) With an unbalanced hand and 5 to 10 points, a suit Game should be possible.
- (d) With 11 points, consider a small Slam.
- (e) With 12 points, it is very likely that a Small Slam can be made.

TWO CLUB OPENING BIDS.

30. Open 2C when you have 23 or more points

Such a bid has no reference to what you hold in Clubs. In fact you might not have a single Club! No! It is an artificial way of saying "Partner I have at least 23 points".

When your partner opens 2C, you must respond even if you haven't a single point in your hand.

31 When your partner opens 2C:

- (a) You must respond 2D unless you have at least an Ace and a King, or, 8 points.

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Such a 2D response has no reference to the Diamonds in your hand, but, is an artificial way of saying, that you haven't an Ace and a King, or, 8 points.

If you have an Ace and a King, or, 8 points you may make any response except 2D.

- (b) If you have a biddable suit respond it. If your biddable suit is Diamonds respond 3D.
- (c) If you haven't a biddable suit respond 2NT.

32. When you open 2C and your partner responds 2D.

- (a) With a balanced hand and 23 or 24 points rebid 2NT. Remember! That is the only rebid that your partner, the 2D responder, may Pass, if he so wishes, before Game is reached. After you open 2C, if he responds 2D, and you rebid a suit, he must keep the auction open until Game is reached.
- (b) With a balanced hand and 25 or more points rebid 3NT.

Note! If you have a choice between bidding No-Trump and a five-card Major give prefer-

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ence to the five-card Major.

- (c) With an unbalanced hand rebid your longest suit.

2D, 2H or 2S OPENING BIDS

33. To open 2D, 2H or 2S you need:

- (a) About 8 playing tricks.
- (b) About 16 to maximum of 22 points.

34. When your partner opens 2D, 2H or 2S:

- (a) With 0 to 3 points, pass.
- (b) With a mild fit, and one playing trick, raise him to three of his suit.
- (c) With a mild fit, and two playing tricks, raise him to four of his suit.

A fit

A fit means support for your partner's suit.

A mild fit means slight support.

- (d) With 4 to 6 points and a balanced hand bid 2NT.

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- (e) With 7 or more points there should be a Game somewhere.

- (f) With about 12 points there should be a Small Slam somewhere.

SOME MORE REMARKS ABOUT SCORING.

To add extra excitement to Bridge there is an artificial element in the scoring.

Sometimes you are said to be **Vulnerable**.

Other times you are **Non-Vulnerable**.

When you are **Vul** you can gain greater scores than when you are **Non Vul**.

When you are **Vul** you can suffer greater penalties than when you are **Non Vul**.

Hence: You have to be more cautious about your bidding when you are **Vul** than when you are **Non Vul**.

Note : To find out whether or not you are **Vul**, read the board out of which you took your cards.

Nil All means no side **Vul**.

Game all means both sides **Vul**.

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