

Beginner Bidding Guide in Bridge (week 1)

Points and Intro to Bidding:

- 'High-Card' points (A = 4, K = 3; Q = 2; J = 1)
- Partners commit to take 6 tricks plus the number bid— assuming that suit is trump.
- Suit priority is alphabetical: Clubs, Diamonds, Hearts, Spades— then 'No-trump'.
- This sheet only explicitly covers opening and 1st-response bids.
- *In a nutshell, the key numbers to remember are: 13+ points to open; 10+ points to switch suits on partner or respond to opponents; 6+ points to respond at all to partner*

Common Opening Bids (with 13-18 points):

- 1.) 13-15 points and a 5-card suit: 1X
- 2.) 13-15 points but no 5-card suit: 1C (a "weak" club—a figurative bid reflecting strength in your hand but without a long suit)
- 3.) 16-18 points: 1NT

First Responding Bids to Opponent's Opening:

- 1.) < 10 points: pass
- 2.) 10+ points and another 5-card suit: bid suit
- 3.) 10+ points w/o a 5-card suit (or with 5-card suit bid by opponents): "double" (signals strength in hand but without a suit to bid; "forcing"— partner must bid if opps don't respond)

First Responding Bids to 1X bid by partner:

- 1.) < 6 points: pass
- 2.) 6-9 points and 3 trump: 2X; 6-9 points w/o 3 trump: 1NT
- 3.) 10-12 points— w/ another 5-card suit: bid new suit; with 3 trump: 2X; with neither: NT
- 4.) 13+ points: a "jump bid" (bidding one level higher than necessary)—3X to support partner's suit; 2Y or 3Y to show another suit; OR 2NT or 3NT

First Responding Bids to 1NT bid by partner:

- 1.) < 6 points: pass
- 2.) without a 5-card suit— 6-9 points: 2NT; 10-14 points: 3NT
- 3.) with a 5-card suit— 6-9 points: 2X; 10+ points: 3X

Beginner Bidding Guide in Bridge (weeks 2-3)

Points and Intro to Bidding:

- 'High-Card' points (A = 4, K = 3; Q = 2; J = 1)
- Partners commit to take 6 tricks plus the number bid— assuming that suit is trump.
- Suit priority is alphabetical: Clubs, Diamonds, Hearts, Spades— then 'No-trump'.
- This sheet only explicitly covers opening and 1st-response bids.
- *In a nutshell, the key numbers to remember are: 13+ points to open; 10+ points to switch suits on partner or respond to opponents; 6+ points to respond at all to partner*

Common Opening Bids (with 13-18 points):

- 1.) 13-15 points and a 5-card suit: 1X
- 2.) 13-15 points but no 5-card suit: 1C (a "weak" club—a figurative bid reflecting strength in your hand but without a long suit)
- 3.) 16-18 points: 1NT

First Responding Bids to Opponent's Opening:

- 1.) 3X: with < 12 points and a 7-card suit (a "preempt" bid—a relatively safe bid that disrupts your opponents' communication, despite the probable strength of their hands)
- 2.) 10+ points and another 5-card suit: bid suit
- 3.) 10+ points w/o a 5-card suit (or with 5-card suit bid by opponents): "double" (signals strength in hand but without a suit to bid; "forcing"— partner must bid if opps don't respond)

First Responding Bids to 1X bid by partner:

- 1.) < 6 points: pass
- 2.) 6-9 points and 3 trump: 2X; 6-9 points w/o 3 trump: 1NT
- 3.) 10-12 points— w/ another 5-card suit: bid new suit; with 3 trump: 2X; with neither: NT
- 4.) 13+ points: a "jump bid" (bidding one level higher than necessary)—3X to support partner's suit; 2Y or 3Y to show another suit; OR 2NT or 3NT

First Responding Bids to 1NT bid by partner:

- 1.) < 6 points: pass
- 2.) without a 5-card suit— 6-9 points: 2NT; 10-14 points: 3NT
- 3.) with a 5-card suit— 6-9 points: 2X; 10+ points: 3X

Less Common Opening Bids (with <13 or >18 points):

- 1.) 3X: with < 13 points and a 7-card suit (a 'preempt' bid)
- 2.) 2X: 19 points & 7 trump, 22 & 6, or 25 & 5 trump (a "forcing bid"); 2NT: 22-24 points; 3NT: 25-27 points

First Responding Bids to less common opening bids:

- 1.) to 2X (a 'forcing' bid): < 6 points: 2NT; 6+ points: bid a new (5-card) suit-- or else, 3X or 3NT
- 2.) to 2NT: with a 6-card suit— or a 5-card suit and 3+ points: 3X; otherwise, 0-3 pts: pass; 4-8 pts: 3NT; 9-10 pts: 4NT

The 'Blackwood' Convention (prospectively getting to a 'slam' bid): a 4NT bid 'asks' for aces (in response: 5C = 0 or 4; 5D = 1; 5H = 2; 5S = 3); repeat for kings with 5NT if desirable

Basic Bidding Guide in Bridge (after week 3)

Points and Intro to Bidding:

- High-Card (A = 4, etc.); for bids with trump, Distribution points (Void = 3; Single = 2; Double = 1)
- Partners commit to take 6 tricks plus the number bid— assuming that suit is trump.
- Suit priority is alphabetical: Clubs, Diamonds, Hearts, Spades— then ‘No-trump’.
- Usually, 26 points for a team = 3NT or 4X; 29 = 5X; 33 = 6X (small slam); and 37 = 7X (grand slam)
- 13+** points to open; **10+** to switch suits on partner or respond to opponents; **6+** to respond to partner

Common Opening Bids (with 13-18 points):

- 1.) with 13+ points and a 5-card suit: 1X
- 2.) 13-15 points but no 5-card suit: 1C (a “weak” club)
- 3.) 16-18 points (high card points only) and 3 suits ‘protected’: 1NT

Less Common Opening Bids (with <13 or >18 points):

- 1.) 3X: with < 13 points and a 7-card suit (a ‘preempt’ bid)
- 2.) 2X: 19 with 7 trump; 22 with 6 trump; 25 points with 5 trump (a ‘forcing’ bid)
- 3.) 2NT: 22-24 points and all suits protected; 3NT: 25-27 points

First Responding Bids to less common opening bids by Partner:

- 1.) to 2X (a ‘forcing’ bid): < 6 points: 2NT; 6+ points: bid a new (5-card) suit-- or else, 3X or 3NT
- 2.) to 2NT: with a 6-card suit— or a 5-card suit and 3+ points: 3X; otherwise, 0-3 points: pass; 4-8 points: 3NT; 9-10 points: 4NT

First Responding Bids to 1X bid by Partner:

- 1.) < 6 points: pass
- 2.) 6-9 points and 3 trump: 2X; 6-9 points w/o 3 trump: 1NT
- 3.) 10-12 points— w/ another 5-card suit: bid new suit; with 3 trump: 2X; with neither: NT
- 4.) 13+ points: 3X to support that suit; a “jump bid” to 2Y or 3Y to show another suit; OR 2NT (this bid “forces” a game bid and invites a “slam” bid)

First Responding Bids to 1NT bid by Partner:

- 1.) < 6 points: pass
- 2.) without a 5-card suit— 6-9 pts: 2NT; 10-14 pts: 3NT
- 3.) with a 5-card suit— 6-9 points: 2X; 10+ points: 3X

First Responding Bids to Opponent’s Opening:

- 1.) 3X: with < 12 points and a 7-card suit (a ‘preempt’ bid)
- 2.) 10+ points and another 5-card suit: bid suit
- 3.) 10+ points w/o a 5-card suit: 1NT or ‘double’ (forcing— if opps don’t respond)

‘Blackwood’ Convention (exploring slam): 4NT asks for A’s (in response: 5C = 0 or 4; 5D = 1; 5H = 2; 5S = 3); repeat for K’s with 5NT if desirable

‘Gerber’ Convention (exploring slam): a 4C bid asks for A’s (in response: 4D = 0 or 4; 4H = 1; 4S = 2; 4NT = 3); repeat for K’s with 5C if desirable