

Hierarchy of Suits:

♠ Spades	} MAJOR
♥ Hearts	} MAJOR
♦ Diamonds	} minor
♣ Clubs	} minor

High Card Points:

Ace = 4  
 King = 3  
 Queen = 2  
 Jack = 1

HOW MANY TRICKS?

In bridge you BID how many tricks you expect to make. If you're playing 2♥, you're hoping to make 6 + 2 = 8 Tricks. So we add 6 to the denomination of contract bid. 3NT would be 6+3 = 9 tricks.

WHY BID HIGHER, WHY NOT JUST PLAY SMALL CONTRACTS?

The objective in bridge is to score as many points as you can. Games score much more than non game (part game) contracts and SLAMS score even more.

Game contracts

3NT, 4♥, 4♠, 5♣, 5♦

Small slam contracts:

6♣, 6♦, 6♥, 6♠, 6NT

Grand Slam contracts:

7♣, 7♦, 7♥, 7♠, 7NT

HOW DO WE KNOW, HOW HIGH TO GO??

High card points needed for GAMES

3NT = 25 points  
 4♥/♠ = 26 Points  
 5♣/♦ = 29 Points

HCP needed for SMALL SLAMS

6♣/♦/♥/♠ = 32-33 Points  
 6NT = 33 Points

HCP needed for GRAND SLAMS

7♣/♦/♥/♠/NT = 37-38 Points

### OPENING A HAND:

To OPEN a hand you need 12+ points.

#### 12- 14 POINTS

- If you have a 5 card MAJOR, open 1 of that Major (♥ or ♠)
- If you don't have a 5 card MAJOR, open your better minor (that is, the minor with MORE cards, not better cards)

#### 15-17 POINTS

- If BALANCED (no singleton, no two doubletons), and 15-17 points, we open
- 1 NO TRUMP (1NT)
- Typical shapes are 5332, 4333 and 4432

#### 18-19 POINTS

- Open a 5 card MAJOR or better minor like before, but intending to JUMP on your next bid. For example, after opening 1 ♥ with the following hand we'll jump to 2NT on our next bid to show 18-19 points

♠ AKx  
♥ AQJxx  
♦ QJx  
♣ Jx

#### 20-21 POINTS

- With a BALANCED hand, OPEN 2NT (we're jumping already!!)

♠ AKx  
♥ AKxx  
♦ QJx  
♣ Kxx

#### 22+ POINTS

- After controlling your excitement, OPEN 2♣ !!
- YES 2 CLUBS, with any sort of hand, this is an artificial bid, to tell partner we're not stopping below a game.
- Your next bid will describe whether you have a long suit with 22+ points or just a balanced hand too big for even a 2NT opening.

RESPONDING:

The responder is the opener's partner, who RESPONDS to his bid.

- A responder needs ATLEAST 6 points to respond. If he has less than 6 points, he'll PASS!
- If a responder bids a NEW suit, the opener MUST bid again, he can't pass.
- For this reason, a responder won't need to JUMP to show extra values, he can take it slow and extract more information from opener.
- For a 1 level response, one needs only 6 points.
- On 1 of a minor opening, responder must show his 4 card major/s. Responder doesn't need 5 cards like opener. If responder has both 4 ♥s and 4♠s, he'll bid ♥ first.
- Over 1♥ also, responder can bid 1♠ with 4 spades and no ♥ support.
- To bid at the 2 Level over a 1♥/♠ opening, we need more than 10 points and a 5 card suit.

RESPONDING TO A MAJOR SUIT OPENING:

If partner opens 1♥ or 1♠ we'll look at our hand to see if we have support for his suit. In bridge, we look for an 8 card fit; of course an even bigger fit is more than welcome.

So with 3 card support we'll join him (he has promised 5 cards by opening a major) and without support, we'll look for another bid.

With 3+ card support:

6-9 Points	Raise to 2♥/♠
10-12 Points	Raise to 3♥/♠
13-15 Points	Raise to 4♥/♠

Without support

6-9/10-Points	Bid 1NT
10+-12 Points	Bid 2NT
13-15 Points	Bid 3NT

Without support but with a 5 card suit of your own, bid it over 1♥/♠.

2♣/♦/♥ shows a 5 card suit and 10+ points

With more than 15 points, responder might want to explore for a slam, so he'll make a WAITING BID. We'll learn this in later lessons.