



CLASS 5 OPENING THE BIDDING



OBJECTIVES

- Learn Scoring Basics
- Count High Card Points (HCP) in a Hand
- Decide Where and How High to Play
- Understand the Auction
- Open the Bidding

REVIEW

What is the **AUCTION**? _____

What are the 3 types of contracts, in order of priority? _____

What is **BOOK**? _____

A final bid at the 3-level is a **CONTRACT** to take how many tricks? _____

What are the 3 types of points that can be earned in a hand and by whom?

WINNING POINTS

Trick Points

TRICK POINTS		
Majors (♠♥)	Notrump (NT)	Minors (♦♣)
30 pts.	1st trick is 40 pts. then 30 pts.	20 pts.

Trick points are scored for every trick taken over **BOOK**, if the Declarer successfully makes the **CONTRACT** (e.g., takes the number of tricks promised).

WINNING POINTS

Bonus Points

Bonus points are earned for winning the number of tricks Declarer’s partnership promised and are based on the level of the **CONTRACT**.

		BONUS LEVEL	POINTS	YOU SCORE
SLAM	{	GRAND SLAM 7-Level (13 Tricks)	1000	1300 pts. Game + Slam Bonus
		SMALL SLAM 6-Level (12 Tricks)	500	800 pts. Game + Slam Bonus
GAME	{	GAME Varies by Contract	300	300 pts. Game Bonus
PART SCORE	{	PART-SCORE Anything < Game	50	50 pts. Part-Score Bonus

Game Level Contracts

MAJORS	NOTRUMP	MINORS
4 LEVEL 4♥ or 4♠ [10 tricks]	3 LEVEL 3NT [9 tricks]	5 LEVEL 5♦ or 5♣ [11 tricks]

What is ‘bidding game’? _____

Set Points

Defenders can earn **SET** points, if they stop the Declarers from making their **CONTRACT**.

When Defenders **SET** their opponents, they earn 50 points for each trick short of the number promised.

HOW DO YOU DECIDE?

Every hand is a decision about:

- Where to play (Majors → Notrump → Minors).
- How high to bid (level of **CONTRACT**).

WHERE to play is decided by:

- **FIT** – When a partnership holds at least 8 cards in one suit.
- **TRICK POINT SCORE** – Do we have a fit in a major or should we choose NT? (Minors are always the last choice!)

How **HIGH** to bid is decided by **STRENGTH**.

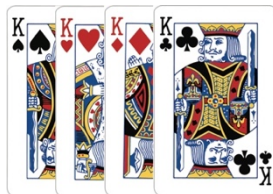
COUNTING HIGH CARD POINTS (HCP)

In 1915, a gentleman named Campbell assigned a numerical value to the top four honor cards in each suit based on their probability of winning a trick.

This method of evaluating hands is still used by the majority of bridge players.



Each ACE
4 pts.



Each KING
3 pts.



Each QUEEN
2 pts.



Each JACK
1 pt.

How many HCP in a suit? _____ How many HCP in the deck? _____

COUNTING HCP PRACTICE



DIRECTIONS

- **SOUTH** shuffles and deals.
- Players count their HCP and announce to table.
- **SOUTH** adds all 4 counts together and verifies it totals 40. If it does not total 40, everyone recounts.
- Rotate table map clockwise so a new player is **SOUTH**, and they shuffle, deal and everyone counts again. Repeat until time is called.

STRENGTH (HCP) NEEDED TO ‘**BID GAME**’

Game Levels Chart

MAJORS	NOTRUMP	MINORS
4 LEVEL 4♥ or 4♠ [10 tricks]	3 LEVEL 3NT [9 tricks]	5 LEVEL 5♦ or 5♣ [11 tricks]
25-26 HCP	25-26 HCP	28-29 HCP

Example

J	7	6	2	3	9	7	6	2	A	J	6	4	♦	♦
♣	♣	♣	♣	♥	♠	♠	♠	♠	♦	♦	♦	♦	♦	♦
N		Robot (Dummy)												

A	Q	10	4	A	10	7	Q	8	K	8	7	3	♦	♦
♣	♣	♣	♣	♥	♥	♥	♠	♠	♦	♦	♦	♦	♦	♦
S		Student (Table 1)												

North HCP _____

South HCP + _____

Total HCP _____

Where do you play? Which suit or NT?

CHOOSING WHERE & HOW HIGH TO PLAY



DIRECTIONS

Look at the **NORTH/SOUTH** hands in your manual on page 39 and work with your table to answer the questions. Concentrate on:

- Length of your suits and do you have a **FIT**?
- Strength (HCP) of your combined hands.
- Decide **WHERE** to play: Majors → Notrump → Minors.
- Decide **HOW** high to play. Can you go for the Game bonus or do you need to settle for part-score?

WHERE & HOW HIGH TO PLAY REVIEW

Hand #1

A	8	7	6	A	9	4	K	9	3	6	5	3	♦
♠	♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦
N Robot (Dummy)													
K	J	9	2	10	A	Q	J	10	8	A	4	2	♦
♠	♠	♠	♠	♥	♣	♣	♣	♣	♣	♦	♦	♦	♦
S Student (Table 1)													

North HCP _____

South HCP + _____

Total HCP _____

Where do you play? Which suit or NT?

Hand #2

6	4	A	10	7	2	A	Q	9	5	J	9	4	♦
♠	♠	♥	♥	♥	♥	♣	♣	♣	♣	♦	♦	♦	♦
N Robot (Dummy)													
8	7	3	K	5	K	J	10	7	4	2	Q	7	♦
♠	♠	♠	♥	♥	♣	♣	♣	♣	♣	♣	♦	♦	♦
S A1 Student (Table 1)													

North HCP _____

South HCP + _____

Total HCP _____

Where do you play? Which suit or NT?

Hand #3

K	Q	9	Q	6	2	A	J	7	4	2	8	4	♦
♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♣	♦	♦	♦
N Robot (Dummy)													
5	4	8	5	4	K	6	K	Q	J	10	7	2	♦
♠	♠	♥	♥	♥	♣	♣	♦	♦	♦	♦	♦	♦	♦
S Student 1 (Table 1)													

North HCP _____

South HCP + _____

Total HCP _____

Where do you play? Which suit or NT?

INTRODUCTION TO BIDDING

BIDDING is the conversation between 2 partners to determine **where** and **how** high to play the hand. Each player is trying to communicate to their partner:

1. _____
2. _____

DISTRIBUTION is the shape of the hand (e.g., # of cards held in each suit).

- A **BALANCED** hand is one where the number of cards in each suit is fairly even : 5-3-3-2, 4-4-3-2 or 4-3-3-3.
- An **UNBALANCED** hands has suits with extra length or shortness.
 - **VOID** – missing suit
 - **SINGLETON** – only 1 card in a suit
 - **DOUBLETON** – 2 cards in a suit

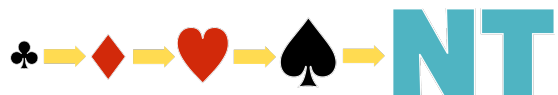
Who has the 1st opportunity to bid? _____

The 1st person to make a bid is the _____

It is important that each new bid is _____

When does the bidding stop? _____

In **BIDDING** the suits have a rank from lowest to highest, this is only in the bidding.



Sample Auction

The Bidding Box



OPENING THE BIDDING

Work this chart from top to bottom, once you find your opening bid don't look any further.

Majors	FIRST CAN YOU OPEN A MAJOR?		
	5+ cards in ♥	12-21 HCP	Bid 1 ♥
	<ul style="list-style-type: none"> ▪ 5+ cards in ♠ ▪ 5+ cards in <u>BOTH</u> ♠ ♥ 	12-21 HCP	Bid 1 ♠
Notrump (NT)	NO 5+ CARD MAJOR ARE YOU BALANCED?		
	<ul style="list-style-type: none"> ▪ No voids 	15-17 HCP	Bid 1NT
	<ul style="list-style-type: none"> ▪ No singletons 	20-21 HCP	Bid 2NT
	<ul style="list-style-type: none"> ▪ Usually no more than one doubleton 	25-27 HCP	Bid 3NT
Minors	NOTRUMP <u>NOT</u> POSSIBLE CAN YOU OPEN A MINOR?		
	<ul style="list-style-type: none"> ▪ 3+ cards in ♣ ▪ 3 cards in <u>BOTH</u> ♦ & ♣ 	12-21 HCP	Bid 1 ♣
	<ul style="list-style-type: none"> ▪ 3+ cards in ♦ ▪ 4 cards in <u>BOTH</u> ♦ & ♣ ▪ 5 cards in <u>BOTH</u> ♦ & ♣ 	12-21 HCP	Bid 1 ♦
Typically open your longest suit if uneven in length			

Note: If you have a balanced hand but your HCP are NOT in the NT opening ranges; do not open Notrump.

What is the priority of contracts when bidding?

What is 'HIGH FIVE'?

How to remember whether to bid ♣ or ♦:

- When you have 3♣ and 3♦ _____
- When you have 4♣ and 4♦ _____

OPENING PRACTICE



DIRECTIONS


- Look at the **NORTH/SOUTH** hands below and on page 43 and work independently to choose an opening bid.
- Count your HCP.
- Look at the length (# of cards) in the major and minor suits.
- Look at the distribution of the hand – do you have any voids or singletons?
- Remember the priority of contracts: Majors → Notrump → Minors.
- Use the chart on page 41, if needed.
- When time is called compare your answers with your table and discuss.

LET'S TRY OPENING

Hand #1

Strength (HCP) _____

Length (Distribution) _____



Opening Bid _____

Hand #2

Strength (HCP) _____

Length (Distribution) _____

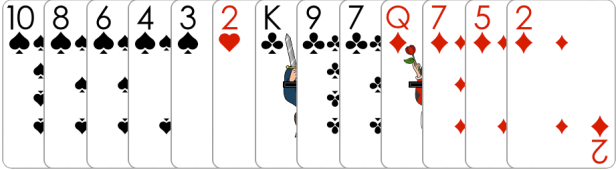


Opening Bid _____

Hand #3

Strength (HCP) _____

Length (Distribution) _____



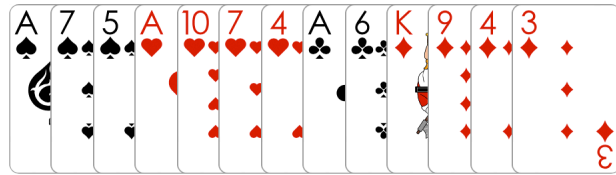
Opening Bid _____

LET'S TRY OPENING

Hand #4

Strength (HCP) _____

Length (Distribution) _____

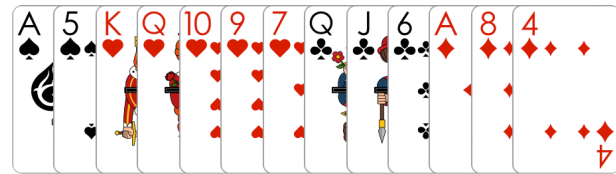


Opening Bid _____

Hand #5

Strength (HCP) _____

Length (Distribution) _____

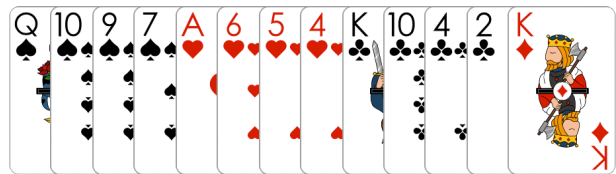


Opening Bid _____

Hand #6

Strength (HCP) _____

Length (Distribution) _____

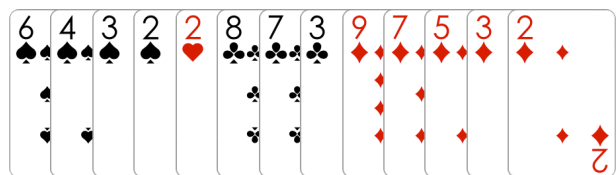


Opening Bid _____

Hand #7

Strength (HCP) _____

Length (Distribution) _____

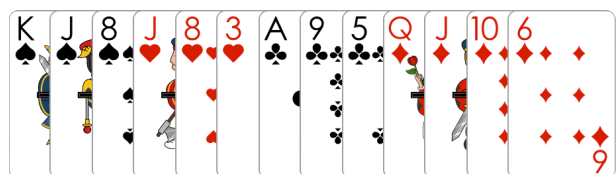


Opening Bid _____

Hand #8

Length (Distribution) _____

Length (Distribution) _____



Opening Bid _____

LET'S MAKE OPENING BIDS



DIRECTIONS

- **SOUTH** shuffles and deals the cards.
- Players sort their hands, count their HCP, and decide what opening bid they would make with their hand.
- If a player doesn't have 12+ HCP, then they pretend that they do and decide how to open the hand based on suit length and distribution.
- Starting with **SOUTH**, each player takes a turn pulling their opening bid from the box and laying it down, along with their hand, face up on the table and discusses their choice.
- Rotate table map so a new player is **SOUTH** and repeat until time is called.

FACTORS THAT MAY INFLUENCE THE VALUE OF A HAND

Sometimes a hand has factors that may make it stronger than HCP alone might suggest. Their relative value depends on where the hand will be played.

- **Strength** – HCP
- **Distribution** – Relative length/shortness of suits and number of trumps in combined hands.
- **Purity** – HCP are concentrated in long suits; and any HCP in short suits are high honors.
- **Texture** – Intermediate cards (10's, 9's and 8's) in a hand often increase the trick taking ability more than indicated by the HCP.

	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> 1 </div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> 2 </div>
	♠ A65 ♥ J93 ♦ AQ74 ♣ J32	♠ AKJ94 ♥ QJ943 ♦ 5 ♣ J3

Understanding what factors increase (or decrease) the value of a hand is important in the bidding; but WHERE you are going to play affects that assessment.