## Most to least desirable contracts

## Major Suit Bidding \& Responses

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What should you have to open a major suit?

- 12 to 21 high card points(HCP)*
- At least five cards in the major suit
- No better bid (e.g., longer minor suit or no-trump)
*General guide:
Open with less than 12 HCP but having suit length points Bid 2 with less than 22 points if you are "a trick short of game"

How many points to open?

13+ high card points (HCP) - always
12 or fewer HCP - different valuations with suit length

1) Add 1 point for each card longer than 4 in a suit (bid if this + HCP=13)
2) $H C P+$ two longest suits $=20$ (rule of 20)
3) High card points + two longest suits + Quick Tricks = 22: Rule of 22 ( $1^{\text {st }}$ or $2^{\text {nd }}$ seat)
4) Any 12 HCP, especially in $3^{\text {rd }}$ seat

NOTE: Use method 1) until you are intermediate level player. This is the conservative Audrey Grant recommendation.

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Guidelines for responses

- 3+ card support $\rightarrow$ add value for singletons and voids
- 4 card support $\rightarrow$ add value for length
- 3+ card support $\rightarrow$ raise partner rather than bidding your best suit, except to show a game going hand.
- 6-9 points, support $\rightarrow$ raise your partner
- 6-9 points, no support $\rightarrow$ bid your suit at the 1 level or bid 1NT
- 10+ points, no support $\rightarrow$ bid your best suit.

NOTE: $2 / 1$ will be presented in a later lesson


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Bidding Quiz
As Responder after Partner opens $1 \boldsymbol{\$}$


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## Recap

- Try to play in a major if you have an 8-card fit
- 1 of a major has a very broad point and distribution range. This makes standard bidding more difficult than in no-trump.
- As opener, add value to your hand for long suits
- As responder, add value to your hand for short suits if you also have good trump support.
- As responder, add value to your hand if more than 3-card support

