

2. Opener's First Bid

♠ The Auction

Every hand starts with an auction in which players bid their preferred suit. The first bid, is normally "one club" or "one diamond" or "one heart" or "one spade" - whichever is the bidder's longest suit. The last bid determines the trump (boss) suit, (or notrumps) and the contract. The bidding ends after 3 passes. Declarer's task is to make the number of tricks bid for - plus 6.

2♥ = 2+6 = 8 tricks
3NT = 3+6 = 9 tricks
6♠ = 6+6 = 12 tricks

♥ The Suits

Suits in bridge have a special rank.

NT	notrumps
♠	spades
♥	hearts
♦	diamonds
♣	clubs

1♣ is the lowest bid you can make. 1♥ is higher than 1♦, but you would have to bid 2♥ over 1♠ as it is a lower-ranking suit.

Starting with the dealer and moving clockwise, each bid must be higher than the previous bid.

If you don't want to bid, you pass.

If three players in a row pass the auction is finished -

going,

going,

gone!

♣ Hand Evaluation

There are two ways to evaluate your hand.

1. HCP (high card points)
2. TP (total points)
To help evaluate this type of hand, use the

Rule of 20

What is it? Add

- the number of cards in your 2 longest suits (length points) to
- your high card points

The result = total points. (TP)

♠ K 10 8 7 3
♥ Q 7
♦ A J 7 6 4
♣ 2

This hand has 20 TP:
10 HCP and 10 length points.

♦ What do you need to open?

To make the first bid, the opener needs :

- 12+ HCP or
- 20+ TP

♦ Which suit should you open?

Opener has 3 choices

1. Longest suit
2. Lower 4-card suit
3. Higher 5-card suit

♠ K 10 8 7 3
♥ Q 7
♦ A K Q 4
♣ 6 2

Open 1♠ not 1♦. You have more spades than diamonds.

"Length before Strength".