

1. Choosing the Best Contract

♥ Finding a fit - choosing trumps

Having 8 cards between two hands in the same partnership is called a FIT.

♠ A 6 5 4		♠ K Q J 8
♥ A K 3		♥ Q 8 7 5 4
♦ A 8 2		♦ 6 4
♣ K Q 7		♣ A 10

In the hand above, EW have a spade fit. They have 4 in each hand which makes a total of 8. They also have a heart fit, 5 in East and 3 in West.

Any time you have an 8-card fit, especially in hearts and spades,

it is a good idea to choose that suit as trumps.



Great! We have an 8-card fit. Now we know which suit to choose as trumps.

♥ With no fit - choose notrumps

If you don't have an 8-card fit, it is better to choose notrumps as your contract.

♠ A 6 5 4		♠ Q J 8
♥ A 3		♥ Q 8 7 5 4
♦ A 8 2		♦ 6 4
♣ K Q 7 3		♣ A 10 2

How many tricks do you need to make?

That depends on how many points you have between the two hands. At the very least you need to make 7 tricks. This is more than half the 13 tricks available. Your aim, if possible, is to bid game. This will give you an enormous bonus.



Uh oh - no fit. We'll be better in notrumps.

♣ Bidding Game

BIG BONUS!

3NT / 4♥♠ / 5♣♦

25 HCP (high card points)
between the partnership

If you bid game, you have to bid the number of tricks named plus another 6.


3NT	= 9 tricks
4♥, 4♠	= 10 tricks
5♣, 5♦	= 11 tricks

Game in a suit

♠ A 6 5 4		♠ K Q J 8
♥ A K 3		♥ 8 7 5 4
♦ A 8 2		♦ 6 4
♣ K Q 7		♣ A 10 8

The EW partnership has a fit in spades and enough points for game. The best game is 4♠.

Game in notrumps

♠ 5		♠ A Q J 6 4
♥ K Q 10 5 2		♥ A 7
♦ K 8 3		♦ A 5 4 2
♣ A K 10 3		♣ 4 2

EW has no fit so the best contract is 3NT.

- *If you don't have enough points for game, you need to make at least 7 tricks*
- *If you have an 8-card fit, choose that suit as trumps*