

# BIDDING by Maritha Pottenger

## High Card Points:

Ace=4 King=3 Queen=2 Jack=1 10=Pat on the back

## Opening the Bidding

Open all 12 HCP hands.

*First Choice:* 5-card major

*2<sup>nd</sup> Choice:* 1 No Trump (15-17 HCP, balanced hand)

Balanced is 4-3-3-3; 4-4-3-2; or 5-3-3-2. **NO VOIDS. NO SINGLETONS**

*3<sup>rd</sup> Choice:* Longer minor suit (if both 3 cards, open 1C; if both 4 cards, open 1D)

## Opener's Hands

12-15: Minimum Strength

16-18: Invitational Strength

19 & up: Forcing to Game

## Responding to Partner's Major/Minor Opening

If you have **6 points**, you must respond to major/minor!

*1<sup>st</sup> choice:* support partner's major with 3 cards

*2<sup>nd</sup> choice:* bid 4-card majors up the line

*3<sup>rd</sup> choice:* bid No Trump

*4<sup>th</sup> choice:* (with unbalanced hand): support minor suit (must have 4 or 5 cards in minor suit)

## Responder's Hands

6 to 10-: Minimum

10+ to 12: Invitational

13 and up: Forcing to Game

## Responding to Partner's One No Trump Opening

If you have 0-7 points (balanced): Pass. (If you are unbalanced, transfer to a 5-card major)

If you have 8-9 points (balanced) and no four card or longer major: Bid 2 NT.

If you have 8-9 points (balanced) and a 4-card major: Bid 2 Clubs (Stayman, asking partner for 4-card major)

If you have 8-9 points and 5-card major, transfer and then rebid 2NT (inviting game).

If you have 10 points (and above) bid 2 Clubs with a 4-card major (and jump to 3 NT if partner does not bid your major). With a 5-card major, transfer & then bid 3NT. If you don't have a 4 or 5 card major, just bid 3 NT.

## BIDDING GAME: 26 HCP in two hands is enough for Game

### Minimum Count: 6-10 HCP

1 Spade—respond 2 Spades with 3-card support

1 Heart—respond 2 Hearts with 3-card support

1 Diamond—respond 2 Diamonds (if unbal) w/ 4 diamonds

1 Club—respond 2 Clubs (if unbalanced) w/ 5 clubs

If you raise your partner's major, you promise 3-card support.

If you bid NT, you DENY support for partner's major AND you DENY having any four-card major you could have bid at the one level (before 1 NT). As responder, bid 4-card majors "up the line" (hearts before spades). **Invitational Count:** 10+ to 12 HCP

Jump with 5-card support for minor and 3-card support for major.

1 Spade—respond 3 Spades

1 Heart—respond 3 Hearts

1 Diamond—respond 3 Diamonds

1 Club—respond 3 Clubs

With no support for minor,

jump to 2NT if you have

11-12 HCP and no major

to show. If no major support,  
bid new suit.

(no support for partner)

1 Spade—respond 1 NT

1 Heart—respond 1 NT (denies 4 spades)

1 Diamond—respond 1 NT (denies majors)

1 Club—respond 1 NT (denies majors)

These bids are called

**Limit Bids** because they  
have both a bottom and a  
top limit of HCP (except  
for new suit).

### Forcing Count: 13 to 15 HCP

Bid a new suit (which is forcing one round) and then force to game (3NT or 4 of a major).

1 Spade—respond 2NT with 4-card support and an opening hand. Otherwise, bid a new suit at 2 level.

1 Heart—respond 2NT with 4-card support and an opening hand. Otherwise, bid a new suit.

1 Diamond—respond 3NT (if you have no 4-card major).

1 Club—respond 3 NT (denies both majors)

### Unlimited Bids (Partner must bid again)

1 over 1: 6 HCP **and up**

2 over 1: 10 HCP **and up** (e.g., 1 Spade-2 Clubs)