

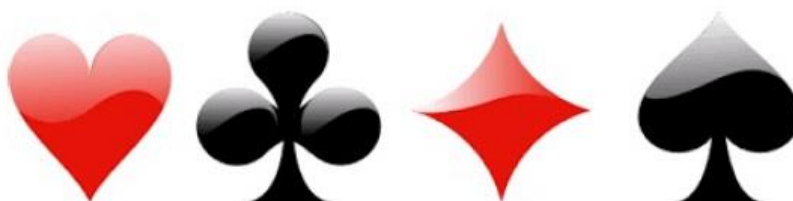
Bridge Booklet #5

Bidding #2

- *Bidding Suit contracts*
- *Bidding NT contracts*
- *Overcalls*
- *Doubles*
- *Slams*
- *Scoring*

Name

Date Started.....



Bidding Suit contracts

The main aim of bidding is to find if your side has a **major fit**

Then if you are strong enough you can play 4♥ or 4♠

Major fit

You are looking for an 8+ card fit in Hearts or Spades

When opener begins with 1♥ he shows four or more Hearts

Responder can immediately raise if he has four Hearts

If opener begins with 1♥ then later bids 2♣ this shows five Hearts (as he started with longest suit)

Responder can then raise if he has three Hearts

If opener begins with 1♥ then rebids 3♥ this shows six Hearts

Responder can then raise with only two Hearts

North: ♠J7432 ♥93 ♦AJ752 ♣7
South: ♠5 ♥AKT542 ♦Q93 ♣AQ43

S	N
1♥	1♠
3♥	?

After South shows six Hearts North raises to 4♥ with his doubleton Heart

Minor fit

If your side has found a **minor fit**, keep looking for a major fit, then try NT

The order of priority is: major game, NT game, then minor game

This is because it's hard to make the 11 tricks needed for 5♣/5♦

North: ♠KJ65 ♥93 ♦KJ5 ♣Q743
South: ♠AQ32 ♥62 ♦Q9 ♣AKJ92

S	N
1♣	1♠
3♣	4♠

After South opens 1♣, North responds 1♠ even though he has a Club fit

The partnership reach 4♠, which should make (5♣ has no chance)

Misfit

A misfit is when you and your partner have opposite suits

If your side has no fit you will either bid NT or settle in a partscore

Don't be too stubborn – if there's no chance of game then keep the bidding low

North: ♠J732 ♥AJ542 ♦J32 ♣3
South: ♠K54 ♥63 ♦Q9 ♣AKJ972

S	N
1♣	1♥
2♣	Pass

North knows partner has a minimum hand with lots of Clubs so wisely passes 2♣

Quiz

1. In each case, decide if the partnership has a fit in Hearts, and what the contract should be

♠K2 ♥A42 ♦762 ♣AJ743
♠A5 ♥KQJ53 ♦983 ♣KQ5

♠732 ♥QJ8742 ♦J ♣AJ3
♠A64 ♥K53 ♦9854 ♣KQ2

♠AQ32 ♥QJ4 ♦K52 ♣KJ3
♠75 ♥A53 ♦AJ43 ♣T985

Hearts _____

Points _____

Contract _____

2. In each case, how many Hearts has West shown?

W	E
1♥	1NT
2♥	

W	E
1♥	1NT
2♦	

W	E
1♥	1NT
3♥	

W	E
1NT	3♥
4♥	

W	E
1♣	1♦
1♥	

W	E
1♦	1♥
3♥	

3. In each case, what should West bid next?

♠KQ52 ♥AJ973 ♦K2 ♣QJ

W	E
1♥	1♠

W	E
1♥	2♣

W	E
1♥	2♥

W	E
1♥	3♥

W	E
1♥	1NT

W	E
1♥	2NT

4. What should West bid next? The auction so far is

W	E
1♥	1♠
2♥	2♠

- (a) ♠Q2 ♥AJ9742 ♦K62 ♣Q2 Bid _____
- (b) ♠9 ♥AJT9742 ♦K32 ♣Q2 Bid _____
- (c) ♠K32 ♥AK7642 ♦2 ♣A42 Bid _____

5. In each case, identify the best contract:

♠AQ732 ♥Q4 ♦K52 ♣J73
♠K65 ♥A53 ♦J643 ♣T85

♠K32 ♥J2 ♦QJ73 ♣QJ73
♠AJ4 ♥KQ53 ♦T984 ♣K2

♠92 ♥3 ♦AQJ62 ♣J7432
♠AKQ5 ♥Q52 ♦K8 ♣AKQ4

Contract _____

Score

/25

Bidding NT contracts

Making NT contracts is all about points
 You need 25+ to make 3NT, and a **stopper** in each suit

Stoppers

A stopper is a high card or combination of high cards between your hand and dummy that stops the defence winning lots of tricks in the suit

	Stopper						No Stopper				
Dummy	♥A	♥K	♥Kx	♥QJx	♥Qx	♥Jxxx	♥xxxxx	♥xxx	♥K	♥Qx	♥QJ
Your Hand	♥x	♥Qx	♥Qx	♥xx	♥Jxx	♥xx	♥x	♥xxx	♥xxx	♥Jx	♥xxx

In some of these you win the first trick, in some you lose the first one or two (or even three) tricks
 If partner bids a suit, you can assume they have a stopper in that suit

If the opponents bid a suit you only bid **NT** if you have a stopper in their suit

North: ♠JT2 ♥AQ2 ♦QJ732 ♣43 South: ♠A43 ♥43 ♦K94 ♣AKJ97	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr><th>W</th><th>N</th><th>E</th><th>S</th></tr> <tr><td></td><td></td><td></td><td>1♣</td></tr> <tr><td>Pass</td><td>1♦</td><td>1♥</td><td>Pass</td></tr> <tr><td>Pass</td><td>2NT</td><td>Pass</td><td>3NT</td></tr> </table>	W	N	E	S				1♣	Pass	1♦	1♥	Pass	Pass	2NT	Pass	3NT
W	N	E	S														
			1♣														
Pass	1♦	1♥	Pass														
Pass	2NT	Pass	3NT														

South has 15 points. He opens 1♣ and plans to rebid 1NT
 But when East overcalls 1♥, South can't bid NT as he has no Heart stopper
 North has a good Heart stopper so bids 2NT and now South is happy to bid game

Balanced Hand

If you have 2+ cards in each suit that is a **balanced hand**

♠Qx ♥AKJx ♦KQx ♣Jxxx	balanced
♠x ♥AKJxx ♦AKQx ♣xxx	unbalanced
♠ ♥AKQJxxx ♦KQx ♣xx	(very) unbalanced

Balanced hands often bid **NT**, as they have stoppers

A hand with lots of cards in one suit (or singletons or voids) is called **unbalanced** or **distibutional**

Unbalanced hands with majors do better in suit contracts

Unbalanced hands with a long minor suit often try 3NT

North: ♠AJ732 ♥73 ♦J752 ♣65 South: ♠8 ♥JT82 ♦A ♣AKQ9742	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr><th>S</th><th>N</th></tr> <tr><td>1♣</td><td>1♠</td></tr> <tr><td>3NT</td><td>Pass</td></tr> </table>	S	N	1♣	1♠	3NT	Pass
S	N						
1♣	1♠						
3NT	Pass						

South has only 14 points, but with 8 tricks and an expected Spade stopper from North, tries 3NT

Quiz

1. Decide if each hand is balanced or not, then choose the opening bid:

(a) ♠K8752 ♥A873 ♦K2 ♣Q3 Balanced? _____ Bid _____

(b) ♠KQ52 ♥752 ♦2 ♣AQJ42 Balanced? _____ Bid _____

(c) ♠KQ92 ♥AQ42 ♦73 ♣Q73 Balanced? _____ Bid _____

(d) ♠KQ92 ♥AQ42 ♦A3 ♣Q73 Balanced? _____ Bid _____

(e) ♠KQ92 ♥AQ42 ♦AK ♣Q73 Balanced? _____ Bid _____

2. In each case, decide if you have a stopper or not

♠K2
♠A5

♠J2
♠Q5

♠Q
♠JT5

♠K
♠QJ

♠J32
♠T54

♠QJ2
♠5

♠Q3
♠9542

3. In each case decide on the best contract: 3NT, 4♦ or 5♦

♠K2 ♥Q52 ♦K765 ♣J753
♠Q5 ♥A83 ♦AJ832 ♣KQ4

♠2 ♥AJ2 ♦KQ65 ♣J7532
♠Q5 ♥K53 ♦AJ832 ♣KQ4

♠J2 ♥AQ2 ♦K7654 ♣J53
♠Q5 ♥K53 ♦AJ832 ♣KQ4

Contract _____

4. What should East bid next? The auction so far is

W	E
1♥	1♠
2♦	?

(a) ♠KQJ752 ♥873 ♦52 ♣43 Bid _____

(b) ♠KQJ72 ♥42 ♦32 ♣AQJ2 Bid _____

(c) ♠KQJ72 ♥A42 ♦3 ♣J743 Bid _____

(d) ♠J7532 ♥A42 ♦3 ♣J743 Bid _____

5. Estimate how many tricks South takes in 3NT, depending on the lead

♠73 ♥A532 ♦QJ732 ♣42
♠A2 ♥K94 ♦KT854 ♣AQ6

Spade _____ Heart _____

Diamond _____ Club _____

Score

/30

Overcalls

An **overcall** is bidding over the opponents when they have opened the bidding
This is different from opening the bidding

Overcalling in a suit

Overcalling at the 1 level (e.g. 1♥ over 1♦) requires 8+ points and a good five card suit
Overcalling at the 2 level (e.g. 2♣ over 1♦) requires 10+ points and a good five card suit

Opponents open 1♦ (in all examples here)	
♠xx ♥AKxxx ♦xxx ♣Jxx	Overcall 1♥
♠xx ♥xxxxx ♦Axx ♣Qxx	Pass (suit too weak)
♠xx ♥KQJx ♦Axx ♣Qxx	Pass (suit too short)
♠xx ♥xxx ♦AKJxx ♣Qxx	Pass (don't bid their suit)
♠xx ♥xxx ♦Qxx ♣AKJxx	Overcall 2♣
♠xx ♥xxx ♦xxx ♣AKJxx	Pass (too weak for 2♣)

Overcalling 1NT

This requires 15-18 points (more than the 12-14 required to open 1NT)
You also need a stopper in the opponent's suit

♠Ax ♥AKxx ♦Kxxx ♣Jxx	Overcall 1♦ with 1NT
♠Ax ♥Axxx ♦Kxxx ♣Jxx	Pass (too weak)
♠Ax ♥AKxx ♦xxxx ♣Axx	Pass (no stopper)

Jump overcalls

With a weak hand (5-9 points) and a long suit (6+ cards) make a **weak jump overcall**

♠xx ♥AKxxxx ♦xxx ♣xx	Overcall 1♦ with 2♥
♠xx ♥AKxxxxx ♦xx ♣xx	Overcall 1♦ with 3♥

Responding to an overcall

The overcaller promises 5+ cards in their suit so you can **support** with 3+ and still have an 8 card fit
But remember, overcaller may not have many points
Support partner's suit **aggressively**, but only bid new suits with a good hand, or NT with a stopper

Opponents open 1♦ and partner overcalls 1♥	
♠Axx ♥xxx ♦QJxx ♣Qxx	Respond 2♥
♠x ♥QJxxx ♦x ♣Axxxx	Respond 4♥ (!)
♠xxxx ♥K ♦Axx ♣QJxxx	Pass
♠KQJxxx ♥x ♦Axx ♣Qxx	Respond 1♠
♠KQx ♥x ♦AJxx ♣AQJxx	Respond 3NT

Quiz

1. In each case, decide if you should overcall 1♦ with 1♥. If not, why not?

(a) ♠Q652 ♥AK952 ♦7 ♣632 Overcall 1♥? _____

(b) ♠Q632 ♥J8652 ♦7 ♣AQ2 Overcall 1♥? _____

(c) ♠32 ♥AKQJ ♦Q32 ♣8732 Overcall 1♥? _____

(d) ♠AJT862 ♥KQJ42 ♦7 ♣2 Overcall 1♥? _____

2. In each case, decide if you should overcall 1♦ with 1NT. If not, why not?

(a) ♠QJ52 ♥A52 ♦AQ4 ♣K32 Overcall 1NT? _____

(b) ♠QJ52 ♥J53 ♦AQ4 ♣K32 Overcall 1NT? _____

(c) ♠AJ52 ♥QJ52 ♦62 ♣KQ2 Overcall 1NT? _____

(d) ♠AJT862 ♥KJ2 ♦A4 ♣Q2 Overcall 1NT? _____

3. In each case, decide if you'll overcall 1♦ with a weak jump overcall of 2♥. If not, why not?

(a) ♠QJ2 ♥AKJ532 ♦Q74 ♣2 Overcall 2♥? _____

(b) ♠542 ♥KQJ532 ♦Q74 ♣2 Overcall 2♥? _____

(c) ♠532 ♥AKQ52 ♦62 ♣432 Overcall 2♥? _____

4. What should you overcall when the opponents open 1♥?

♠QJ2 ♥KJ532 ♦Q74 ♣J2 _____

♠QJ2 ♥AK5 ♦Q74 ♣KJ32 _____

♠AQJ42 ♥532 ♦Q74 ♣42 _____

♠4 ♥Q32 ♦J4 ♣KQJ8432 _____

♠QJ2 ♥A52 ♦Q74 ♣KJ32 _____

♠72 ♥Q32 ♦AK764 ♣432 _____

5. An opponent opened 1♥. Your partner overcalls 1♠. What do you respond?

♠QJ2 ♥J532 ♦QJ74 ♣Q2 _____

♠Q2 ♥AJ2 ♦AQ74 ♣KJ32 _____

♠AQJ42 ♥2 ♦A974 ♣862 _____

♠43 ♥J5 ♦QJ764 ♣KJ32 _____

♠Q2 ♥52 ♦QJ7 ♣AQJ532 _____

Score
/30

Doubles

Apart from the bid and Pass cards, any player may also **double** when it is their turn
The double card looks like an X

Doubling the opponents

You can only double the opponents, not your partner
The double only applies until someone else bids, and then it is cancelled

W	N	E	S
1♣	X	1♥	Pass

Here North doubles 1♣, and the contract is 1♣x, until East bids and the contract becomes 1♥

Penalty Doubles

The effect of a double is to (approximately) double the points scored on that deal
If declarer makes the contract, he wins double points
If declarer fails, the defence get double points

Therefore, a defender might double if he thinks the contract will fail, and wants double the reward

North doubles 4♥ expecting four tricks (1♠, 2♥, 1♦), maybe a Club ruff, plus whatever partner has

♠A32 ♥AQ32 ♦KQ752 ♣7	<table border="1" style="text-align: center;"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td>4♥</td> <td>X</td> <td>Pass</td> <td>Pass</td> </tr> </table>	W	N	E	S	4♥	X	Pass	Pass
W	N	E	S						
4♥	X	Pass	Pass						

South doubles 1NT as he has 17 points and (combined with partner) expects to beat the contract

♠A32 ♥A3 ♦KQJ742 ♣K7	<table border="1" style="text-align: center;"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>Pass</td> <td>X</td> </tr> </table>	W	N	E	S	1NT	Pass	Pass	X
W	N	E	S						
1NT	Pass	Pass	X						

Takeout Doubles

It is difficult to beat low-level suit contracts (**below the four level**), and not very profitable
So instead, people play that low level doubles are **takeout doubles**, which request that partner bid
They are typically made when you have shortage in the opponent's suit, and 12+ points

North doubles 1♥. South must reply (even with 0 points), by bidding his best suit

♠AQ32 ♥3 ♦AJ72 ♣K752	<table border="1" style="text-align: center;"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td>1♥</td> <td>X</td> <td>Pass</td> <td>Pass</td> </tr> </table>	W	N	E	S	1♥	X	Pass	Pass
W	N	E	S						
1♥	X	Pass	Pass						

There are many other situations where takeout doubles can be made

Penalty or Takeout?

A simple rule is

- all doubles of NT contracts or at 4 level and above are **penalty** (partner should pass)
- all low level suit doubles are **takeout** (partner should bid)

Quiz

1. For each hand, decide if it is suitable for a double of 1♥. If not, choose another bid

(a) ♠QJ72 ♥32 ♦AJ74 ♣AQ2 Bid? _____ Why? _____

(b) ♠Q2 ♥AJ52 ♦QJ74 ♣A32 Bid? _____ Why? _____

(c) ♠KQJ42 ♥532 ♦Q974 ♣2 Bid? _____ Why? _____

(d) ♠KJ3 ♥AQ52 ♦K92 ♣K32 Bid? _____ Why? _____

2. For each double, determine if it is for penalty or takeout

W	N
1♥	x

W	N
2♥	x

W	N
4♥	x

W	N	E	S
1♥	Pass	3♥	x

(a) _____ (b) _____ (c) _____ (d) _____

3. In each case South has made a takeout double. Describe in words roughly what she has

W	N	E	S
		1♦	x

W	N	E	S
1♣	P	1♦	x

W	N	E	S
1♣	1♦	2♣	x

W	N	E	S
	1♥	1♠	x

(a) _____ (b) _____ (c) _____ (d) _____

4. The opposition have opened 1♠ and your partner has doubled it
What do you bid?

W	N	E	S
1♠	X	Pass	?

(a) ♠KJ752 ♥QJ32 ♦74 ♣73 Bid? _____ Why? _____

(b) ♠J752 ♥KQJ32 ♦A4 ♣A2 Bid? _____ Why? _____

(c) ♠Q72 ♥5 ♦KQ8742 ♣852 Bid? _____ Why? _____

(d) ♠QJT952 ♥5 ♦AK4 ♣852 Bid? _____ Why? _____

5. Your partner opened 1NT (12-14) and the opponents doubled it
What do you bid?

W	N	E	S
1NT	X	?	

(a) ♠QJT652 ♥32 ♦74 ♣732 Bid? _____ Why? _____

(b) ♠Q32 ♥AJ32 ♦Q74 ♣KQ2 Bid? _____ Why? _____

(c) ♠J42 ♥5 ♦K974 ♣JT932 Bid? _____

Score

/30

Slams

All contracts at the six (or seven) level are slams, and carry a big bonus

You should only bid a slam if you are confident of success, as if it fails you also lose the game bonus

NT Slams

Making contracts in NT requires points

In general you need about 25 points for game (3NT), 33 for slam (6NT) and 37 for grand slam (7NT)

If you and your partner have lots of points but no good trump suit, go for a NT slam!

North: ♠AJ72 ♥KJ3 ♦J752 ♣K5
South: ♠KQ5 ♥A82 ♦KQ4 ♣AQJ2

N	S
1NT	6NT

North opens 1NT (12-14). South has a balanced hand with 21 points so knows they have at least 33. 6NT should make easily. Declarer plays on Diamonds and makes 4♠+2♥+2♦+4♣ = 12 tricks

Suit Slams

A suit slam can be made with a lot fewer than 33 points, by getting extra tricks from ruffing
You will need lots of trumps, and shortages (**voids**, singletons, or doubletons)

You also need **controls** in each suit

A control is an Ace/King, singleton or void, that stops the opponents winning two tricks in that suit

North: ♠J2 ♥T974 ♦AKQJT2 ♣2
South: ♠53 ♥AKQJ8 ♦83 ♣AKQJ

You have loads of winners (5♥ + 6♦ + 4♣)

But you can't make a slam as you'll lose two Spade tricks (if they lead Spades)

North: ♠A532 ♥97532 ♦♣A543
South: ♠K7 ♥AKQ864 ♦832 ♣K5

You have excellent trumps and controls and despite only 23 points make 7♥ easily (2♠+6♥+3♦+2♣)

Bidding suit slams

There are two routes to a suit slam

If you both have very good hands:

North (17): ♠AK732 ♥3 ♦AQ752 ♣A5
South (16): ♠QJ54 ♥KQ92 ♦K8 ♣KQ3

N	S
1♠	4♠
5♠	6♠

If one of you has an excellent hand:

North (24): ♠AJ7 ♥AK ♦KQ754 ♣AK3
South (8): ♠KQT852 ♥J832 ♦2 ♣Q2

N	S
2♣	2♠
6♠	

Quiz

1. For each 6NT count combined points, sure winners, and give the expected result

♠K3 ♥A532 ♦AJ7 ♣A654
♠A2 ♥KQJ ♦KQT54 ♣Q32

♠J3 ♥A532 ♦AJ7 ♣A654
♠A2 ♥KQJ ♦KQT54 ♣Q32

♠KJ ♥A532 ♦AJ7 ♣A654
♠A2 ♥KQJ ♦KQT54 ♣KJ2

Points _____

Sure winners _____

Expected Result _____

2. For each 6♥ count combined points, losers in each suit, and give the expected result

♠K5 ♥A532 ♦J3 ♣A7654
♠A32 ♥KQJ76 ♦KQT5 ♣3

♠A5 ♥A532 ♦J3 ♣976542
♠2 ♥KQJ76 ♦AKQT75 ♣3

♠A75 ♥A532 ♦A43 ♣K63
♠K43 ♥KQJ6 ♦KQJ ♣A95

Points _____

Losers _____

Expected Result _____

3. East has these cards:

♠AJ72 ♥J3 ♦J752 ♣KT5

For each auction, estimate West's points, and if East should bid 2NT, 3NT, 6NT or Pass

W	E
1NT	?

W	E
1♥	1♠
1NT	?

W	E
2NT	?

W	E
2♣	2NT
3NT	?

W	E
1♥	1♠
2NT	?

W	E
1♥	1♠
2♣	?

4. East has these cards:

♠2 ♥AQT3 ♦K832 ♣AJ65

For each auction, estimate West's points, and if East should bid 4♥, 6♥ or Pass

W	E
1♣	1♥
2♥	?

W	E
1♣	1♥
4♥	?

W	E
2♥	?

W	E
	1♥
3♥	?

W	E
1♣	1♦
1♥	?

Score

/25

Scoring

Declarer fails

The defence get 50 points per trick that the contract fails by (called **undertricks**)

If declarer fails by one trick this is written 4♥-1 and the defence score 50 points
Failing by 2 tricks costs 100 points, failing by 3 tricks costs 150 points and so on

Declarer succeeds

Declarer gets a bonus for making his contract: 50 for a part score and 300 for game

He also gets points per tricks in the contract

2♥= means he made it exactly, and is scored as two tricks

2♥+1 means one **overtrick**, and is scored as three tricks

Minor Suits: 20 per trick
Majors: 30 per trick
NT: 40 for first trick, then 30 for the rest

The points per trick depends on the trump suit:

So for example: 2♥= scores 50 for making a part score, and 2x30 = 60 for tricks, for a total of 110

So for example: 4♥= scores 300 for making a game, and 4x30 = 120 for tricks, for a total of 420

	Bonus	Tricks	Total
1♣=	50	20	70
1♠=	50	30	80
4♦+2	50	6x20 = 120	170
5♦=	300	5x20 = 100	400

	Bonus	Tricks	Total
1NT=	50	40	90
2NT=	50	40+30	120
3NT+1	300	40+30+30+30	430
4NT=	300	40+30+30+30	430

There is also a slam bonus of 500 (small slam) or 1000 (grand slam) on top of the game bonus

So for example 6♠= scores 300 + 500 + 180 = 980

Double

If the final contract is doubled that increases the score, either for declarer or defence

If the contract fails by 1, 2, 3, 4 or 5 tricks the penalty is 100, 300, 500, 800 or 1100 respectively
Hence 4♥x-2 costs 300, and 3♠x-3 costs 500

If the contract succeeds it's more complicated – the tricks score is doubled, plus a 50 point bonus

The most important effect is that some contracts are **doubled into game**

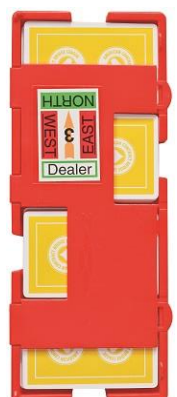
This means that for example 2♠x= counts for the game bonus (as if it was 4♠)

However 2♦x= doesn't quite reach game, and 5♦x= also isn't too costly as it's already game

Vulnerability

For each deal a pair is either vulnerable (red) or non-vulnerable (green)

This affects the scoring, but for now we assumed **both pairs are always non-vulnerable**



Quiz

1. In each case declarer has failed. Work out how many points the defence gets

1♣-1	2♥-1	3♣-2	4♥-3	6NT-1	6♥-5

2. In each case declarer has made his contract. Work out how many points he gets

	1♣=	1♥=	1NT=	5♣=	4♥=	3NT=	3♥+1	1NT+2	2♥+1	1♣+3
Bonus										
Tricks										
Total										

3. Look at the tricks that declarer takes, and decide what the score is

Contract	Tricks	Result	Declarer scores	Defence scores
3♣	10	+1	130	
3NT	7			
3NT	9			
4♥	11			
2♠	7			
5♦	12			

4. In each case declarer has failed in a doubled contract. How many points for the defence ?

1♣x-1	2♥x-1	3♣x-2	4♥x-3	6NTx-1	6♥x-5

5. Circle the contracts that are **doubled into game**

1♥x

2♥x

1NTx

2NTx

4♥x

3♣x

6. How many points for 6♥= _____ 7♥= _____

Score
/25

Glossary

Control – high card or shortage that stops losers. No Heart control: ♠A8754 ♥63 ♦KQ532 ♣2

Double – a bid that roughly doubles the score of an opponent's contract

Doubled into game –some doubled contracts like 2♠x and 3♠x gets the game bonus

Fit – 8+ cards in a suit between two hands, for example ♠AJ72 opposite ♠K8653 is a 9 card Spade fit

Overcall – for example if North opens the bidding with 1♦ East can overcall 1♥

Overtrick – an extra trick above the contract, for example 4♠+2 is two overtricks

Penalty double – a double you expect partner to pass, as you expect to beat the contract

Stopper – high cards like ♥QJ2 that stop the opponents winning lots of tricks in NT

Support – bid the same suit as partner, for example raising 1♠ to 3♠

Takeout double – a double you expect partner to takeout (bid). Doubles of 1♣ up to 2♠ are takeout

Undertrick – an extra trick above the contract, for example 4♠–2 is two undertricks

Void – none of one suit, for example this hand has a Heart void ♠A8754 ♥ ♦KQ532 ♣632

Weak jump overcall –for example overcalling 1♥ with a jump to 3♣, for a weak hand with 6+ Clubs

Notes

