

Fifth Chair



Modern Bridge Bidding of 5 Card Majors, Including Weak 2 Bids

No Trump Distribution: 4-3-3-3 or 4-4-3-2 or 5-3-3-2 (5 card minor only)

26 HCP=game 33 HCP=small slam 37 HCP=grand slam

OPENING BIDS:

1 OF A SUIT = 12 - 14

1NT = 15 - 17 HCP

1 OF A SUIT, THEN JUMP to 2 NO TRUMP = 18 -19

2NT = 20-21 HCP THIS IS NEW APPROACH

STRONGER BIDS = 22 - 24 HCP - Open the Strong 2C, artificial and forcing and then rebid 2nt over partner's response. The Negative response to the Strong 2C bid is 2D. The Positive response: bid 2H, 2S, 3C or 3D, which shows a 5 card suit, Headed by two of the top three honors (AKQ).

25 TO 27 HCP, balanced, open the Strong 2C, and then rebid 3NT=28 and up HCP, open 2C, then search for slam. 3NT - This bid is now used for a gambling 3NT, which shows a 7 or more in a minor suit, headed by at least AKJ, and has NO outside Aces.

Opening 1 club is Not Forcing, just a convenient minor. Plan your bidding to describe your hand without distorting your distribution. If your hand is 2-3-4-4, or 3-3-4-3 open 1 diamond and rebid 1NT over a major suit bid by partner. Open a Major suit holding a 5 card suit. Usually do not open 1 diamond without 4 of them. Open 1 diamond with 3 Only if the hand is distributed 4-4-3-2.

Reverse bids are done on no less than 16 high card points, and jump shifts are done on no less than 18+ high card points. Reverses are bidding a higher ranking suit than your first bid suit as your rebid. You open 1C, partner says 1H, you now bid 2D. This is a reverse, since for partner to take a preference for your first bid suit means he/she has to do so at the next higher level, denoting at least 16 hcp.

Jump shifts are done on no less than 18+ points, and tend to say that you are unbalanced, with shortness in unbid suits. Without shortness you would be rebid 2nt.

Game Bidding With Single Minor Suits - These are hands that are bid: 1 of either minor by you, 1H/1S by partner, 3NT by you. This shows a solid 7 or more cards in either minor suit, and stoppers in either one or both unbid suits, hoping to take 9 tricks before the opponents are able to get 5 tricks.

MODERN TRICK COUNTS WINNERS:

There are usually only 3 tricks in each suit: the ACE, The KING, and the QUEEN. In addition, ALL CARDS longer than 4 in a suit count as tricks.

This hand is counted as follows: AKQ AKJXXX AX KQ -

High Card Points = 26 High Card points
Distribution Points = 2 for the 5th and 6th hearts Total Points = 28
Total # of Tricks this hand is expected to take = 10 tricks, losing only the Q of hearts, a diamond and a club.

This hand is counted as follows: Ax AKxxxxxx Ax x
High Card Points = 15 high card points
Distribution Points = 4 for the 5th,6th,7th and 8th hearts.

Total Points = 19 Total # of Tricks this hand is expected to take = 9 tricks, losing a spade, a heart, a diamond and a club. If spades split, there may be no losers, since the suit may split 8-2-2-1.

This hand is counted as follows: Axxxx ---- Axxx Axxx
High Card Points = 12 high card points
Distribution Points = 1 point Total Points = 13
Total tricks this hand is expected to take = 4 tricks

Strong Opening Suit Bids are made on hands that contain at 9 tricks in your hand. Refer to Modern Trick Counting Above. Strong Bidding is opened 2C (artificial and forcing). Responder makes a Positive Response of 2H, 2S, 3C, 3D, holding a 5 (FIVE) card suit, with 2 of the top three honors. The Negative, or Waiting response is 2D. Opener now bids his suit, and you are forced for at least one round, either to raise partner's suit, or show your own suit. A Second Negative bid is shown, if you have no count, and no support for your partner, by bidding the cheapest minor. If Opener has GAME in his own hand, after bidding proceeds: 2C 2D by partner, opener 2 Spades, and partner then bids 3C, second negative. After a Second Negative bid by responder, Opener Now Must Jump to game, as partner can pass 3S. If Opener Changes Suits, Responder must continue bidding. EXAMPLE: Opener 2C Responder 2D, opener now bids 2S and partner responds 3C. Now, opener bids 3D. This bid is again absolutely forcing, since responder's first 2D bid did not show a suit. Responder should now bid 3H with hearts, 3NT, 4Clubs, with long good clubs, or 4D with diamond support, and shortness in spades.

Because you open all strong hands with 2C, All other 2 level bids become Weak 2 Bids.

The Weak 2 Bid, which is a preemptive bid, shows a 6 card suit, and at least 6 to 10 high card points. If Partner holds 14 or more points, and wishes to investigate game, he has a choice of bids. He bids his own suit: Response to this is a raise for partner, or show a side suit of your own, if you are in the upper range. If Partner responds 2NT, he is asking you about your hand. Any bid other than a rebid of your suit is forward going, showing the upper ranges of your hand, and suggests that you have a high card in the bid suit, so that partner may go to game in NT. If you have the upper range 8-10 hcp in your suit, and No high cards outside your suit, the Response to Partner is 3NT. If you open 2H, partner may pass, if he doesn't have the strength for game OR, raise your suit, with about 6 points (called RONF = raise only non forcing bid), with at least 3 cards in your suit, or bid 4 of your suit with at least 4 cards in your suit, which continues the preempt. This makes it VERY difficult for the opponents to find their fits.

Other Preemptive bids are based on long suits, at least 7 or more cards in the bid suit, and not much outside trick taking values. If you have a 7 card suit, and outside trick taking abilities, open the bidding in 1 of your suit, not 3 or 4.

Overcalls are based on 5 card suits. Partner of overcaller should respond as if the overcaller had opened. Exception: Very seldom are overcalls made with a 4 card suit. It must be a Very good suit (AKQx).

Takeout doubles are based on hands that are opened by an opponent, in which you also have an opening hand. You tend to have shortness in the suit bid, but not always. Takeout doubles ask partner to show

his/her suit. If you have a good, long suit of your own, and less than 18 high card points, just bid your suit. With 18 or more High Card Points, you must first make a takeout double, and then bid your suit.

After a Takeout Double (see below) partner of opener responds as normal. Partner of Takeout Doubler should strain to bid, if you have any count and suit length distribution. Responder to the takeout double can count Suit Fit Points , since partner has promised to support in any suit you bid.