Vocabulary:

Auction: The process of bidding to win the right to place the contract.

Bonus: The 500 points you earn for bidding and making a game.

Book: The first six tricks which are added to the declarer's bid as the ultimate target.

Opening Bidder: The first person to make a bid in an auction. Pass is a call.

Declarer: The first person in the auction to name the suit that eventually becomes the strain that the hand will be played in.

Part Score: A contract played below the game level.

Responder: The bid made in response to partner's opening bid.

Overtrick: Any trick taken above the number contracted for.

Undertrick: Each trick under the contracted total.

Bidding Basics:

To open the auction, a predetermined minimum bid or higher must be entered.

You have to bid in a certain order – clockwise around the table.

Each bid must be higher than the previous one.

The auction ends when there is a bid followed by three consecutive passes.

What You're Bidding For:

- The right to declare the hand.
- The right to name the suit.
- The right to name the level.

How High Should I Bid?

To be most successful, you need to try to maximize your score on each hand. If you bid to a contract worth 100 points, the 500 game point bonus kicks in. It is these game bonus points that drive the bidding forward.

Scoring Basics:

Declarer achieves a score when she makes the number of tricks her side contracted for.

The score you get as a declarer depends on the strain in which you decide to play the hand. Here are the scoring points you will receive for playing in these three strains:

- 1. No-trump: 40 pts for the first trick (trick 7) plus 30 pts for every subsequent trick.
- 2. Majors, hearts or spades: 30 pts per trick.
- 3. Minors, diamonds or clubs: 20 pts per trick. If you bid to a contract that will score at least 100 points and you make what you bid, you will receive a game bonus of 500 points. The following contracts will get you the bonus points

Game Contracts	How the scoring works	Number of tricks	Points needed
3 NT	40+30+30=100	Book + 3 =9	26
4 of a major	30X4=120	Book+ 4=10	26
5 of a minor	20X5=100	Book+ 5=11	28

Sample Scores

The examples below illustrate the difference in the score between committing to a game contract and not.

Contract	Made	Game Y/N	Final Score
3 Hearts	4	N	4 x 30=120
4 Hearts	4	Υ	4 x 30=120+500=620
1NT	3	N	40+30+30=100
3NT	3	Υ	40+30+30=100+500=600
4 Clubs	5	N	20 x 5=100
5 Clubs	5	Υ	20 x 5=100+500=600