

Vocabulary:

Majors: The spade and heart suits.

Value: 30 points per trick.

To get to game: $4 \times 30 = 120$.

10 tricks needed to reach game.

Minors: The diamond and club suits.

Value: 20 points per trick.

To get to game: $5 \times 20 = 100$.

11 tricks needed to reach game.

Approximately:

45% or more of games are played in no-trump.

45% or more of games are played in majors.

At most 10% of games are played in minors.

Trump Suit Advantages:

(With eight or more trumps between you and your partner)

You can stop the opponent's from playing their long suits.

You can create extra tricks by trumping losers in the short hand.

You can discard losers.

It's easier to reach a game with 26 points in trumps than to reach one with the same amount in no trumps because in addition to HCP and LP, short suit points (SP) are also counted.

Trump Bidding Basics:

With 13 or more points, you must open the bidding.

When you open one-of-a-major (1H or 1S) you are saying that you have five or more cards of that suit.

When you have both five hearts and five spades, open the bidding with the higher-ranking suit(spades) first.

Major Suit Basics:

We always want to try to find an eight or, even more perfect, a nine-card suit fit.

When partner opens one-of-a-major, he is showing both strength and length. 13 to 20 points (high card and length) and at least a 5-card suit.

Support with support: The easiest road to game is in four-of-a-major suit.

With at least 3-card support you can raise partner's 1S bid to 2S with 6 – 9 pts,

With at least 4-card support and 10 – 12, or 13 – 15 you can raise to three or four level respectively.

Trump Bidding Box

Opener	Responder has:	Responder Bid	Reason
1 major (13-20 pts)	0-5	Pass	No chance for game
1 major (13-20 pts)	6-9	Bid 2 of that major: Need 3+ support	Could make a game if opener has a big hand
1 major (13-20 pts)	10-12	Bid 3 of that major: Need 4-card support	Close to game. One trick more than 1S – 2S
1 major (13-20 pts)	13-15	Bid 4 of that major: Need 4 - card support	Two opening bids facing one another, equals game..

Reminder: An opening bid of 1NT shows 15, 16, 17. This range and the number 26 determine the bids of 2NT (9 pts) and 3NT (10+pts).

An opening bid of 1H or 1S shows 13 – 20 points. The numbers 6 and 13 are the key responder numbers here.

$13 + 13 = 26$ $20 + 6 = 26$