

# BEGINNERS' LESSONS

## Welcome

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# Lesson Six

## Scoring at Contract Bridge



# Scoring at bridge



- Value per trick (above 6):
  - ♣ or ♦ = 20 points per trick
  - ♥ or ♠ = 30 points per trick
- NT = 40 points for the first trick then 30 points per subsequent trick





- PLUS a Bonus as follows:
  - **Part score** = 50 points
  - **Non vulnerable GAME** = 300 points
  - **Vulnerable GAME** = 500 points
  - **Non vulnerable SMALL SLAM** = 500 points
  - **Vulnerable SMALL SLAM** = 750 points
  - **Non vulnerable GRAND SLAM** = 1,000 points
  - **Vulnerable GRAND SLAM** = 1,500 points
  - Small slam = bidding and making 6
  - Grand slam = bidding and making 7



# Scoring at bridge

- The terms “vulnerable” and “non-vulnerable” come from the early days of bridge, and reflect scores that were obtained in earlier hands.
- In modern bridge, the vulnerability is pre-determined, and is indicated on the board by **red** (or underlined )for vulnerable and **green** or black (or not underlined) for non-vulnerable.
- The vulnerability affects the scores obtainable.



# QUIZ

• Contract = 2 ♥ ... you make 9 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$9 - 6 = 3$**

Hearts = 30 points per trick ...  **$3 \times 30 = 90$**

Add 50 points for part score ...  **$90 + 50 = 140$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# QUIZ

• Contract = 3 ♥ ... you make **10** tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

Add 50 points for part score ...  **$120 + 50 = 170$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# QUIZ

- Contract = 4 ♥ (vul) making 10 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

+ 500 points for GAME (vul) score ...  **$120 + 500 = 620$**

**DO NOT COUNT THE FIRST 6 TRICKS**





# QUIZ

- Contract = 4♥ (Not Vul) making 10 tricks

Don't count the 1<sup>st</sup> 6 tricks ...  **$10 - 6 = 4$**

Hearts = 30 points per trick ...  **$4 \times 30 = 120$**

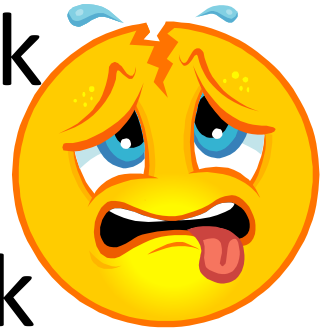
+ 300 points for GAME (NV) score ...  **$120 + 300 = 420$**

**DO NOT COUNT THE FIRST 6 TRICKS**



# WHAT HAPPENS IF IT GOES WRONG?

- The opposition get points per trick that you are short:
  - Vulnerable = 100 points per trick
  - Not Vulnerable = 50 points per trick
  - These penalties are substantially increased if the contract is doubled (or redoubled)



# INTRODUCING “DOUBLE” AND “REDOUBLE”

- In the early days of bridge, the bid “Double” was used by the opposition to mean “I think that you will not make this contract”.
- This bid increases the penalty available, but also increases the score if the contract does make.
- A double of an opponent’s bid can be made by either partner.



# INTRODUCING “DOUBLE” AND “REDOUBLE”

- Similarly, a bid of “Redouble” was used to mean “I think I can make my contract” – it can only be made after an opponent doubles.
- This bid also increases the penalty available, or increases the score if the contract does make.
- While these bids are still used with the above meanings, they are also used to convey other messages in modern bridge – more on this in later lessons.



# TWO EXAMPLES OF VERY LARGE SCORES

- The largest positive score that Declarer can make is for the contract of 1 No Trump, Vulnerable, doubled and redoubled, making 6 overtricks – this yields a score of +3,160.
- Even this is overshadowed by the largest penalty – if you bid 7NT vulnerable, and are doubled and redoubled and fail to make any tricks, you concede a score of -7,600!!



# Lesson Six

## Responder's First Response



# The purpose of the bidding

- The purpose of the bidding is to determine what contract to play in order to obtain the best possible score
- Each bid is an exchange of information about the partners' hands
- Partners must judge
  1. Whether to play in a suit or no trumps – play in a suit if you have a more than 8 card fit
  2. How high to bid – part score, game (or even slam)?  
Bid game if the partnership has 25 or more points  
(slam generally requires 33 or more)



# Opening bids - reminder

- Open the bidding with 12+ points
- Bid 1 NT if 12-14 balanced
- Bid longest suit first
- Bid LOWER RANKING of 4 card suits
- Bid HIGHER RANKING of 5 card suits





# Basic Rules for Responder's bids

1. **Pass** with fewer than 6 points
2. **Support** partner's suit (covered earlier)
3. **Bid a new suit**
4. Bid **1 No Trump** ... the bid of last resort

You have 4 choices



# New Suit Bids by Responder

- 1-level bid = 6+ HCP
- 2-level bid = 10+ HCP

(Don't go to the 2-level if you can bid at the 1-level)

These bids are unlimited

They are absolutely **FORCING**

Partner **MUST MUST** bid again!!!



# Which Suit do you bid?

1. Longest suit
2. Lowest available 4-card suit
3. Higher ranking 5-card suit

These bids are unlimited

they are **FORCING**

partner **MUST MUST MUST** bid again



# Partner Opens 1♥ ... what do you bid?



No fit in hearts, with 6+ points

Bid 1♠ ... bid own suit at 1-level



Partner Opens 1♥ ... what do you bid?



No fit in hearts, with 10+ points

Bid 2♦ ... bid own suit at 2-level



# Partner Opens 1♥ ... what do you bid?



No fit in hearts, with 6+ points  
But not enough points to bid 5-card  
suit

Bid 1♠ ... bid own suit at 1-level



# Partner Opens 1♥ ... what do you bid?



No fit in hearts

Cannot bid OWN suit at 1-level

Not enough points to bid at the 2-level

∴ MUST bid 1NT ... the bid of last resort





# Lesson Six

## Opener's First Rebid





# Basic Rules for Opener's Rebid

- Agree partner's suit if you have a fit
- Bid No Trumps
- Bid another suit (if you can)
- Bid your suit again (with extra length)

**AND AT THE SAME TIME**

- Describe the quality of your hand  
**MINIMUM, NEARLY GAME or GAME**



# What type of hand have you got?

18 – 19	GAME
16 - 17	Nearly Game
12 - 15	Minimum



# Support Responder's Suit

- **MINIMUM** (12-15) ... raise a level
- **INVITATIONAL** (16-17) ... jump a level
- **GAME** (18-19) ... bid game

**MUST HAVE A FIT**

**4+ support**



# Opener's Rebid – SUPPORT PARTNER



You open 1♥

Partner bids 1♠

You have a fit, 14 HCP

MINIMUM HAND – Bid 2♠



# Opener's Rebid – SUPPORT PARTNER



You open 1♦

Partner bids 1♥

You have a fit, 16 HCP

NEARLY GAME (INVITATIONAL) – Bid 3♥



# Opener's Rebid – SUPPORT PARTNER



You open 1♣

Partner bids 1♠

You have a fit, 19 HCP

GAME – Bid 4♠



# Bid No Trumps

- LOWEST LEVEL NT = 15 – 17 HCP
- JUMP IN NT = 18 – 19 HCP  
(forcing to game)

Shows a balanced hand





# Opener's Rebid – BID NO TRUMPS



You open 1♣  
Partner bids 1♠

You have a balanced hand with no fit, 16 HCP

LOWEST LEVEL NT - Bid 1NT





# Opener's Rebid – BID NO TRUMPS



You open 1♦

Partner bids 2♣

You have a balanced hand with no fit, 16 HCP

LOWEST LEVEL NT - Bid 2NT



# Opener's Rebid – BID NOTRUMPS



You open 1♦  
Partner bids 1♥

You have a balanced hand, no fit, 18HCP

JUMP IN NT - Bid 2NT



# Opener's Rebid – BID NOTRUMPS



You open 1♦

Partner bids 2♣

You have a balanced hand, no fit, 18 HCP

JUMP IN NT - Bid 3NT



# Rebid Your Own Suit

- 2-level = 12-15 HCP
- Jump = 16-17HCP (6+)
- **GAME** = 18-19 HCP (6+)

Usually shows a single  
suited hand



# Opener's Rebid – REBID OWN SUIT

You open 1♦



Partner bids 1♠

No fit with partner, unbalanced, 12 HCP

**MINIMUM**

**Rebid your own suit – Bid 2♦**





# Opener's Rebid – REBID OWN SUIT

You open 1♥



Partner bids 1♠

No fit with partner, unbalanced, 16 HCP

**NEARLY GAME (INVITATIONAL)**

**Rebid your own suit – Bid 3♥**



# Opener's Rebid – REBID OWN SUIT

You open 1♠



Partner bids 2♣

No fit with partner, unbalanced, 17 HCP

**GAME** (partner has 10+ points), 6+ own suit

**Bid GAME in your suit – Bid 4♠**



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