



## Lesson 6 Teacher's Notes

### Aims

- To emphasise the importance of **bidding Games**
- To explain the **combined values** required for games and slams
- To make it clear that bidding can never be perfect
- We will not always make our contract – or bid all the games that actually make
- To explain **when** to open the bidding

### Content

- 1 Requirements for *Bidding Game*  
When we have the right values we bid game to try to win the large game bonus  
We need a total of **25 points** for the game contracts of 3NT, 4♥ and 4♠.  
With fewer we should stop in a part-score
- 2 Which game to play in?  
To play in a trump contract we need at least **8 trump** between the hands  
Spades and hearts are the **majors**, clubs and diamonds the **minors**.  
We need to make 10 tricks for game in a major suit, 11 tricks for game in a minor suit.  
It is easier to make game in NT(9 tricks) or in a major(10 tricks) than in a minor!
- 3 Realism about results  
If we never fail in a game contract – we are not bidding enough!  
Bidding is not, and can never be, an exact science  
We cannot make every game we bid, nor bid every game that makes.  
If we have the values for game we should bid it and accept that it may not make.
- 4 **Opening** the Bidding  
If we do not open the bidding with 12 or more points we may **miss a game**  
We **always** open the bidding with 13+High Card Points (HCP)  
With 12-14HCP in a balanced hand we open 1NT; otherwise we open **one of a suit**  
When we open one of a suit we always bid our **longest suit** (xxxxx rather than AKQ!!)  
With two 5-card suits we open the **higher-ranking** (makes it easier to bid the lower one next)  
With two or more four-card suits there are special rules: normally we open the **higher-ranking**