

BRIDGE FOR BEGINNERS

LEARN THE SECRETS OF THE GAME FROM
A SEASONED PLAYER AND TEACHER



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Chapter 1. Let's get started

Welcome to the exciting world of bridge - a mentally stimulating and socially engaging game. Whether you're a beginner or have some experience, this book will guide you on your journey to becoming a skilled bridge player.

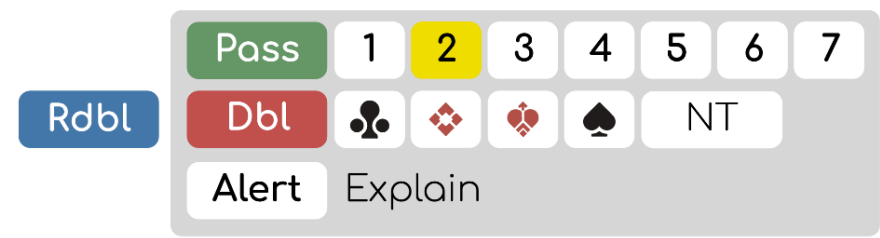
Bridge is a game of partnerships where communication and strategy are critical. The game is divided into two main parts: the auction and the play of the hand. In the auction, each player in the partnership describes the strength and shape of their hand and bids to determine the best contract. The play of the hand is when the winning partnership attempts to fulfill their contract.

To begin, the dealer starts the bidding and the process proceeds clockwise. Bids must be submitted in the proper order, and players may pass if they have nothing to bid. The auction ends when three consecutive passes are made, and the contract is determined by the highest bid before those three passes. The declarer is the player who bids the suit first for the line and is the player who plays the hand.

During the play of the hand, the person to the declarer's left takes the opening lead, and the declarer's partner arranges their cards on the table, with the trump suit on their right. This is known as the dummy. The declarer uses both their own cards and the dummy's cards to play the hand. A trick consists of four cards, one from each player. Players must follow suit whenever possible, and the highest card of the suit led wins the trick. The player who wins the trick moves on to the next trick, and each player keeps their cards in front of them.

In bridge, cards are ranked from highest to lowest, with Aces being the highest and 2s being the lowest. There are no Jokers in bridge. The suits are also ranked, with clubs being the lowest, followed by diamonds, hearts, and spades being the highest. In bridge, there is no trump at the top of the ranking.

So, let's start this journey together, where you will get to the bridge table for your first game, make many adorable friends, and enjoy the beauty of this game.



The bidding boxes, if you play bridge in clubs, or the bidding buttons, if you play online, will assist you in following the correct bidding sequence and avoiding mistakes. You will remember it correctly in no time.

In the game of bridge, the minimum bid is 1♣ (one club) and the maximum bid is 7NT (seven no trump). This means that players can bid a minimum of one club and a maximum of seven without using a trump suit. Along with bidding, players have the options to double, redouble, and pass. Additionally, there is an alert button for any artificial calls that require an explanation for the opponents.

Each player is dealt thirteen cards, with the goal of winning up to thirteen tricks. A final contract must guarantee winning more than half of the available tricks. For example, bidding 1♣ indicates that the declarer must keep a contract of seven tricks with clubs as the trump suit, if three passes follow the bid.

Bidding level one is linked to a seven tricks contract, level two to an eight tricks contract, and so on until seven no trump, where the bid winner is betting that they will be able to score all of the thirteen tricks without using a trump suit. A common game contract is four hearts, which requires the declarer to score at least ten tricks with hearts as the trump suit.

Understanding how these contracts work is crucial in becoming a successful bridge player. Associating the number of tricks with the contracts listed in the game will help you to improve your skills. The solution to the quiz is provided at the end of the chapter for your reference.

- 2♦ → _____
- 3♣ → _____
- 3NT → _____
- 4♠ → _____
- 5♦ → _____
- 6♥ → _____
- 7♠ → _____

-
- 2♦ → 8 tricks with diamonds as a trump
 - 3♣ → 9 tricks with clubs as a trump
 - 3NT → 9 tricks with no trump
 - 4♠ → 10 tricks with spades as a trump
-

The high bids may seem counterintuitive at first glance, but it's important to remember that the higher the contract, the greater the potential reward in terms of bonus points. However, with increased difficulty comes increased risk of not fulfilling the contract. Bidding is a balancing act, where players must weigh the potential rewards against the likelihood of not being able to keep the contract. It's also worth noting that if a contract is not fulfilled, the opposing pair will receive points as a penalty. We will see that there are many reasons why you bid a high contract, perhaps because you want to score more points or sacrifice so that your opponent's score fewer points than if they met their contract.

This will be the subject of the book's second part.

Now, let's start with how to play the cards (the card game). I will provide guidelines to follow when playing the cards with no trump and with a suit as a trump.

How to play

Let's recap with an overview of the game:

- It is played in a clockwise direction
- Each player is dealt 13 cards
- The dealer, denoted by "D" on the board, initiates the auction phase
- Once the final contract is reached, the player who bid the suit for the first time on the line becomes the declarer and the opponent sitting to their left leads the opening trick
- The cards played must be kept in front of you and cannot be collected
- The player who wins a trick with the highest card of the led suit (or the highest trump if no cards of the led suit are available) leads the next trick
- The ranking of cards in order of importance is as follows:
 - Honors: A-K-Q-J-T
 - Intermediate cards: 9-8-7-6
 - Low cards: 5-4-3-2

-
- 5♦ → 11 tricks with diamonds as a trump
 - 6♥ → 12 tricks with hearts as a trump
 - 7♠ → 13 tricks with spades as a trump
-

Hand distribution

We define bridge hands as balanced and unbalanced.

Balanced hands are those that have a distribution of cards that is symmetrical, typically having no more than one doubleton and no voids or singletons:

Distribution	Percentages
4-4-3-2	21.6%
4-3-3-3	10.5%
5-3-3-2 ²	15.5%

Unbalanced bridge hands are characterized by an uneven distribution of cards among the four suits. These types of hands can take on various forms, such as long suits, short suits, and distributional imbalances. Some of the most common unbalanced hand distributions include:

Distribution	Percentages
5-4-3-1	12.9%
5-4-2-2	10.6%
6-3-2-2	5.6%
6-4-2-1	4.7%
6-3-3-1	3.5%
5-5-2-1	3.2%
4-4-4-1	3.0%
7-3-2-1	1.9%
6-4-3-0	1.3%
5-5-3-0	0.9%
6-5-1-1	0.71%
6-5-2-0	0.65%
7-2-2-2	0.51%
7-4-1-1	0.39%
7-4-2-0	0.36%
7-3-3-0	0.27%
7-5-1-0	0.1%
Others	0.5%

Hand evaluation

² this one called also semi-balanced since 1 suit has 5 cards

To understand the strength of your hand in bridge, you can use a point system to evaluate the value of your cards. One standard system (commonly used) assigns the following values to each card (High Card Points HCP):

- Ace = 4 points
- King = 3 points
- Queen = 2 points
- Jack = 1 point

A hand is considered strong enough to open with if it has at least 12 points. Typically, a bridge hand will have around 10 points. However, it's important to keep in mind that the distribution of the cards, the seat position, as well as the vulnerability, can also play a role in determining the strength of a hand.

For example, it's common practice to open with at least 2 Aces or 2 Kings, or 1 Ace and 1 King, as these cards are more likely to win tricks in defense in case the opponents win the final contract. However, a hand with 3 Aces is considered stronger than one with 12 points made up of 4 Queens and 4 Jacks. This is because the Aces almost guarantee control of the suit and the winning of at least 3 tricks, while the Queens and Jacks do not.

To improve your ability to quickly evaluate the strength of your hand, practice counting the points in different hands as they are dealt. With time, you will become faster and more efficient at this task.

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQ874	♠43	♠AT2	♠AK	♠KJT987	♠-
♥A982	♥AKT2	♥Q	♥4	♥J2	♥KQJT32
♦QJ3	♦AKQJT3	♦986543	♦K54	♦J	♦AQJ7
♣2	♣5	♣AJT	♣A987654	♣JT98	♣AK2

Chapter 2. Contract bridge

In contract bridge, the establishment of a contract is made through a process of bidding between the partners. The purpose of this auction is to exchange information about the strength and distribution of one's hand with the partner, while also providing the same information to the opponents. This process is known as the bidding system and it is crucial to understand it before sitting down to play bridge as it sets the foundation for the game.

The bidding system

In contract bridge, the bidding system is a set of agreements and understandings between partners regarding the meaning of calls and sequences of calls used during the auction. It includes a detailed description of the meaning of each treatment and convention, and its purpose is to allow partners to exchange information about the strength and distribution of their hands and ultimately determine the contract that will result in the highest possible score.

The bidding system assigns a specific meaning to every possible call made by each member of a partnership, providing a codified language for players to communicate about their card holdings. There are up to 38 different calls, including 35 level/denomination bids, pass, double, and redouble. A bid followed by three consecutive passes becomes a contract.

It is important to note that all agreed meanings of calls must be made public and known to the opponents, according to the game rules. During regular club or home play, opponents have the right to question the bidder's partner about the meaning of a call when it is their turn to make a call. In high-level tournaments using screens, the procedure is to ask the screen-mate about their calls and their partner's calls. In online games, the system is for the player making the call to self-alert it, but only the opponents see the explanation.

In contract bridge, determining the proper contract is crucial to achieving a high score. The ranking of suits in ascending order is ♣, ♦, ♥, ♠, and NT (no trump). Minor suits are ♣ and ♦, while major suits, are ♥ and ♠.

The value of each trick is determined by the suit that is declared. Tricks declared and made with a minor suit trump are worth 20 points, while those with a major suit trump are worth 30 points. The first trick declared and made at no trump is worth 40 points, and the following tricks are worth 30 points.

To achieve a higher score, it is important to consider the following rules:³

- If the total of points of the declared contract reaches 100 or more, a bonus prize is awarded (300 points when not vulnerable, 500 when vulnerable)
- A contract committing to 12 tricks, known as a slam, earns a further prize of 500 points when not vulnerable and 750 when vulnerable.
- A contract committing to 13 tricks, known as a grand slam, earns a further prize of 1000 points when not vulnerable and 1500 when vulnerable.
- A contract with a value of fewer than 100 points earns a prize of only 50 points.
- It is important to understand and consider these rules when determining the proper contract and aiming for a high score in bridge.

To achieve a game bonus, it is beneficial to bid and maintain contracts of 3NT, 4♠, 4♥, 5♦, or 5♣. If a contract is not maintained, the opponents earn 50 points if the declarer is not vulnerable and 100 points if vulnerable, for each fall trick. In the event of a doubled contract, the value of the contract and eventual overtricks is amplified if the contract is maintained, while the penalties are more than doubled in the event of the contract being defeated. In the case of a redouble, further penalties apply in one direction or the other. It's important to keep in mind that if a contract with a value of fewer than 100 points is declared, a prize of only 50 points is awarded.

To call a game or a slam, the combined strength of the hands is an important factor. The following are some general guidelines for determining the strength required for different types of contracts and generally apply to balanced hands:

- To bid a game (level 4 = 10 tricks) with ♥ or ♠ as the trump suit, a partnership needs at least 24-25 combined HOPs (high-card points).
- To bid a No-Trump game, a partnership needs at least 25-26 combined HOPs.
- To bid a game (level 5 = 11 tricks) with ♣ or ♦ as the trump suit, a partnership needs at least 28-29 combined HOPs.
- To bid a slam, a partnership needs at least 32-33 combined HOPs.
- To bid a grand slam, a partnership needs at least 36-37 combined HOPs.

It's important to note that these are general guidelines and the actual point requirements may vary depending on the partnership's bidding system and the

³ At the end of the book there are all the possible scores for each contract listed.

distribution of the cards. In case of strong unbalanced hands much less points are needed to bid a game or a slam.

There are many bidding systems, and each partnership can adapt it to their style and priorities. In general, we can distinguish between natural and artificial bidding systems. In natural bidding systems, the suit bidding is relevant to the possession of the suit, while in artificial systems, the bidding does not match the suit but has a different meaning.

It's important to note that every piece of information exchanged with the partner during bidding must also be available to the opponents, even if they do not know the partnership's bidding system. Some players use a natural opening bidding system but have artificial bidding sequences, a common practice for professional players.

In this book, we will explore a natural bidding system that is widely used in the bridge community, known as Standard American Yellow Card (SAYC). This system is the standard for the American Contract Bridge League (ACBL) and is also commonly used as an international standard, particularly when playing online on Bridge Base Online (BBO).

To fully understand the system, it is important to first clarify a few concepts. In the bidding process, calls can be classified as either "forcing" or "not-forcing." A call is considered forcing if the partner cannot pass it, with the exception of when the opponent makes an overcall. On the other hand, a call is considered not-forcing if the partner can pass it, making it a final contract proposal.

Additionally, it is possible to open the bidding with any call between 1 club and 7NT, but standard rules will be established for opening at a certain level. When opponents overcall, this information must also be considered within the bidding system and sequences.

Another important concept to understand is the idea of a "fit," which refers to the presence of 8 or more combined cards in a specific suit. Unbalanced hands can bring extra value, but only if an established fit exists. In cases of misfit, unbalanced hands can be a disadvantage and it is best to end the auction as soon as possible.

This book will provide all the necessary information to understand and implement the SAYC bidding system and will also include some common and easy-to-remember artificial sequences. As the bidding system is considered a language to communicate with the partner, it is important to keep in mind that every piece of information exchanged must also be available to the opponents, even if they do not know your bidding system!

Opening Bids

When it comes to opening bids in bridge, there are a few general guidelines to follow. These include:

1. For hands with 12-20 High Card Points (HCP), the standard opening bid is level 1. This bid is considered not forcing, meaning that the partner is allowed to pass.
2. With a balanced hand of 15-17 HCP, the opening bid is 2NT. This bid is also not forcing.
3. For hands with 21+ HCP, the opening bid is 2♣. This bid is artificial and forcing, meaning that the partner cannot pass and must make a call.
4. For hands with 6-11 HCP and a six-card suit, the opening bid is 2 in the suit (excluding clubs). This bid is also not forcing.
5. With a balanced hand of 20-21 HCP, the opening bid is 2NT. This bid is also not forcing.
6. Bids at levels 3 and 4 are considered pre-emptive and will be discussed in a separate section of this book.

Chapter 3. Level 1 Opening

When determining how to open the auction, the first step is to count your High Card Points (HCP). If you have 12-20 HCP, you can open the auction by bidding at level 1. However, it's important to note that this opening bid is not forcing, meaning that the responder can pass if they have a weak hand.

When selecting the suit to open the bid, there are a few factors to consider:

- If you have an unbalanced hand with 12-20 HCP, open in the longest suit. If you have two suits of the same length, open in the higher ranked suit.
- If you have a balanced hand with 15-17 HCP, open 1NT.
- If you have a balanced hand with 12-14 or 18-19 HCP, open in the longest minor suit. In case of equal length, open 1♠ if you have 3-3 and 1♦ if you have 4-4.
- If you have a 5-3-3-2 shape, open 1♥ or 1♠ if the 5 cards are in a major suit (Hearts or Spades), and handle it like a balanced hand if the 5 cards are in a minor suit
- In the case of a three suited hand (4-4-4-1), open in the minor (1♦ if you have 4-4 in the minors)

It is worth noting that there may be certain situations where it is acceptable to open with as few as 11 points or even less. However, as a beginner, it is not recommended, but it is better to be aware because you may face opponents who do so. These lighter openings may occur in two specific situations:

- When you have a very unbalanced hand that may be challenging to bid on later
- When in third position to disrupt the fourth position player. Typically, this is done to provide your partner with a good opening lead or to prepare a sacrifice contract against the opposing pair's contract.

How would you open the following hands?

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQJ4	♠Q52	♠KT2	♠T9	♠987654	♠A
♥A8	♥AKJT2	♥Q	♥K4	♥J43	♥KJT32
♦QJ3	♦9743	♦A86543	♦K54	♦K	♦K9876
♣8743	♣Q	♣KJT	♣AQ9542	♣AKQ	♣QT

Hand 7	Hand 8	Hand 9	Hand 10	Hand 11	Hand 12
♠KQJ	♠432	♠6	♠AJ96	♠AK54	♠AT
♥A8	♥Q9	♥2	♥K	♥J43	♥KQJT2
♦KT32	♦A743	♦KT654	♦K543	♦J43	♦T98
♣A743	♣AK76	♣AKT876	♣AQ92	♣AKQ	♣T54

Responses:

- Hand 1: 1♣
- Hand 2: 1♥
- Hand 3: 1♦
- Hand 4: 1♣
- Hand 5: 1♠
- Hand 6: 1♥
- Hand 7: 1NT
- Hand 8: 1♦
- Hand 9: 1♣ (even if only 10 HCP, the distribution is an exception and you have A K K)
- Hand 10: 1♦
- Hand 11: 1♣
- Hand 12: Pass (you can open 1♥ in third position)

Chapter 4. Responder behavior over 1 suit opening

Let's establish some rules for bidding:

- Bidding a new suit is considered a forcing bid, except when the responder passes in the first or second position, in which case the hand is always limited to 11 HCP and is not forcing.
- Bidding NT is always considered a limited bid, with the exception of 2NT over a 1 major opening.
- Support bidding indicates a support range and can be passed over.
- Bidding a new suit at level 2 implies 10+ HCP. If a color cannot be bid at level 2 due to lack of HCP, the response will be 1NT.
- The ultimate goal of bidding is in order to:
 - Determine if there is a fit in a major suit.
 - Investigate the possibility of playing NT by checking for stoppers in all suits to avoid opponents cashing long suits after the opening lead.
 - If other options are not available, play a minor suit.
 - As a last resort, play on seven cards fit (4-3, 5-2, 6-1 or 7-0) in a major suit

Open in a Minor

Based on established rules, when the partner opens in a minor, the following responses are appropriate:

- If the responder has 0-4 HCP, the bid should be PASS, with the exception of having a 6-card in a major with an Ace.
- 1NT should be bid with a balanced hand of 6-9 HCP, without 4 cards in a major.
- 1♦ (only over 1♣) with (4)5 cards 5+HP
- 1♥ or 1♠ with 4+cards and 5+HP:
 - in case they have 4♥ cards and 4♠ cards, then the bid is 1♥
 - if one of the suits has 5+card and the other 4 cards, then they bid the longest
 - if 5-5, then they bid 1♠
- Supporting the partner at the 2-level with 6-9 HCP and (4)5+ cards, and no 4 cards in the majors, is not forcing.
- Supporting the partner at the 3-level with 10-12 HCP, (4)5+ cards, and no 4 cards in the majors, is an invitation.

- 2♣ over 1♦ opening with 5+♣ cards and 10+PO, or with 4+♣ cards and 13+PO (game forcing), or with strong support in ♦ that will be announced later in the bid.
- 2NT should be bid with 10-12 PO balanced invitation without 4 cards in the majors.
- 3NT should be bid with 13-15 PO balanced invitation without 4 cards in the majors.
- 2 of a major (jump suit shift), with (5)6+ card and 17+ points, is a slam try.
- 4NT Blackwood⁴, to inquire about the number of Aces held by the partnership

Let's say your partner opened 1♣: what would you bid?

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQJ4	♠Q52	♠KT2	♠T9	♠987	♠98
♥A8	♥AKJT2	♥Q	♥K4	♥J43	♥T32
♦QJ3	♦9743	♦A86543	♦K54	♦K542	♦K98
♣8743	♣Q	♣KJT	♣AQ9542	♣A98	♣QT542

Responses:

- Hand 1: 1♠
- Hand 2: 1♥
- Hand 3: 1♦
- Hand 4: 1♦ (because the hand is too strong to support directly ♣)
- Hand 5: 1NT
- Hand 6: 2♣

Let's say your partner opened 1♦: what would you bid?

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQJ4	♠Q532	♠KT2	♠T9	♠987	♠98
♥A8	♥AKJ2	♥Q	♥K4	♥J43	♥AQ2
♦QJ3	♦9743	♦A86543	♦K54	♦K542	♦KT987
♣8743	♣Q	♣KJT	♣AQ9542	♣A98	♣QT5

⁴ It will be explained later in the book when discussing about slam approach

Responses:

- Hand 1: 1♠
- Hand 2: 1♥
- Hand 3: 2♣ (because the hand is too strong to support directly ♦)
- Hand 4: 2♣
- Hand 5: 1NT
- Hand 6: 3♦ Open in a Major

When the partner opens with a major suit, the responder's bids are as follows:

- If the responder has 0-4 HCP, they pass, with the exception of holding 6 cards in spades and an Ace over a 1♥ opening, or if they have support and an Ace in their hand
- 1♠ with 5+HCP and 4+ cards in spades, over a 1♥ opening.
- 1NT with a 6-9 HCP balanced hand, without 3 cards support and without 4 cards in spades if the opening was 1♥.
- 2 of a minor with 4+ cards and 10+ HCP. Over 1♥ opening, if the responder holds 4 spades and 4+ cards in a minor, they bid 1♠ with 5-12 HCP. Otherwise, they prefer to bid the minor and then the spades. This bid can also be made in case of support in the opening suit and a slam try hand (15+HCP), which will be shown with the next bid.
- Support partner at the 2-level with 6-9 HCP and 3(4) cards support.
- Support partner at the 3-level with 10-12 HCP and (3)4+ cards. This bid is inviting.
- Support at level 4 with 0-10 HCP and 5+ cards support. This is a preemptive bid.
- 2NT Jacoby Support, a conventional bid that shows 4+ cards support and 13+ HCP.
- 2NT limit bid with balanced hand and not 3 cards support in case the hand was passed in first or second position.
- 2♥ over 1♠ opening with 5+ cards in the announced suit and 11+ HCP. In this situation there can still be a support in ♠ that will be announced with next bid.
- 2♠ over 1♥ with (5)6+ cards and 17+ HCP.
- 3NT with 13-15 HCP balanced invitation without 3+ cards support and without 4 cards in the other major.
- 3♠ (over 1♥), 4♣, 4♦, 4♥ (over 1♠) is a splinter (single or void) and (4)5 cards support and 11-14 HCP

- 4NT Blackwood, to inquire about the number of Aces held by the partnership

Let’s say your partner opened 1♥; what would you bid?

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQJ4	♠Q52	♠KT2	♠T9	♠Q87	♠98
♥A8	♥AKJT2	♥Q	♥K4	♥J43	♥T32
♦QJ3	♦9743	♦A86543	♦K54	♦K542	♦K98
♣8743	♣Q	♣KJT	♣AQ9542	♣A98	♣QT542

Responses:

- Hand 1: 1♠
- Hand 2: 4♣
- Hand 3: 2♦
- Hand 4: 2♣
- Hand 5: 3♥
- Hand 6: 2♥

Let’s say your partner opened 1♠; what would you bid?

Hand 1	Hand 2	Hand 3	Hand 4	Hand 5	Hand 6
♠KQJ4	♠Q53	♠KT	♠T9	♠987	♠98
♥A8	♥AK2	♥Q54	♥K4	♥J43	♥AQ2
♦QJ3	♦9743	♦A543	♦K54	♦K542	♦KT98
♣8743	♣Q2	♣T874	♣AQ9542	♣A98	♣KQT5

Responses:

- Hand 1: 2NT
- Hand 2: 3♠
- Hand 3: 1NT
- Hand 4: 2♣
- Hand 5: 2♠
- Hand 6: 3NT

Chapter 5. Level 1 Opening Examples

In this section, we will provide many examples of opening bids and bidding sequences without any interference. Accompanying comments will assist in understanding each bid thoroughly.

1. The dealer is East and everybody is not Vulnerable

The diagram illustrates a bridge hand with the following cards:

- North (Dealer):** ♠ Q10, ♠ 9, ♥ 10, ♥ 2, ♣ A, ♣ Q, ♣ 6, ♣ 2, ♦ 9, ♦ 7, ♦ 5, ♦ 3
- West:** ♠ J7, ♠ 6, ♠ 4, ♥ J8, ♥ 7, ♥ 5, ♥ 4, ♥ 3, ♦ A, ♦ Q, ♦ 4
- East:** ♠ A, ♠ Q, ♠ 9, ♠ 7, ♠ 4, ♣ K, ♣ 10, ♣ 8, ♣ 8, ♣ 6, ♣ 2
- South:** ♠ A, ♠ K, ♠ 8, ♠ 3, ♥ K, ♥ J, ♥ 6, ♥ 5, ♥ 3, ♦ 9, ♦ K, ♦ J, ♦ 10

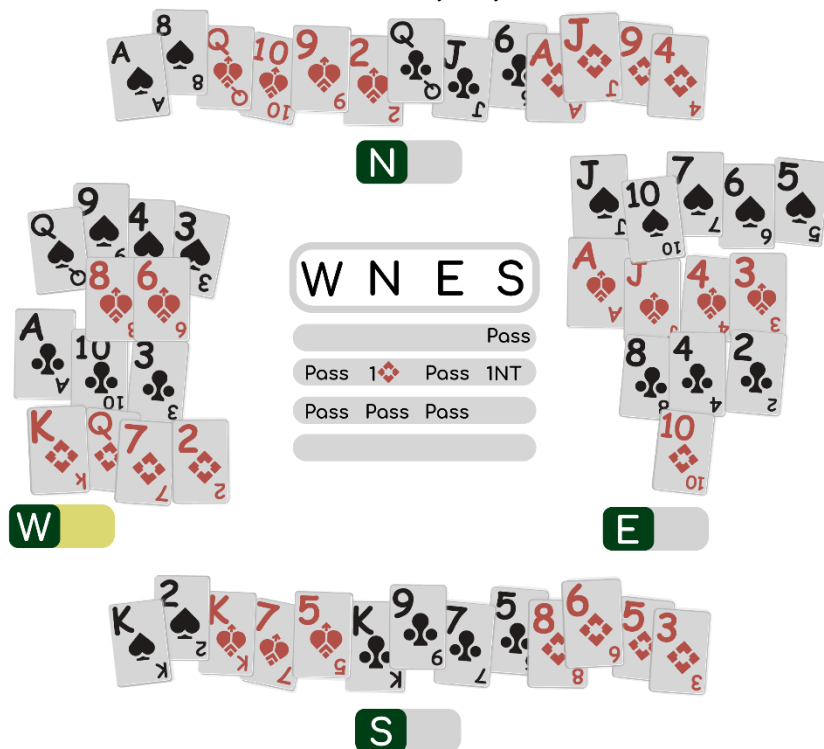
The bidding sequence is as follows:

	W	N	E	S
1		Pass	1♥	
2	Pass	1NT	Pass	Pass
3	Pass			

- East – Passes with less than 12 HCP
- South – Opens 1♥ as the longest suit and with 15 HCP.
- West – Passes with no values for interference.
- North – Bids 1NT, indicating a lack of 4 spade cards and insufficient points for bidding clubs or diamonds at the 2-level. No support for raising South's 1♥ opening.
- East – Passes with no values for interference.
- South – Passes as the hand is not strong enough to raise, it lacks points for the NT game, and has insufficient cards in minor suits to declare them. Bidding spades is not appropriate as North has denied holding 4 spade cards and there are not enough HCP to bid over the 2♥ level

Lead: West should lead with a small ♣ card, of the longest unbid suit.

2. The dealer is South and everybody is not Vulnerable



- South passes with less than 12 HCP.
- West passes with less than 12 HCP.
- North opens 1♦ as the longest minor in a balanced hand and with 14 HCP.
- East passes without values for interference.
- South bids 1NT, denying 4 cards in the majors and having a balanced hand. 2♦ could be considered as an alternative.
- West passes without values for interference.
- North passes, not having enough strength to raise.

Lead: West's suggested lead is the ♠3, the longest suit not bid by opponents

3. The dealer is South and everybody is Vulnerable

7♥ 2♥ 5♠ 4♠ 2♠ A♦ 10♦ 7♦ 4♦ 3♦ Q♣ J♣ 5♣

N

A♥ K♥ 6♥ J♦ K♦ J♦ 8♦ 6♦ 5♦ 8♣ 4♣

W

W N E S

1♥

Pass 1NT Pass 3♥

Pass 4♥ Pass Pass

Pass

10♠ 9♠ 8♠ 7♠ 10♥ 8♥ 6♥ Q♦ 2♦ 10♣ 9♣ 7♣ 6♣ 2♣

E

A♥ K♥ Q♥ 10♥ 9♥ 4♥ Q♠ J♠ 3♠ 9♦ A♣ K♣ 3♣

S

- South bids 1♥ due to having 5 or more heart cards and 12+ HCP.
- West passes, choosing not to bid diamonds at Level 2 with a short and low-quality suit.
- North bids 1NT, as they have no spades, no 3-card heart support, and only 7 HCP.
- East passes, having no valuable hand for interference.
- South bids 3♥, holding 6 or more heart cards and 19 HCP (direct 4♥ could be considered)
- West passes, satisfied with avoiding interference.
- North bids 4♥, having 2-card support and game values.

Lead: ♠A. Standard lead from touching high cards.

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4. The dealer is North and everybody is Vulnerable

Q♠

10♠

4♠

K♥

J♥

10♥

9♥

2♥

Q♣

10♣

10♦

9♦

2♦

N

A♠

J♠

9♠

7♠

3♠

A♥

8♥

4♥

7♣

4♣

A♦

7♦

4♦

W

1♠

Pass

2♠

Pass

Pass

Pass

Pass

Pass

K♠

6♠

5♠

7♥

6♥

A♣

J♣

9♣

2♣

J♦

8♦

5♦

3♦

E

8♠

2♠

Q♥

5♥

3♥

K♣

8♣

6♣

5♣

3♣

K♦

Q♦

6♦

S

- North, East, and South all Pass with less than (11)12 HCP.
- West opens with 1♠, with 5 or more spades and 12 or more HCP.
- North Passes, lacking values for interference.
- East responds with 2♠, indicating 3-card support and 6-9 HCP.

Suggested Lead for North: ♦T. This will minimize the risk of losing a trick.

22

5. The dealer is East and everybody is not Vulnerable

The diagram shows a bridge hand layout with four players: North (N), West (W), East (E), and South (S). Each player's hand is shown with their cards. In the center is a bidding table with the following bids and passes:

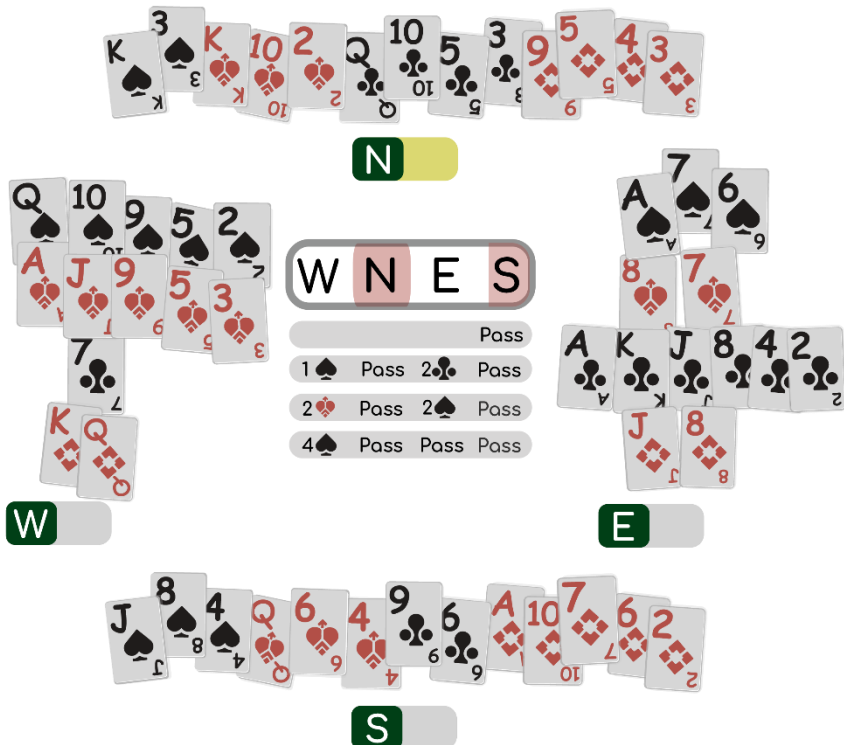
W N E S			
Pass Pass			
1♦	Pass	1♠	Pass
2♥	Pass	4♥	Pass
Pass Pass			

The hands are as follows:

- North (N):** 9♥, 8♥, 7♥, 10♠, 6♠, 2♠, 6♦, 3♦, Q♣, 8♣, 5♣, 3♣, 2♣
- West (W):** A♥, K♥, Q♥, 5♥, 4♠, A♦, K♦, 8♦, 5♦, 2♦, K♣, 10♣, 7♣
- East (E):** J♥, 6♥, 3♥, 2♥, A♠, K♠, 9♠, 8♠, 5♠, 10♦, 4♦, 9♣, 6♣
- South (S):** 10♥, 4♥, Q♠, J♠, 7♠, 3♠, Q♦, J♦, 9♦, 7♦, A♣, J♣, 4♣

- East passes as their hand does not meet the minimum criteria for a bid (less than 11-12 HPC)
- South also passes for the same reasons
- West opens with a 1♦ bid as diamonds are their longest suit in an unbalanced hand with a range of 12-21 HCP.
- North passes without any values for interference
- East then bids 1♠ with 5+ HCP and a longer spade suit
- South passes again without any values for interference
- East bids 2♥, having 17+ HCP and a 5-card diamond suit and 4 hearts
- North passes without any values for interference
- West finishes the auction with a 4♥ bid, having a minimum hand and 4-card heart support.

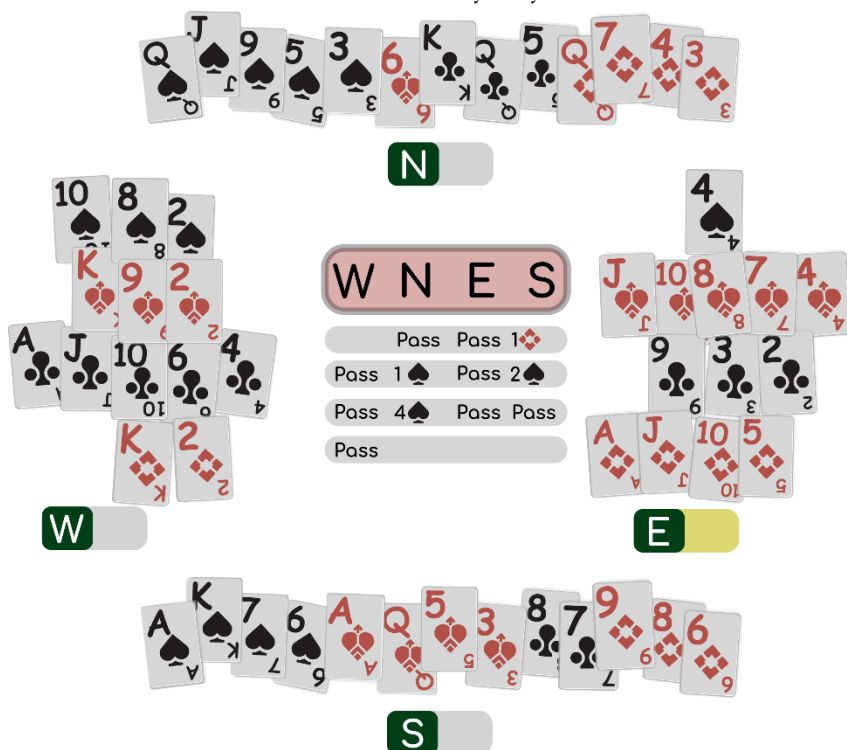
Lead: ♣3. There are two main options in this situation. One is to lead a fourth suit (clubs in this case), or to lead a trump (the secondary suit supported)



- South passes as they have less than 11-12.
- West bids 1♠, as it is the highest ranked between 2 5-card suits in an unbalanced hand with 12-21 HCP.
- North passes as they have no values for interference.
- East bids 2♣ with 10+ HCP and 4+ clubs. The hand is too strong to jump to a game and needs to collect more information to determine the best contract.
- South passes again, as they have no values for interference.
- West bids 2♥ with 5+ spades and 4+ hearts in the 12-20 HCP range.
- North passes as they do not have values for interference.
- East bids 2♠ with 3 card support in a game forcing hand.
- South passes for the third time, as they have no values for interference.
- West bids 4♠ with a minimum hand.

Lead: ♦5, a passive lead to avoid helping the declared suit to develop. A trump lead is not possible with Kx.

7. The dealer is North and everybody is Vulnerable



- North – Pass. Has less than (11)12 HCP
- East – Pass. Has less than (11)12 HCP
- South – 1♦. It is the longest minor suit in a balanced hand with 12-14 HCP.
- West – Pass. Has no values for interference
- North – 1♠. Has 5+ HCP and a longer suit.
- East – Pass. Has no values for interference
- South – 2♠. Has 12-14 HCP and spades support.
- West – Pass. Has no values for interference
- North – 4♠. Despite missing a few points, the extra length in spades and a hearts singleton make this bid reasonable. Keep in mind that defense can defeat the contract, but bridge is not a perfect science and this bid will work most of the time.

Lead: ♥J. Play the higher card of two touching cards in a suit not bid by the opponents.

8. The dealer is West and North/South is Vulnerable

7♠ 5♠ A♥ K♥ 7♥ 3♥ K♣ J♣ 9♣ 4♣ Q♦ 8♦ 3♦

N

K♠ J♠ 6♠ 3♠

9♥ 8♥ 5♥

A♣ Q♣ 8♣

K♥ J♥ 9♥ 6♥

W

1♣ Pass 1♠ Pass

2♠ Pass 4♠ Pass

Pass Pass

W N E S

A♠ Q♠ 9♠ 8♠ 4♠ 2♠

10♥ 2♥

7♣ 5♣ 3♣

A♦ 5♦

E

10♠ Q♥ J♥ 6♥ 4♥ 10♣ 6♣ 2♣ 10♦ 7♦ 6♦ 4♦ 2♦

S

- West – 1♣ with a balanced hand in the 12-14 HCP range and 3 clubs and 3 diamonds.
- North – Pass. No valuable interference hand.
- East – 1♠ with 5+ HCP and a longer suit.
- South – Pass. No valuable interference hand.
- West – 2♠ with 12-14 HCP and spades support.
- North – Pass.
- East – 4♠ is a mandatory bid of 10 total cards in spades, 10 HCP, and 2 Aces.

Lead: ♥Q. The highest of touching cards in a suit not bid by opponents

10. The dealer is West and everybody is Vulnerable

9♠ 8♠ 7♠ 5♠ J♥ 10♥ 2♥ A♣ 9♣ 7♣ Q♦ 5♦ 2♦

N

Q♠ 10♠ 2♠
A♥ 8♥ 6♥ 4♥
Q♣ J♣ 8♣ 5♣
9♦ 3♦

W

W N E S

Pass Pass Pass 1♦

Pass 1♠ Pass 2NT

Pass 3NT Pass 4♠

Pass Pass Pass

K♠ J♠
Q♥ 7♥ 3♥
6♣ 4♣ 3♣ 2♣
8♦ 7♦ 6♦ 4♦

E

A♠ 6♠ 4♠ 3♠ K♥ 9♥ 5♥ K♣ 10♣ A♦ K♦ J♦ 10♦

S

- West, North, and East - Pass with less than (11)12 HCP and no strong bidding shape.
- South – 1♦, the longer minor suit in a balanced hand. 18-19 HCP
- West – Pass, no values for interference.
- North – 1♠, a new suit with at least 4 cards.
- East – Pass, no values for interference.
- South – 2NT, a balanced hand with 18-19 HCP. This clarifies the hand as balanced rather than jumping directly to 4♠. Jumping directly to 4♠ anyway is not wrong
- West – Pass, no values for interference.
- North – 3NT, a closure bid.
- East – Pass, no values for interference.
- South – 4♠, correction to show 4-4 support.

Lead: ♠6, a passive lead to avoid helping declarers develop their honors in a balanced hand.

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11. The dealer is North and North/South is Vulnerable

The diagram illustrates a bridge hand layout. At the top is North's hand: ♠A J 10 4, ♥K 10 6, ♦8 6 5 4 2, and ♣Q. Below North's hand is a green 'N' label. To the left is West's hand: ♠5 3 2, ♥Q J 9 7 5 3, ♦9 7 3, and ♣10. Below West's hand is a green 'W' label. To the right is East's hand: ♠8 7, ♥8 4 2, ♦A 10, and ♣8 4 2. Below East's hand is a green 'E' label. At the bottom is South's hand: ♠K Q 9 6, ♥A, ♦K Q J, and ♣7 6 5 3. Below South's hand is a green 'S' label. In the center is a bidding table with columns W, N, E, and S. The table shows the following bids: North passed, South bid 1♦, West passed, North bid 1♠, East passed, South passed, West passed, North passed, East passed, and South passed. Below the bidding table is a dummy layout showing the following cards: ♠5 3 2, ♥Q J 9 7 5 3, ♦9 7 3, and ♣10.

	W	N	E	S
Pass	Pass	1♦		
Pass	1♠	Pass	4♠	
Pass	Pass	Pass		

- North and East – Pass. Less than (11)12 HCP.
- South – 1♦, the longest suit in an unbalanced hand.
- West – Pass. No values for interference
- North – 1♠, new color with 4 or more cards. (For bidding clubs with this shape, 12+ HCP is required.)
- East – Pass. No values for interference
- South – 4♠, unbalanced with 18-19 HCP.
- North – Pass. A slam try would not be entirely wrong.

Lead: ♥Q, highest of touching cards. Singleton in ♦ could be considered, but in some cases, if the ruff does not happen, it gives a head start to the declarer when you lead in their longest suit.

12. The dealer is North and everybody is not Vulnerable

8♠
5♠
10♥
9♥
6♥
10♣
5♣
2♣
J♦
7♦
5♦
4♦
3♦

N

Q♠
4♥
3♥
2♥
K♣
J♣
8♣
7♣
6♣
4♣
3♣
A♦
9♦
6♦

W

A♠
J♠
10♠
3♠
2♠
Q♥
8♥
5♥
A♣
9♣
6♣
Q♦
8♦
6♦

E

K♠
9♠
7♠
6♠
4♠
A♥
K♥
J♥
7♥
Q♦
K♦
10♦
2♦

S

W N E S

Pass 1♠ Pass

2♣ Pass 2NT Pass

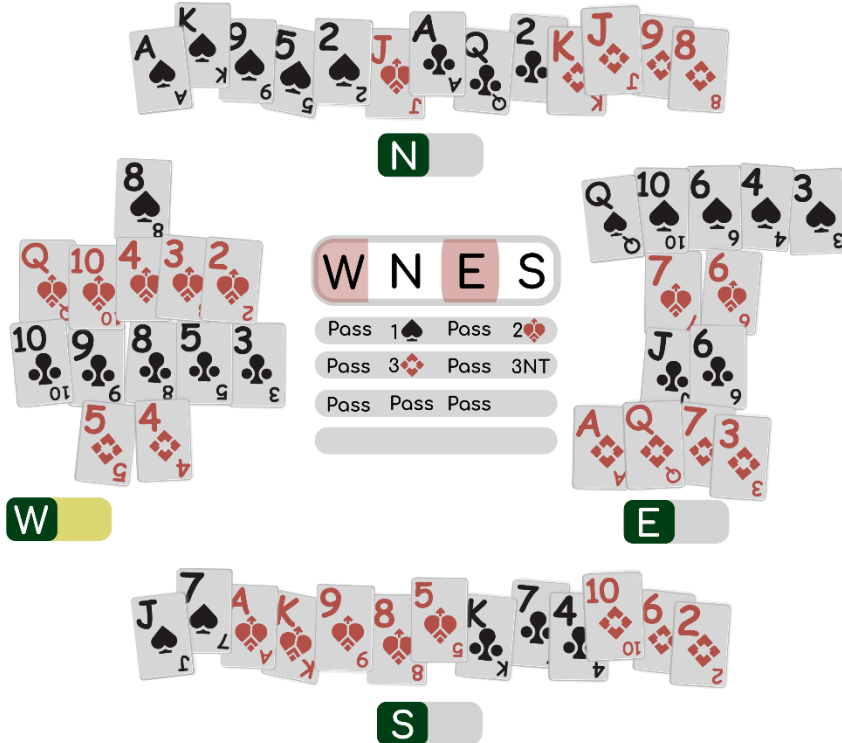
3♣ Pass 3NT Pass

Pass Pass

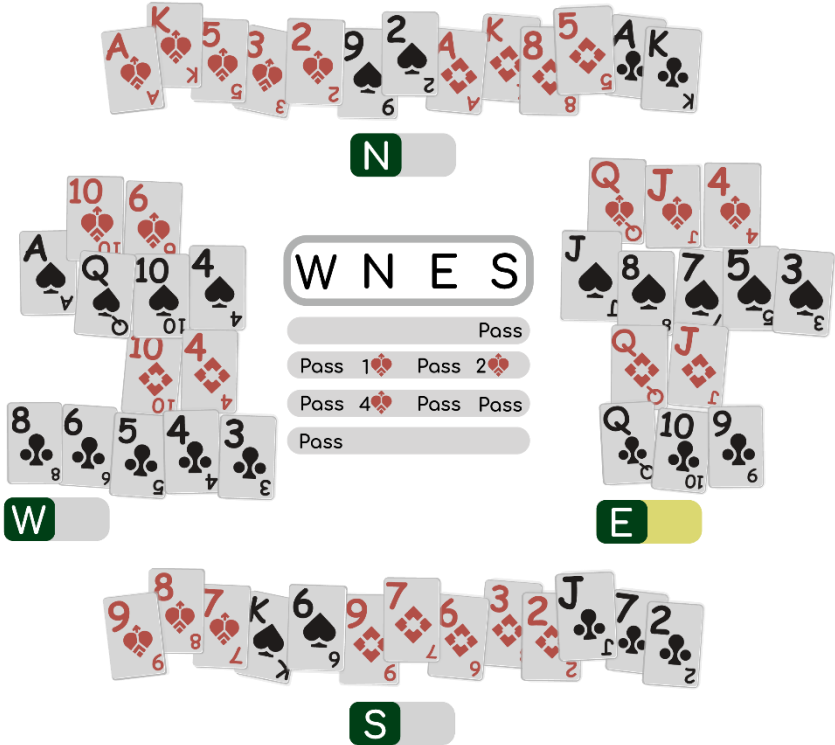
- North - Has less than 11-12 HPC.
- East - Bids 1♠ with a longer suit of 5+ cards and 12+ HCP.
- South - Passes, having the same suit as the opener.
- West - Bids 2♣ with 10+ HCP and 5+ club cards.
- North - Passes, having no values for interference.
- East - Bids 2NT with a balanced hand of 12-14 HCP.
- South - Passes, considering it too risky to bid.
- West - Bids 3♣, inviting with 6+ club cards and a limited hand.
- North - Passes.
- East - Bids 3NT, having honor in partner's suit.

Lead: The ♥A, to check the dummy and partner carding.

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14. The dealer is South and everybody is not Vulnerable



- South and West – Pass with less than (11)12 HCP
- North – 1♥ because it is a longer suit with 5+ cards and 12-21 HCP. It would be incorrect to open 2♣ with this hand shape.
- East– Pass. No values for interference
- South– 2♥ with 5-9 HCP and 3♥ cards. It would also be acceptable to pass, but a King in the side suit is a good card.
- West– Pass. No values for interference
- North – 4♥. Maximum hand strength.

Lead: ♠8. All leads appear to be poor options, but spades seem to have a better chance as it is a 5-card suit.

15. The dealer is North and everybody is not Vulnerable

North (N) hand: 9♥, 7♥, 6♥, K♠, J♠, 10♠, 8♠, J♦, 3♦, 2♦, J♣, 7♣, 3♣

West (W) hand: K♥, J♥, 10♥, 8♥, 2♥, A♠, 4♠, 2♠, Q♦, 8♦, 5♦, K♣, 4♣

East (E) hand: Q♥, 4♥, 3♥, 7♠, 6♠, K♦, 10♦, 9♦, 7♦, 4♦, A♣, Q♣, 6♣

South (S) hand: A♥, 5♥, Q♥, 9♥, 5♠, 3♠, A♦, 6♦, 10♣, 9♣, 8♣, 5♣, 2♣

Bidding Table:

	W	N	E	S
1st	Pass	Pass	Pass	Pass
2nd	1♥	Pass	3♥	Pass
3rd	4♥	Pass	Pass	Pass
4th				

- North, East, and South have less than 11-12 HCP (East 11 HCPs are horrible to open in second positions)
- West opens 1♥ with a longer suit of 5+ cards and 12-21 HCP
- North passes with no interference values
- East responds with 3♥, indicating 10-12 HCP and 3+♥ cards support
- South passes with no interference values
- West bids 4♥ with a maximum hand

Lead: ♥9. This will prevent gifting a trick to the declarer in another suit.

16. The dealer is East and everybody is not Vulnerable

8♦7♦4♦A♠10♠7♠4♠A♥Q♥4♣K♣8♣3♣

N

9♦6♦3♦Q♠8♠5♠2♠

W

Q♣J♣7♣5♣4♣

W

3♦2♦K♥Q♥J♥5♥2♥

E

8♥7♥6♥3♥2♥

E

A♦10♦J♠9♠6♠3♠J♥10♥9♥5♥10♣9♣2♣

S

W N E S

1♥ Pass

1♠ Pass 2♦ Pass

Pass Pass

- East opens with 1♥, due to having 5 or more cards in the suit and 12 to 21 HCP. Even if the Diamonds are better, Hearts is the highest ranked suit.
- South passes with no values for interference.
- West bids 1♠, with not enough HCP to bid 2♣.
- North passes, as they have opponents' suits.
- East bids 2♦, with limited HCP hand.
- South passes with no values for interference.
- West passes with a complete misfit. The hand has 3 diamonds and 1 heart card, making it better to pass on diamonds.

Lead: ♦A. Leading the trump suit can help eliminate trumps and prevent the declarer from making a cross ruff play.

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17. The dealer is West and everybody is Vulnerable

The diagram shows the following card distributions:

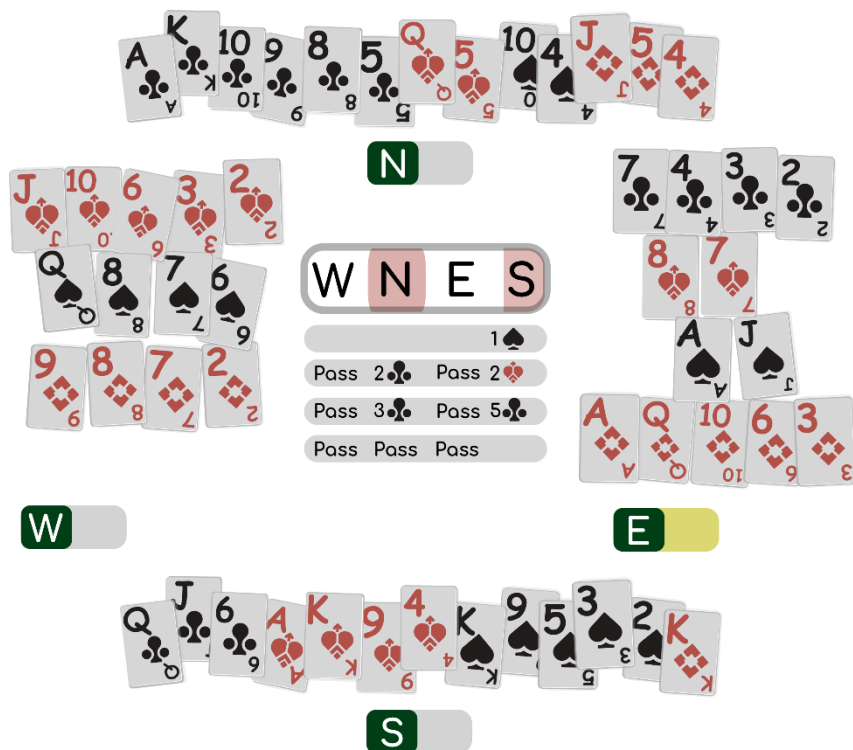
- North (N):** ♠ K 7 3, ♥ 4, ♦ K 6, ♣ 10 6 4
- South (S):** ♠ A Q 10 6, ♥ J 8 3 2, ♦ A J 9 8 7 2, ♣ 7 2
- East (E):** ♠ 9 6, ♥ Q 10 7 6, ♦ 4 3 2, ♣ 5
- West (W):** ♠ A K J 8 3, ♥ A, ♦ 10 5 3, ♣ 9 5

The bidding sequence is as follows:

	1♣	Pass	1♦	Pass
North	Pass		Pass	
East	Pass		3♥	Pass
South	Pass		Pass	Pass
West	4♥	Pass	Pass	Pass

- West opens with 1♣, showing a longer suit in an unbalanced hand.
- North passes, having no values for interference.
- East bids 1♦, indicating a longer suit.
- South passes, having no values for interference.
- West bids 1♥, as a second suit. Spades, eventually, can be announced later.
- North passes, having no values for interference.
- East bids 3♥, showing support and inviting because of the 6-4 shape.
- South passes, having no values for interference.
- West bids 4♥, indicating a maximum hand within the promised range.

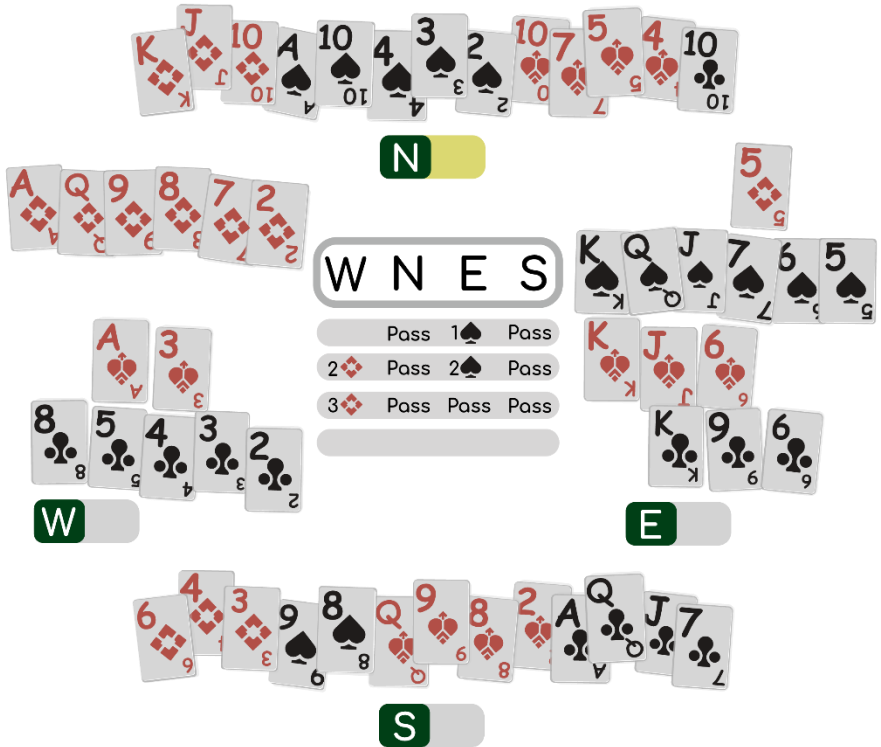
Suggested lead for North: Uncertain. This is a situation where all leads look unfavorable. Ideally, a trump lead should be made, but leading the Kx could gift a trick to the defense. Alternative options could be the ♣4 or ♠3, in hopes of finding support from the partner.



- South opens with 1♠, indicating a longer suit of 5 or more cards and 12 or more high card points (HCP).
- West passes, having no values for interference.
- North bids 2♣, indicating 10+ HCP and 5 or more clubs' cards.
- East passes, having no values for interference and 2♦ would be dangerous.
- South bids 2♥ as their second suit with no strength limit.
- West passes, having no values for interference.
- North bids 3♣, indicating a limited hand with 6 or more clubs' cards
- East passes.
- South bids 5♣, indicating support for clubs and difficulty in stopping diamonds. With only one Ace, a slam is almost impossible.

Lead: ♦A. Cash top tricks on opponent's suit that lacks stoppers

19. The dealer is North and everyone is not Vulnerable



- North - Less than (11)12 HCP
- East – 1♠ because longer suit 5+ cards 12+HCP
- South– Pass. No values for interference
- West– 2♦ – 10+HCP 5+diamonds cards
- North– Pass. No values for interference
- East – 2♠ and 6 cards 12-14 HCP
- South– Pass. No values for interference
- West– 3♦ – 6+diamonds cards limited hand. Invitation. No 3♣ because it would be forcing
- North – Pass.
- East- Pass. Misfit and minimum hand

Suggested lead for North: ♥7. There is no point in leading ♣T hoping to ruff since you already have 2 winners in the trump suit

20. The dealer is North and everyone is not Vulnerable

10♠ 8♥ 7♥ 4♣ K♣ 9♣ 8♣ 4♣ 3♣ A♦ 8♦ 6♦ 5♦

N

J♠ 5♠ 3♠

A♥ 6♥

J♣ 10♣ 6♣

K♦ Q♦ J♦ 7♦ 3♦

W

W N E S

1♣ Pass 1♠

Pass 2♣ Pass 2♠

Pass Pass Pass

K♠ Q♠ 7♠ 6♠

Q♥ 9♥ 5♥ 4♥

Q♣ 7♣ 5♣

4♦ 2♦

E

A♠ 10♠ 9♠ 8♠ 4♠ 2♠ K♥ J♥ 3♥ 2♥ 2♣ 10♦ 9♦

S

- North bids 1♣ with a long club suit and a hand of 11 HCP and great shape.
- East passes, lacking values to interfere.
- South bids 1♠ with 4 or more spades cards and 5 or more HCP.
- West passes, avoiding a bid of 2♦ due to a 5-3-3-2 shape.
- North bids 2♣ with 5 or 6 clubs' cards and an HCP range of 12-14.
- East passes, lacking values to interfere.
- South bids 2♠ with 6 or more spades cards and a weak hand.
- West passes.
- North passes, with a minimum hand and misfit. It is best to stop bidding as soon as possible, in these situations to avoid to raise too much the contract and ending up with a double.

Lead: ♦K, the top of touching cards.

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21. The dealer is North and East/West is Vulnerable

10♠ 7♠ 4♥ 9♥ 7♥ A♣ K♣ Q♣ 8♣ J♦ 10♦ 7♦ 4♦

N

A♠ Q♠ 8♠ 2♠
K♥ 10♥ 3♥ 2♥
10♣ 9♣ 6♣ 4♣
Q♦ 3♦

W

9♠ 5♠
K♥ Q♥
J♣ 7♣ 6♣ 3♣
K♦ 9♦ 8♦ 6♦ 2♦

E

W N E S

1♦ Pass 1♥

Pass 1NT Pass Pass

Pass

J♠ 6♠ 4♠ 3♠ J♥ 8♥ 6♥ 5♥ 4♥ 5♣ 2♣ A♦ 5♦

S

- North – 1♦ is bid due to the balanced hand in the 12-14 HCP range and 4 cards in both diamonds and clubs.
- East – Pass, due to a lack of values for interference.
- South – 1♥ is bid, as it is the longest suit of the responder with 5+ HCP.
- West – Pass, as there are no values for interference.
- North – 1NT is bid due to the absence of 4 spades or 4 hearts for support.
- East – Pass, as there are no values for interference.
- South – Pass, as the alternative of bidding 2♥ is not desirable due to poor suit quality.

Lead: ♠5 or ♣3 in opponents not bid suits

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Chapter 6. Appendix - Scoring Chart in Duplicate Bridge:

Made Contracts Scoring

		Non-Vulnerable			Vulnerable		
Contract	Made	Normal	Double	Redouble	Normal	Double	Redouble
1♣/♦	7	70	140	230	70	140	230
	8	90	240	430	90	340	630
	9	110	340	630	110	540	1030
	10	130	440	830	130	740	1430
	11	150	540	1030	150	940	1830
	12	170	640	1230	170	1140	2230
	13	190	740	1430	190	1340	2630
1♥/♠	7	80	160	520	80	160	720
	8	110	260	720	110	360	1120
	9	140	360	920	140	560	1520
	10	170	460	1120	170	760	1920
	11	200	560	1320	200	960	2320
	12	230	660	1520	230	1160	2720
	13	260	760	1720	260	1360	3120
1NT	7	90	180	560	90	180	760
	8	120	280	760	120	380	1160
	9	150	380	960	150	580	1560
	10	180	480	1160	180	780	1960
	11	210	580	1360	210	980	2360
	12	240	680	1560	240	1180	2760
	13	270	780	1760	270	1380	3160
2♣/♦	8	90	180	560	90	180	760
	9	110	280	760	110	380	1160
	10	130	380	960	130	580	1560
	11	150	480	1160	150	780	1960
	12	170	580	1360	170	980	2360
	13	190	680	1560	190	1180	2760
2♥/♠	8	110	470	640	110	670	840
	9	140	570	840	140	870	1240
	10	170	670	1040	170	1070	1640
	11	200	770	1240	200	1270	2040
	12	230	870	1440	230	1470	2440
	13	260	970	1640	260	1670	2840
2NT	8	120	490	680	120	690	880
	9	150	590	880	150	890	1280

BRIDGE FOR BEGINNERS

	10	180	690	1080	180	1090	1680
	11	210	790	1280	210	1290	2080
	12	240	890	1480	240	1490	2480
	13	270	990	1680	270	1690	2880

		Non-Vulnerable			Vulnerable		
Contract	Made	Normal	Double	Redouble	Normal	Double	Redouble
3♣/♦	9	110	470	640	110	670	840
	10	130	570	840	130	870	1240
	11	150	670	1040	150	1070	1640
	12	170	770	1240	170	1270	2040
	13	190	870	1440	190	1470	2440
3♥/♠	9	140	530	760	140	730	960
	10	170	630	960	170	930	1360
	11	200	730	1160	200	1130	1760
	12	230	830	1360	230	1330	2160
	13	260	930	1560	260	1530	2560
3NT	9	400	550	800	600	750	1000
	10	430	650	1000	630	950	1400
	11	460	750	1200	660	1150	1800
	12	490	850	1400	690	1350	2200
	13	520	950	1600	720	1550	2600
4♣/♦	10	130	510	720	130	710	920
	11	150	610	920	150	910	1320
	12	170	710	1120	170	1110	1720
	13	190	810	1320	190	1310	2120
4♥/♠	10	420	590	880	620	790	1080
	11	450	690	1080	650	990	1480
	12	480	790	1280	680	1190	1880
	13	510	890	1480	710	1390	2280
4NT	10	430	610	920	630	810	1120
	11	460	710	1120	660	1010	1520
	12	490	810	1320	690	1210	1920
	13	520	910	1520	720	1410	2320
5♣/♦	11	400	550	800	600	750	1000
	12	420	650	1000	620	950	1400
	13	440	750	1200	640	1150	1800

BRIDGE FOR BEGINNERS

5♥/♠	11	450	650	1000	650	850	1200
	12	480	750	1200	680	1050	1600
	13	510	850	1400	710	1250	2000
5NT	11	460	670	1040	660	870	1240
	12	490	770	1240	690	1070	1640
	13	520	870	1440	720	1270	2040
6♣/♦	12	920	1090	1380	1370	1540	1830
	13	940	1190	1580	1390	1740	2230
6♥/♠	12	980	1210	1620	1430	1660	2070
	13	1010	1310	1820	1460	1860	2470

		Non-Vulnerable			Vulnerable		
Contract	Made	Normal	Double	Redouble	Normal	Double	Redouble
6NT	12	990	1230	1660	1440	1680	2110
	13	1020	1330	1860	1470	1880	2510
7♣/♦	13	1440	1630	1960	2140	2330	2660
7♥/♠	13	1510	1770	2240	2210	2470	2940
7NT	13	1520	1790	2280	2220	2490	2980

Defeated Contracts Scoring

	Non-Vulnerable			Vulnerable		
Number of Downs	Normal	Double	Redouble	Normal	Double	Redouble
1	50	100	200	100	200	400
2	100	300	600	200	500	1000
3	150	500	1000	300	800	1600
4	200	800	1600	400	1100	2200
5	250	1100	2200	500	1400	2800
6	300	1400	2800	600	1700	3400
7	350	1700	3400	700	2000	4000
8	400	2000	4000	800	2300	4600
9	450	2300	4600	900	2600	5200
10	500	2600	5200	1000	2900	5800
11	550	2900	5800	1100	3200	6400
12	600	3200	6400	1200	3500	7000
13	650	3500	7000	1300	3800	7600