BIDDING CHART

Final Contracts					Goal	Total Points Required*	Tricks Required to Make
1♣	1♦	1♥	1♠	1NT			7
2♣	2♦	2♥	2♠	2NT			8
3♣	3♦	3♥	3♠	3NT	3NT = Game Level	25 pts for 3NT	9
4♣	4♦	4♥	4♠	4NT	4♥ and 4♠ = Game Level	25 pts	10
5♣	5♦	5♥	5♠	5NT	5♣ or 5♦ = Game Level	29 pts	11
6♣	6♦	6♥	6♠	6NT	Small Slam	31+ pts	12
7♣	7♦	7♥	7♠	7NT	Grand Slam	34+ pts	13

* These are estimates. Distribution is a very important factor, also.

- Lowest bid/contract is 1♣. Highest possible bid/contract is 7NT.
- Players must bid higher than the last bid or pass. If a player bids anything below the last bid, it is called "insufficient." The opponent has the option to accept the insufficient bid. If s/he does not accept it, it must be changed.
- Once three consecutive players have passed, the last bid becomes the contract. If all four players pass in the first round, the hand is "passed out."
- There are 40 HCP in a deck. Count as follows:

Ace = 4	King = 3	Queen = 2	Jack = 1

- Points are only a guideline. Distribution of cards is also a factor and can make a significant difference in trick-taking potential. Here is one way to compensate somewhat for distribution:
  - o Player to first mention a suit counts HCP and adds points for length in a suit (1 pt for the 5th card, 1 pt for the 6th card, etc).
  - o Player who responds to partner with support in that suit (3+ cards for a major, 5+ cards for a minor) counts Dummy Points (giving extra points to voids, singletons and doubletons in side suits). Do not allocate any extra points for shortness in a NT contract.
- Bonus points are awarded for bidding and making Game level (major suits and NT shaded yellow or minor suits shaded blue) or Slam Levels (shaded green).