

WHAT IS OUR PURPOSE IN BIDDING?

Especially in uncontested auctions, our purpose is to find and bid games and slams when they are there while avoiding overbidding when they are not.

In contested auctions, we are also trying to decide when to stop competing, when to double for penalty, and when to sacrifice.

To do this partners describe their shapes and strength to one another.

Experienced players have a good idea of what the combined hands can do. In the future, we will be discussing bids that show when a suit is 0-1 cards long, 4-cards long, 4+-cards long, 5-cards long, and 6-cards long. We will also be discussing bids that show that a hand is two-suited or even 3-suited (competitive auctions).

We also need to agree on which bids are forcing and which doubles are intended as penalty.

The first partner to limit his or her hand makes his partner the captain - the person who places the final contract or who invites partner to do that.

- Sometimes, we decide that game is unlikely and stop at a part score: 1NT-2H-2S-p or 1D-1NT-p.
- Sometimes, we decide that a game is possible if partner is at the upper range of the strength he has indicated so far, or if partner is unlimited, has extras above the minimum promised. Here, we make an *invitational* bid 1NT-2NT or 1NT-2D-2H-2NT/3H. This is where limit raises and game tries come in.
- Sometimes we decide that game is or might be there but show no slam interest: 1NT-2H-2S-3NT.
- Sometimes we think that slam might be there and show interest in going to the 6- or 7-level as with 1NT-4NT(quantitative), 1H-4NT (Blackwood), 1S-4D (simple splinter), 1S-2C-2S-3S (slow arrival), 1S-2NT (Jacoby 2NT) and 1S-3C(Bergen)-3H(control bid). We will be discussing game forcing bids.