**BIDDING WITH INTERMEDIATE HANDS**

This lesson is a revision of bidding ‘unbalanced’ hands with 15 to 19/20 points.

Remember when bidding it is usually the partner of the first bidder who is in the better position to judge the final contract. The task of the opening bidder is therefore to show high card points points (HCP) and the shape of their hand as early as possible – at the second bid.

There are two basic ways to do this:

1. **The ‘jump bid’**

Opening 1 of a major and then jumping to the 3 level in that suit shows at least 5 cards in that suit (usually 6) and 15 -20 points. (More points and you would be opening 2C). If partner has bid the other major it also denies a fit in that suit – if you had a fit you should jump in their suit.

For example –

1. 1♥ - P- 1♠ - P

3♥ shows 15-20 HCPs at least 5 hearts and less than 4 spades

1. 1♥ - P - 1♠ - P

 3♠ shows 15-20 HCPs at least 4 hearts and at least 4 spades

Opening 1 of a major and then jumping in a minor suit shows 5 of the major (if you have 6 you wouldn’t worry about the minor suit at this stage) and at least 4 of the minor (you may have 5)

For example –

1. 1♠ - P – 1NT -P

3♣ shows 15 -20 HCPs 5 spades and at least 4 clubs. (and incidentally not 4 hearts)

1. 1♥ - P - 1♠ - P

3♦ shows 15 – 20 HCPs 3 hearts, at least 4 diamonds and not 4 spades

1. **The reverse or going over the barrier**

This can cause a lot of confusion but is basically simple. If you bid a suit higher than your original bid then you are showing 15-20 points, at least 5 of the original suit and 4 of the second suit bid.

For example –

1. 1♣ - P – 1♠ -P

2♥ shows 15 -20 HCPs , 5 clubs and 4 hearts and denies 4 spades. You have gone over your ‘barrier’ of 2♣

1. 1♥ -P - 2♣ - P

 2♠ shows 15 -20 HCPs 5 hearts and at least 4 spades. You have gone over your ‘barrier’ of 2♥

Things do get a bit more complicated if the opposition start bidding but if you can remember the above guide it will go a long way to finding the right contract for those elusive games.