

American Standard Bidding

Point Count: A = 4; K = 3; Q = 2; J = 1

Distribution points:

Length: 1 point for each card in suit above 4 (so 1 point for a 5 card suit, 2 for a 6 card suit, etc.)

OR: once you have a fit (8 cards), dummy adds support points for short suits: 5 points for void, 3 for singleton, 1 for doubleton (book says 3/2/1, pg 58).

Game contracts: 3 NT (9 tricks) or 4 Hearts/Spades (10 tricks): Need about 25/26 points

5 Clubs/Diamonds (11 tricks): Need about 28/29 points. Try to play 3NT instead.

Small Slam (bid 6, need 12 tricks): Need about 33 points (so you are not missing more than 1 Ace)

Grand Slam (bid 7, need 13 tricks): Need about 37 points (so you are not missing any Aces)

Points	Opener	Responder (partner opened, showing 13 points)	Overall
0-5	Pass	Pass	Pass
6-9	Pass	Support opener's suit, name another suit on the 1 level (bid "up the line"), or bid 1NT with balanced 6-10 pts. Will probably only be able to make one bid.	With 8 points, can bid a good suit on the 1 level
10-11/12	Pass	Invitational: Jump in opener's suit with support (3 cards in H/S, 5 cards in D/C) or bid another 4+ card suit on 1 level or 5+ card suit on 1 or 2 level (longest suit first). Balanced: Bid 2NT with 11/12 points. Will probably be able to make another bid later.	Bid a good suit on the 1 or 2 level.
12/13-15	1 H or 1S with 5 card suit (longest or higher ranking if equal) 1C or 1D: Bid longer minor, clubs if 3-3, Diamonds if 4-4 (so you can bid C on next bid) If partner shows 10 points, invite to game.	Force to game: New suit by responder is forcing. With support, bid another suit first, then raise to game in opener's suit on next bid (this leaves room to investigate slam). Balanced: Bid 3NT with 13-15 points	Same as above, can also double to ask partner to bid a suit (should have support for the other 3 suits)
16-18	Same as above. Jump on second bid with 6 card suit or support for partner's suit (invitational to game). If partner has shown 10 points, jump is a game force. Balanced 15-17: 1 NT Balanced 18-19: Jump to 2NT on second bid	Same as above. May want to investigate slam	Same as above. With 18 points double and then bid your own suit. Balanced 15-18 with stopper in opener's suit, bid 1 NT.
19-21	Balanced 20-21: 2 NT If partner responds, jump shift or make another bid to force to game	Same as above, almost certainly want to be in slam.	Same as above.
22+	2C "game force"		