Notes from Bidding Games & Partscores

1. In general, prefer NT, then majors, and finally minors for both games and partscores
	1. Prefer NT when the same tricks exist in alternative contracts
		1. With a long, running major suit (AKQJxxx and similar) and fast tricks (As and Ks across from As), prefer NT w/o an unstopped suit
		2. Otherwise, prefer suits (i.e. w/ unstopped suits OR slow tricks)
		3. With a 4-4 major suit fit, 29-31 HCP, and no makeable slam, prefer 3N (since the partnership won’t have any “weaknesses” where ruffing brings extra tricks
	2. Otherwise, prefer major suits
		1. Prefer 4-4 fits to 4-3 or 5-3 fits to 5-2 fits
			1. Consider a 4-3 fit w/ a weak doubleton, a doubleton with fast values (A or K), or a ruffing value
		2. Consider a suit contract after partner opens 1N and you have 0-5 HCP
		3. Consider passing after partner opens 1N with 6-8 HCP
	3. Keep the bidding flexible when there is doubt about strain
		1. Use “punts” when possible
			1. E.g. 1♠ - 2♣; 2♦/♥ - 2♠
			2. E.g. 1♠ -2♥; 2♠ - 3♣; 3♦
	4. When you know the best contract, bid it
	5. Don’t forget to consider negative inferences when in doubt about what a bid means