

## BIDDING BOXES

Most clubs now use bidding boxes. The bid cards must remain on the table until the opening lead is made, then they are put back in the box.

### Stop Card

Place the Stop Card on the table before you make any **jump bid**. This includes any opening bids higher than the one level e.g. 2♣, 3♥ etc. Replace the Stop Card in the bidding box after making your bid.

### Alert Card

When your partner makes any artificial or conventional bid **you** pull out the Alert Card and make sure that both opponents have seen it (then replace it). Bids that do not have a natural meaning (i.e. normally showing 4 or more cards in the suit bid) should be alerted, these include:

- Strong 2♣ opening bid and the 2♦ response
- Fourth suit forcing
- Other cue bids asking for a stopper
- Unassuming Cue Bid

Note: Artificial bids above 3NT no longer need to be alerted.

You can use the back of the cards in the bidding boxes to check the score: **GREEN** scores are used when not vulnerable and **RED** when vulnerable.

The left card shows a score table for 4♥ contracts. The table is as follows:

	PASS	X	XX	PASS	X	XX
=	420	590	880	620	790	1080
+1	450	690	1080	650	990	1480
+2	480	790	1280	680	1190	1880
+3	510	890	1480	710	1390	2280

The right card shows a score table for undertricks. The table is as follows:

	I	II
-1	100	200
-2	300	500
-3	500	800
-4	800	1100
-5	1100	1400
-6	1400	1700
-7	1700	2000
-8	2000	2300
-9	2300	2600
-10	2600	2900
-11	2900	3200
-12	3200	3500
-13	3500	3800