

Good bidding is the result of clear partnership agreements and bidding according to your agreements. Trust your partner and listen to her.

THE BONES OF BIDDING

Rebids

By Opener and By Responder

YOUR PARTNERSHIP IS ON A QUEST TO FIND A MAJOR SUIT FIT.

Opener's Rebids

1. An opening hand can fall into one of several ranges:

- Minimum: 12 to 15 points
- Invitational: 16 to 18 points
- Game Forcing: 19 or more points

Because the opener's first bid shows just 12 or more, it is opener's rebids that clarify his minimal, invitational, and game forcing range.

2. There are several rebids by opener that entirely clarify minimal values of 12 to 15 points.

- A rebid of opener's 1st suit
 - A rebid of 1NT
 - A simple raise of responder's suit
- Opener rebids 1st suit

1 ♣ P	1 ♠ P
2 ♣	

----- Opener has a minimal hand and at least 5 clubs.

1 ♠ P	1NT P
2 ♠	

Opener has a minimal hand and at least 6 spades.
 - Opener rebids 1NT

1 ♣ P	1 ♠ P
1NT	

Opener has a minimal balanced hand, less than 15 points.
 - Opener raises responder's suit to the two level

1 ♦ P	1 ♠ P
2 ♠	

Opener has a minimal hand with 4 spades.

RESPONDER MAY PASS ANY MINIMAL REBID MADE BY OPENER

3. Opener's rebid of a new suit limits the hand to less than 19 points.

1♦ P 1♠ P
2♣

This does NOT limit opener to 12 to 15, but neither does it promise more. Opener could have as few as 12 and as many as 18. This does limit opener, then to less than 19, but otherwise opener's range is still not clear. RESPONDER IS NOT FORCED TO BID AGAIN, BUT RESPONDER SHOULD STRIVE TO BID AGAIN IN CASE OPENER HAS A SUPERIOR HAND.

4. To show a point count range of 16 to 18, opener needs to jump rebid his own suit or else jump raise responder's suit.

- The jump rebid: 1♦ P 1♠ P
3♦
(16 to 18 with a 6-card suit).
- The jump raise: 1♦ P 1♠ P
3♠
(16 to 18 with FOUR spades).

Opener has invited game in both cases. Responder may pass to play or may bid for game.

5. To show a balanced hand with exactly 18 or 19 HCPs, opener rebids 2NT.

Here is opener's hand: KJ7 AJ8 KQ94 A106
Here is a possible auction:

1♦ P 1♠ P
2NT (balanced hand, 18 or 19 points)

Now give opener the very same hand, but change the auction to this:

1♠ P 1NT P
2NT (balanced hand, 18 or 19 points)

In both auctions, opener's 2NT rebid shows 18 or 19, balanced. In the first auction, opener's rebid was a jump to 2NT, the 2nd it was just a raise to 2NT, but both 2NT rebids still mean the same.

Responder is not really allowed to pass 2NT. It is basically game forcing. But, all the same, responder MAY pass 2NT if responder's first call was an overbid.

6. Opener's jump rebid to 3NT shows a running suit:

Let us suppose that you hear the following auction:

1♣ P 1♠ P
3NT

Do not think that opener has great strength. If opener had 18 or 19 points, the rebid would have been 2NT. If opener had 20 or 21 points, then opener would have opened 2NT instead of 1♣. What opener has shown you is a hand like this:

J9 A94 K6 AKQ1065

Opener hopes that the club suit will run for 6 tricks. His heart ace will be a 7th trick, and he is counting on finding just 2 more tricks between his resources and yours. Opener expects you to pass.

7. To make a game forcing rebid, opener needs 19 or more points. Opener can force responder to game in two ways:

- Jump raising responder's suit to game
- The Jump Shift. Jumping and bidding a new suit.

- The jump raise to game:

1 \diamond P 1 \spadesuit P
4 \spadesuit

Opener has 19 or more points and 4 spades. This is not a shut out bid. If responder has 12 or more points, a try for slam would be appropriate.

- The jump shift:

1 \spadesuit P 1NT P
3 \clubsuit

Opener has 19 or more points. Since responder has at least 6 points for the initial response, the partners hold enough points for game.

RESPONDER MUST BID AGAIN AND BOTH MUST BID UNTIL A GAME HAS BEEN REACHED.

Responder's Rebids

8. A responding hand can fall into one of several ranges:

Minimum: 6 to 9 points
Invitational: 10 to 12 points
Game Forcing: 13 or more points

Sometimes responder's initial bid has expressed their point count at once. At other times, responder's first bid shows "6 or more." Responder can typically show the point count range on the rebid, but not always.

9. Responder can show a minimal hand (6 to 9) with these rebids:

- Rebid 1NT
- Rebid at the 2 level their initial suit
- Raise opener's 2nd bid suit to 2
- Raise opener's 1st bid suit to 2
- Pass opener at the 2 level
- Rebid 1NT

1 \diamond P 1 \heartsuit P
1 \spadesuit P 1NT P

Responder has 6 to 9 points and thinks 1NT is the best spot.

- Rebid the initial suit at the 2 level

1♦	P	1♥	P
1♠	P	2♥	P

Responder has 6 to 9 points and 5 or more hearts.

- Raise opener's 2nd bid suit to the 2 level

1♣	P	1♥	P
1♠	P	2♠	P

Responder has 6 to 9 points and 4 spades.

- Raise opener's 1st bid suit to the two level

1♥	P	1♠	P
2♦	P	2♥	

Responder has 6 to 9 points and only 2 hearts. If responder had 3 or more hearts, the initial response would have been 2 hearts, not 1 spade. This is called "taking a suit preference." It means responder "prefers" hearts to diamonds.

- Pass opener at the 2 level

1♥	P	1♠	P
2♦	P	P	

Responder has 6 to 9 points and a decided preference for clubs in comparison to hearts. This pass should occur seldom and with reluctance because opener may have an 18 point hand. If another bid is at all reasonable, prefer it to passing.

10. Responder shows an invitational hand (10 to 12) with these rebids:

- Jump rebid your own initial suit
- Rebid 2NT
- Jump raise either of opener's suits from 1 to 3
- Raise opener's 2nd bid suit from 2 level to 3 level

- Jump rebid your own initial suit

1♦	P	1♠	P
1NT	P	3♠	P

Responder has 10 to 12 points and 6 or more spades.

- Rebid 2NT

1♦	P	1♥	P
1♠	P	2NT	P

Responder has 10 to 12 points and wants to play in notrump. The next auction shows exactly the same thing.

1♦	P	1♥	P
1NT	P	2NT	

It isn't necessary that responder jump to 2NT. Any 2NT by responder shows the invitational point range.

- Jump raise either of opener's suits from 1 level to 3 level

1♣ P	1♥ P
1♠ P	3♠ P

 Responder has 10 to 12 points and 4 spades.

1♦ P	1♥ P
1♠ P	3♦

Again responder has 10 to 12, but this time with diamonds.

- Raise opener's 2nd suit from the 2 level to the 3 level

1♥ P	1♠ P
2♣ P	3♣ P

Responder has 10 to 12 points and club support.

11. With game forcing values, responder must take responsibility for the partnership bidding game.

- Jump to game in any suit
- **ALL NEW SUITS BY RESPONDER ARE FORCING AND OPENER MUST KEEP BIDDING**
- Jump to game in any suit. Following are 3 examples:

1. Example 1

1♣ P	1♥ P
1♠ P	4♠

Responder has game values and 4 spades.

2. Example 2

1♣ P	1♥ P
1♠ P	4♥

Responder has game values and 7 or more hearts

3. Example 3

1♦ P	1♥ P
1♠ P	3NT

- **ALL NEW SUITS BY RESPONDER ARE FORCING**

1♦ P	1♠ P
2♣ P	2♥

Perhaps responder has only 10 to 12 points, but opener should suppose that responder is forcing game. WHEN RESPONDER BIDS THE 4TH SUIT, HE WILL USUALLY FORCE TO GAME.