

BRIDGE – INTERMEDIATE LESSONS I – 29

OPENER’S RE-BID

Opener's first bid, generally paints a broad indeterminate picture both as to distributional pattern; i.e., balanced or unbalanced, as well as strength, which can usually fall anywhere between 13 and 21 (+) high-card points. Barring a situation where there be competitive bids by the Opponents, as long as neither Player, Opener or Responder, has limited his/her hand, the other **must** keep the bidding open by re-bidding.

In re-bidding, although some bids show an as-yet-unspecified high-card point count, Opener, for the most part, places his/her hand into **one of three categories according to his/her point count**, (a) **Minimum** = 12-15 HCP's, (b) **Medium** = 16-18 HCP's, and (c) **Maximum** = 19 or More HCP's; and into **one of two categories according to shape**, (a) **Balanced**, or (b) **Unbalanced**.

Any new suit bid by Responder is, usually, forcing for one round, and the second bid (the so-called, "re-bid," by the Opener, subsequent to his/her opening of one of a suit, is frequently the crucial point in any auction. It is the first opportunity for Opener to more finitely describe his/her hand, and becomes the basis by which Responder can then proceed.

AFTER A ONE-OVER-ONE RESPONSE FROM RESPONDER

Opener’s Re-Bid with Minimum (11-15) High-Card Point Count Values

Re-bid of 1-NT [1D -- 1H -- 1-NT] = 12-14 HCP’s - Balanced hand with fewer than 4 pieces of Responder’s suit and no other 4-card suit at the 1-level

Re-bid of Opener's Suit at the Cheapest Level [1H -- 1S -- 2H] = 11-15 HCP’s - 6-Card or longer suit

Re-bid of a Single Level Raise in Responder's Suit [1H -- 1S -- 2S] = 11-15 HCP’s - At least 4-Card support for Responder’s bid suit

Opener’s Re-Bid with Medium (16-18) High-Card Point Count Values

Jump Re-bid in Opener's Suit [1D -- 1H -- 3D] = 16-18 HCP’s - At least a 6-card suit

Jump-Raise in Responder's Suit [1D -- 1H -- 3H] = 16-18 HCP’s - At least 4-card support for Responder’s bid suit

A Reverse; i.e., a Re-bid of a Higher-Ranking Suit at the 2-Level [1C -- 1H -- 2D] = 17 (+) HCP’s – A 2-suited hand with the 1st suit longer than the 2nd - Forcing for one round

Opener’s Re-Bid with Maximum (18 +) High-Card Point Count Values

Re-bid of 2-NT [1H -- 1S -- 2-NT] = 18-19 HCP's - Balanced hand with fewer than 4 pieces of Responder’s suit

Jump-Shift into a New Suit [1D -- 1H -- 3C] = 19 (+) HCP’s - Unbalanced

Re-bid of 3-NT [1H -- 1S -- 3-NT] = 20 HCP's - Balanced hand with fewer than 4 pieces of Responder’s suit

Jump to Game in Responder's Major Suit [1H -- 1S -- 4S] = 19 (+) HCP’s - At least 4-Card support for Responder’s suit

Jump to Game in Opener's Major Suit [1H -- 1S -- 4H] = 19 (+) HCP's - At least a 7-Card suit and a suit quality of 10 or better

"Splinter" Bid [1H -- 1S -- "4D"] = 19 (+) HCP's, 4-cards or longer support for Responder's suit, and a singleton or a void in the **"Splinter"** (Diamond) suit in this instance

Opener's Re-Bid with As-Yet-Unrevealed (11-18) High-Card Point Count Values

Re-bid of a New Suit at the One-Level [1C -- 1H -- 1S] = 11-18 HCP's - The most unrevealing of re-bids with lack of support for Responder's suit

Re-bid of a Lower-Ranking Suit at the 2-Level [1H -- 1S -- 2C] = 11-18 HCP's - Since 1-NT was by-passed, this usually shows a 2-suited hand with at least nine cards in the two suits bid and lack of support for Responder's suit

AFTER A TWO-OVER-ONE RESPONSE FROM RESPONDER

(Many of these Bids vary with Partnership Agreements)

(Others Differ if the Partnership is utilizing the 2/1 Game Vs. Standard)

Opener's Re-Bid with Minimum (11-15) High-Card Point Count Values

Re-bid of 2-NT [1H -- 2C -- 2-NT] = 11-15 HCP's – Invitational to Game in **Standard American**, or extra values (16 – 18 HCP's) in **"2/1 Game-Forcing."**

Simple Raise in Responder's Suit [1D -- 2C -- 3C] = 11-15 HCP's - With 4 (+) cards in Responder's suit

Simple Raise in Opener's Suit [1D -- 2C -- 2D] = 11-15 HCP's - With a 6-Card or longer, or a very good 5-Card suit

Opener's Re-Bid with Medium (16-18) High-Card Point Count Values

Jump re-bid in Opener's suit [1S -- 2D -- 3S] = 16-18 HCP's - A 6-Card or longer suit

Re-bid of a new suit at the 3-level ("A HIGH REVERSE") [1H -- 2D -- 3C] = 17 (+) HCP's

Jump to Game in Opener's Suit [1S -- 2D -- 4S] = 16-18 HCP's - A strong 7-Card or longer suit (Suit quality of 10 or more) with no interest in No-Trump or in Responder's suit

Re-bid of 3-NT [1D -- 2C -- 3-NT] = 16-18 HCP's - With a balanced hand in S.A. (Minimum 12-15 HCP values in **"2/1 Game-Forcing."**)

Opener's Re-Bid with Maximum (18 +) High-Card Point Count Values

"Mini-Splinter" (Jump-shift) [1S -- 2H -- "4C"] = 19 (+) HCP's, 4-card or longer support for Responder's suit, and a singleton or void in the **"Splinter"** suit

Opener's Re-Bid with As-Yet-Unrevealed (11-18) High-Card Point Count Values

Re-bid of a Lower-Ranking Suit [1S -- 2C -- 2D] = 11-18 HCP's – Unbalanced (5-4 or longer)

Re-bid of a Higher-Ranking Suit [1H -- 2C -- 2S] = 11-18 HCP's – Unbalanced (5-4 or longer)