

## RESPONDER'S REBIDS

Responder's re-bids, like Opener's re-bids, tend to further describe and limit the strength and distribution of Responder's holdings. It is important for Opener to comprehend which re-bids by Responder are forcing, and which ones are not, as well as exactly what they show in terms of distribution and possible support, or lack thereof, for Opener's suit(s).

1. After Opener re-bids 1-NT, a new lower-ranking suit, rebid, by Responder, at the 2-Level is **not forcing**, whereas any new suit bid, by Responder, at the 3-Level is forcing.

<u>Ex:</u>	AJXXX QXXX X XXX	<u>North</u>	<u>South (You)</u>	
		1C/1D	1S	
		1-NT	??	Rebid 2H! (6-10 HCP's)
	AKXXX AQXX X XXX	1C/1D	1S	
		1-NT	3H	Forcing!
		1D	1H	
		2D	3C	Forcing!

2. A re-bid, by Responder, of his/her as-yet-unsupported suit, at the 2-Level is a sign-off, and at the 3-Level is invitational to Game, with both bids evidencing a 6-card or longer suit.

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>	
	1D	1H	(AX KJXXXX XX XXX)
	1S/1-NT/2C/2D	2H	(A sign-off evidencing 6-10 HCP's)
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		( <u>or</u> ) 3H	(Invitational) (KX QXXXXX JX AJX)

3. A re-bid of 1-NT by Responder shows 6-10 HCP's, and a 2-NT rebid is invitational to Game showing 11-12 HCP's

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>	
	1C	1H	(XX AQXX QXX XXX)
	1S	1-NT	(6-10 HCP's)
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		( <u>or</u> ) 2-NT	(Invitational) (KX AQXX QXX XXX)
		( <u>or</u> ) 3-NT	(Game values) (KX AQXX QXX XXX)

4. A "Reverse" by Responder shows opening count, or better, and is forcing to Game.

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>	
	1D	1H	
	1-NT	2S	(AQXX AQXX QX XX)

5. After Responder, who initially does not support Opener's Major, responds 1-NT, and then rebids Opener's Major suit at the 2-Level, it shows Responder holding either a doubleton in support of Opener, else a very weak 6-7 HCP count, with 3(+) card support and 10 Losers.

<u>South</u>	<u>North</u>	
1H	1-NT	(AXX KX XXX XXXXX) <u>or</u> (AXX KXX XXX XXXX)
2D	2H	

6. If a 1-level Responder wishes to sign-off thereby showing a weak hand (6-10 HCP's), the bids to evidence this are, *pass, rebidding Responder's original suit, returning to Opener's original suit at the cheapest level, or a rebid of 1-NT.*

<u>Ex:</u>	<u>South</u>	<u>North</u>	
	1D	1H	
	1S	??	
(a)	XX KQXXXX JX QXX		(Rebid 2H showing a 6-card suit)
(b)	XX KXXXX XX QJXX		(Rebid 1-NT. Do not even think of Re-bidding those lousy Hearts.)
(c)	X AXXXX QXXX XXX		(Supporting Opener at the 2-Level {2D})
(d)	QXXX KJXXX X XXX		("Pass")

7. Responder's hands in the 11-12 HCP range are expected to make invitational rebids after Opener makes a minimum rebid. These *invitational rebids* include: 2-NT or a 3-level support of a suit that has already been bid by either Opener or Responder.

	<u>Opener</u>	<u>Responder</u>	
(a)	1D 1S	1H 2-NT (11-12 HCP's, <u>not forcing</u> )	<b>KX AJXX XXX KXXX</b>
(b)	1D 1S	1H 3H (11-12 HCP's, a 6-card suit, <u>not forcing</u> )	<b>QX AQXXXX XXX QX</b>
(c)	1D 1S	1H 3D (11-12 support points, <u>invitational</u> )	<b>KX AJXX QXXXX QX</b>
(d)	1D 1S	1H 3S (11-12 support points, <u>invitational</u> )	<b>KXXX AXXX QXX KX</b>

8. After Responder gives a one-level response, he/she, when holding game-going values, must rebid game if a Major suit fit has been uncovered, game in an independent Major suit, or 3NT.

	<u>Examples:</u>	<u>South (Partner)</u>	<u>North (You)</u>
		1D	1H
		1S	????
(a)	XX AKJXXXX KX QX (Rebid 4H)		
(b)	AQXX AQXXX JX XX (Rebid 4S)		
(c)	XXX AKXX XX AQJX (Rebid 3-NT)		

9. When a Responder knows that game values are present, but does not know which game contract is correct, any new suit should be bid in order to continue to force the bidding. If this new suit is the fourth suit, the bid may be completely artificial, *alertable*, and is called "*Fourth Suit Forcing*".

<u>You hold:</u>	AX AKJXX JXXX XX	<u>North (Partner)</u>	<u>South (You)</u>
		1D	1H
		1S	"2C"

After Partner's 1S bid, you are sure that game is likely, although you are uncertain whether this hand belongs in Hearts, Diamonds, or even No-Trump. "2C" is, here, the fourth suit, *alertable*, and forcing. It enables Responder to find out more about Opener's hand. Opener will now support Hearts with 3-pieces, will bid NT with a Club stopper, or will return to Diamonds holding 5 pieces, absent any of the previous scenarios. (**Note:** a 3-level jump to 3D or 3H or 3S by Responder would *not* have been forcing as in Tip #7 shown above.)

10. Raising Opener's second suit promises at least 4-card support and 8-12 HCP's.

<u>Opener</u>	<u>Responder</u>	AQXX XX XXX AJXX
1H	1S	
2C	3C	If Opener does not have four Clubs he/she better have a pretty good reason why not; like: "Sorry Partner, I had one of my Hearts mixed in with my Clubs!"

