

REBIDS BY OPENER

After a One-Over-One Suit Response

Opener	Responder
1♣	1♥

A 1NT rebid by opener shows 13-15 HCP, balanced hand (a singleton honor in responder's suit is sometimes acceptable).

A hand that has opened a three-card suit with a minimum hand that cannot raise the one-over-one response must rebid 1NT. After opening 1♣ with ♠AQ87 ♥983 ♦J76 ♣AQ9 opener rebids 1NT after a 1♦ or 1♥ response. A 1♠ rebid could result in a non-forcing 3♣ jump preference by responder, which opener would have to pass. Rebidding 1NT avoids this embarrassing situation, because a 3♣ rebid by responder is forcing after a 1NT rebid (see section 4-9, Checkback Stayman by Responder).

Should you raise partner or rebid 1NT when holding adequate trump support for his suit? With a weak 4-3-3-3 hand the 1NT rebid is preferable. With 15 HCP, however, the raise should be given if the suit is a major, since a raise is more forward-going than a 1NT rebid. Partner might give up on game over 1NT, but try for game after a raise. Always prefer a 1NT rebid when the response is 1♦.

Raise partner's heart response or rebid 1♠? With adequate trump support for hearts and a near-minimum the raise is usually preferable. One reason is that a jump preference would have to be passed, even with heart support:

Opener	Responder
1♣	1♥
1♠	3♣

A 3♥ bid by opener at this point is an acceptance of the game try, forcing, since the 3♣ raise is only invitational. It's better to raise a 1♥ response with ♠AJ76 ♥K83 ♦54 ♣AJ54. If opener does bid 1♠ over 1♥ with a minimum and three hearts, as he would with ♠AJ76 ♥983 ♦54 ♣AK54, then he must pass a jump preference of 3♣ and hope that clubs is a better spot than hearts.

A simple rebid in a new suit is non-forcing:

Opener	Responder
1♦	1♥
1♠/2♣	- not forcing

A reverse is forcing if responder's suit is five cards or longer. It requires a good hand (at least 16 HCP), of course, since responder must go to the three level if she prefers the first suit, but it does not promise another bid if responder makes a discouraging or merely invitational rebid. See section 4-3, Rebids by Responder, for a discussion of bidding sequences after a reverse.

A jump rebid of 2NT shows 19-20 HCP, but a good suit counts for a point or two. It is not forcing, and Stoplight (section 4-12) applies. Responder passes only with a hand she is ashamed of, one that is not suitable for Stoplight.

A jump rebid of 3NT shows too much for a 2NT rebid, either in playing strength or HCP. It denies adequate trump support for responder's suit, because we open 2NT with 21 HCP and something in every suit.

Jump raises and jump rebids in the same suit are invitational, not forcing. Again, responder usually bids again if not ashamed of the original response, especially after a jump raise.

Jumps in a new suit are forcing to game.

See also section 4-7, The Double Jump Rebid in a Minor.

After a 1NT Response

Opener	Responder
1 any	1NT

-- Except for reverses, a 2♠, 2♥, or 2♦ rebid is weak.

-- Reverses by opener are strong but not forcing.

-- With an invitational hand, opener raises to 2NT or bids 2♣ (Checkback Stayman, see section 4-8) and then invites.

-- All jump rebids by opener are forcing to game.

-- Gerber is not used (4♣ is a splinter rebid, see section 4-4).

After a Single Raise

Opener	Responder
1♣	2♣

1♠	2♠
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Opener's bid of a new suit is forcing after a raise, but a rebid of 2NT is not forcing. Responder can pass 2NT with only three-card trump support for a major, a balanced hand, and a minimum. She may pass 2NT with four-card support for a minor and a minimum if her hand is suited to a notrump contract. When opener rebids 2NT a new suit by responder is not forcing, weak, with a long suit. When opener rebids in a new suit, responder's new suit bid is forcing and may only show a stopper for notrump.

A 1-2-3 sequence is invitational in a major, preemptive in a minor.

For actions when opener's RHO bids, see Section 9-2, Competitive Doubles.

After a 2NT Response

Opener	Responder
1 any	2NT

See section 3-9, Omnibus, or if responder is a passed hand, section 3-17, Responses by a Passed Hand, and section 4-12, Stoplight.

After a Strong Jump Takeout Response

Opener	Responder
1♣	2♦/2♥/2♠

Opener usually raises immediately with J10x or better in responder's suit. Don't raise immediately with three small, even with a singleton or void outside. Bid something else instead, then raise strongly. Such a delayed raise, even a jump, tends to deny the trump holding required for an immediate raise, which means that it is usually based on small cards. If the immediate single raise would be a game bid, however, you can bid something else before raising--even with good trump support:

Opener	Responder
1♠	3♥
4♣	4♠
5♥/6♥	

Responder realizes that opener could have better than xxx in hearts, since opener obviously had too much strength for a raise to 4♥, which could end the auction.

Opener should avoid rebidding in a new suit that lacks the ace or king. With a singleton in responder's suit and a very weak opening, a notrump bid may be preferred when there is no good suit rebid to make. A 3NT rebid after a three-level jump says, "Bad hand!" Avoid this bid if you have anything extra, because it is not forcing.

See section 3-17, Responses by a Passed Hand, for rebids following a jump takeout by a passed hand.

After a Two-Over-One Response

Opener	Responder
1♠	2♣/2♦/2♥

A 2NT rebid shows extra values, about 15-16 HCP.

A 3NT rebid shows too much for a 2NT rebid.

A jump rebid in the same suit is highly invitational and seldom passed..

Reverses are forcing, but do not promise another bid in all circumstances. See section 4-3, Rebids by Responder.

A jump reverse is a splinter bid, as is a double jump in a new suit or a single jump to four of a new minor. See section 4-4, Splinter Rebids by Opener.

A new suit at the three level is forcing, and promises another bid even if responder merely rebids his suit:

Opener	Responder
1♠	2♦
3♣	3♦ - forcing

A raise of partner's minor response is not forcing. It does show extra values, but two of the top three honors or four-card support counts as "extra values" in a pinch.

Opener	Responder
1♠	2♣
3♣	

Opener has ♠KJ543 ♥42 ♦K32 ♣AQ2. If the response had been 2♦, he would have rebid just 2♠ with this minimum hand. See section 7-6, Marvelous Two Diamonds, for a partial solution to this problem.

Opener	Responder
1♠	2♦
3♦	

Opener is usually strong, but could have a minimum 4-3-4-2 hand: ♠AK76 ♥A63 ♦J952 ♣82.

Opener	Responder
1♥	2♦
3♦	

Opener will often have to make this bid with a minimum hand and 4-4 in the red suits. Responder should tend to bid conservatively until opener confirms a good hand.

Opener	Responder
1♦	2♣
3♣	

Opener will usually have extra values, but that may consist of merely a four-card club holding.

The raise of a 2♥ response to 3♥ does not imply extra values, with which opener should bid 4♥. This is one case where a jump raise may not be all that strong. In order to make the jump raise less wide-range, the following convention ("Valentine") is recommended:

Opener	Responder
1♠	2♥
3♥	- minimum or near-minimum hand
4♥	- an extra king or queen (15-16 HCP?)
4♦	- an extra ace (17-18 HCP?)
4♣	- an extra ace and king (19-20 HCP?)

This conventional raise strategy replaces the seldom-used splinter rebid. The 4-3-2-1 count is not a good measure for such raises, since minor suit unsupported queens and jacks may not be useful.

If responder is a passed hand, then a raise of any two-over-one response definitely shows extra values, without which opener could just pass.

A jump raise of a minor suit response is forcing to game:

Opener	Responder
1♠	2♣
4♣	

If responder bids 4NT after this raise, he just wants to play there; he is not asking for aces. He might have a hand such as ♠3 ♥J1098 ♦QJ97 ♣AQ97, a little too good for a 1NT response.

After a Business Double

South	West	North
1♠	2♣/2♦/2♥	Dbl

See section 3-20, Business Doubles of Simple Overcalls.

After a Pass

When opener's partner passes an overcall, opener should not reopen with a double unless he is prepared for any action responder might take, including a pass.

We do not automatically reopen, but it is very unusual to sell out to a one-level overcall, especially at matchpoint scoring. The key is to look at the length in the opposing suit. With four cards, it becomes very unlikely that partner has passed much of a hand, so a sellout becomes more attractive.

Opposite a passing partner, it is unwise to make a free bid without extra values when partner has another chance to act:

South	West	North	East
1♠	2♣	Pass	2♦
2♠			

Bidding 2♠ with a minimum hand and five spades is very dangerous, although one might bid 2♠ with six good spades and nothing extra when not vulnerable. Bidding 2♥ with a 5-5 hand is almost automatic at matchpoint scoring, however, even with a minimum.

A second-round bid of 1NT after LHO's overcall is passed around may sound like a merely balancing bid, but it shows a hand too strong for a 1NT opening.