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Bridge Bidding Made Simple · Acol edition



CHAPTER 7

Responder's Rebids

Taking charge: stopping low, inviting game and bidding it

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1. Responder becomes the captain

After opener's rebid, you, the responder, usually know far more about opener's hand than opener knows about yours. Opener has shown a strength range and a shape; you can add your points to theirs and decide where the partnership belongs.

Responder's three questions
1. Do we have a fit, and in which suit?
2. Is there game: 25 points between us?
3. If unsure, can I **invite** and let opener decide?

Your points	Plan
6–9	Stop low: pass, or choose the best part-score
10–12	Invite game
13 or more	Make sure you reach game

2. With a weak hand (6–9)

Your job is to find a safe resting place, as cheaply as possible:

- **Pass** if opener's last bid suits you.
- **Give preference** to opener's first suit (Chapter 5).
- **Rebid 1NT** with no fit and a balanced hand.
- **Repeat your own suit** with six or more cards.
- **Raise** opener's second suit to the two level with four cards.

♠ 8 2
♥ K J 7 4
♦ Q 6 3
♣ J 8 5 2

1♦ – 1♥ – 1♠ – ? **7 points**, no spade fit and a balanced hand: **1NT**.

♠ K J 9 7 5 2
♥ 4
♦ Q 8 3
♣ J 6 2

1♥ – 1♠ – 2♣ – ? **7 points** and six spades: **2♠**, to play.

♠ K 10 7 5
♥ Q 8 2
♦ J 8 3
♣ Q 9 6

1♥ – 1♠ – 2♣ – ? **8 points**, three hearts and three clubs. Opener has more hearts than clubs, so give preference: **2♥**.

3. With an invitational hand (10–12)

Bid one level higher than you need to, and let opener decide. Opener bids game with the top of their range and passes with the bottom:

Invitation	Example
Jump raise of opener's second suit	1♦ – 1♥ – 1♠ – 3♠
Raise of opener's rebid suit to three	1♥ – 1♠ – 2♥ – 3♥
2NT, with no fit	1♦ – 1♥ – 2♦ – 2NT

♠ Q 10 7 4
♥ A J 6 2
♦ 8 3
♣ K 7 5

1♣ – 1♥ – 1♠ – ? **10 points** and four spades (+1 for the doubleton): invite with **3♠**.

♠ A Q 7 4
♥ J 3
♦ K 8 5 2
♣ Q 6 3

1♥ – 1♠ – 2♥ – ? **12 points**, and opener's six hearts with your two make eight: invite with **3♥**.

4. With 13 or more

Add up. If the partnership has 25, bid game yourself: 3NT, or four of a major with an eight-card fit.

♠ K 7 3 ♥ A Q 8 5 2 ♦ Q 6 4 ♣ 9 4	1♣ – 1♥ – 1NT (15–16) – ? Opener has 15–16, you have **11**: at least 26. Bid **3NT**.

Sometimes you know there is game but not *which* game. Then a bid of the one suit nobody has mentioned, called **fourth suit forcing**, asks opener to describe further. It is an advanced tool for a later chapter.

5. Summary

Responder's strength	Typical rebids
6–9	Pass, preference, 1NT, repeat a six-card suit, simple raise
10–12	Jump raise, raise to three, 2NT: all invitations
13+	Bid game (3NT, or 4 of a major with a fit)

6. Test yourself

What is your rebid as responder?

1. ♠ K Q 6 3
♥ J 8 2
♦ 7 4
♣ Q 10 5 3

2. ♠ A J 8 4
♥ K 7 3
♦ Q 6
♣ J 10 5 2

3. ♠ K 10 5 2
♥ Q J 8 3
♦ 7 6 4
♣ 9 2

4. ♠ K Q 8 6 5 3
♥ 7
♦ J 4
♣ Q 8 3 2

5. ♠ Q 4
♥ K 8 3
♦ A 6 2
♣ K J 10 5 3

6. ♠ J 7 4
♥ A Q 9 6 3
♦ K 5
♣ 8 4 3

1 and 2: 1♦ – 1♠ – 1NT (15–16) – ? 3: 1♣ – 1♥ – 1♠ – ? 4: 1♥ – 1♠ – 2♦ – ? 5: 1♠ – 2♣ – 2♠ (six spades) – ? 6: 1♦ – 1♥ – 2♦ – ?

Answers

1. Pass. 8 + 15–16 = at most 24.

2. 3NT. 11 + 15–16 = at least 26.

3. 2♠. 6 points and four spades: a simple raise of opener's second suit.

4. 2♠. 8 points and six spades.

5. 4♠. 13 points, and your doubleton with opener's six spades makes eight trumps.

6. 2NT. 10 points, no diamond fit: invite game.

Next: Chapter 8, Opening 2NT and Strong Hands. Free lessons and challenge hands to play: **bridgescorer.com/learn**

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