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Bridge Bidding Made Simple · Standard American edition



CHAPTER 7

Responder's Rebids

Taking charge: stopping low, inviting game and bidding it

Mike Smith

bridgescorer.com

1. Responder becomes the captain

After opener's rebid, responder usually knows more about opener's hand than the other way round, and can 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
6–10	Stop low: pass, or choose the best part-score
11–12	Invite game
13 or more	Make sure you reach game

2. With a weak hand (6–10)

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

♠ 8 2
♥ K J 7 4
♦ Q 6 3
♣ J 8 5 2

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

♠ K J 9 7 5 2
♥ 4
♦ Q 8 3
♣ J 6 2

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

♠ K 10 7 5
♥ Q 8
♦ J 8 3 2
♣ Q 9 6

1♥ – 1♠ – 2♣ – ? Opener has five hearts, so your doubleton is enough: give preference with **2♥**.

3. With an invitational hand (11–12)

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♥ – 1NT – 2NT

♠ Q 10 7 4
♥ A J 6 2
♦ 8 3
♣ K 7 5

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

♠ A Q 7 4
♥ J 3
♦ K 8 5 2
♣ Q 6 3

1♥ – 1♠ – 2♥ – ? **12 points**. Opener's rebid shows six hearts, and with your two that makes an eight-card fit: invite with **3♥**.

♠ K 7 3
♥ A Q 8 5 2
♦ Q 6 4
♣ 9 4

1♣ – 1♥ – 1NT (12–14) – ? 11 + 12–14 = 23–25: invite with **2NT**.

4. With 13 or more

♠ A J 8 4
♥ K 7 3
♦ Q 6
♣ K 10 5 2

1♦ – 1♠ – 1NT (12–14) – ? 13 + 12 = at least 25: bid **3NT**.

When you know there is game but not which one, bidding the one suit nobody has mentioned, **fourth suit forcing**, asks opener to tell you more. It comes in a later chapter.

5. Summary

Responder's strength	Typical rebids
6–10	Pass, preference, 1NT, repeat a six-card suit, simple raise
11–12	Jump raise, raise to three, 2NT: all invitations
13+	Bid game

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
♣ Q 4 3

1 and 2: 1♦ – 1♠ – 1NT (12–14) – ? 3: 1♣ – 1♥ – 1♠ – ? 4: 1♥ – 1♠ – 2♦ – ? 5: 1♠ – 2♣ – 2♠ – ? 6: 1♦ – 1♥ – 2♦ – ?

Answers

1. Pass. 8 + 12–14: at most 22.

2. 2NT. 11 + 12–14 = 23–25: invite game.

3. 2♠. 6 points and four spades: a simple raise.

4. 2♠. 8 points and six spades.

5. 4♠. 13 points; your doubleton and opener's six spades make eight trumps.

6. 2NT. 12 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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