

Bidding Sequences for Opener's Rebid and Final Contract – Guidelines for Thinking It Through

Note: It is impossible to show every possible bidding sequence. Here are some ways to continue the bidding to limit the hand or show strength and ensure reaching game in the best contract when the partnership has game level points.

First Round:

- 1) Try to find an 8-card fit in major suit.
- 2) Change of suit is forcing for one round.
- 3) Opener bids a major promising 5+ cards in major. Responder can support the major opening bid with 3+ cards in same major.
- 4) Opener bids a minor promising 3+ cards in minor. Responder bids a 4-card major before responding with a minor.
- 5) Responder must have 5+ cards in same minor to support the minor (sometimes 4-card support in diamonds, but preferably 5-card support).
- 6) A bid of 1NT by responder after an opening bid of 1 of a suit means that responder has 6-9 pts, is not able to support opener's bid and cannot bid another suit without going to the 2 level. It is not promising a balanced hand.

Second Bid (Rebid) by Opener:

- 1) Must show strength and/or limit the hand.
- 2) Repeat of opener's first suit or agreement with responder's suit is non-forcing and limiting so think carefully about the level before bidding.
- 3) A jump shift (change of suit and skipping a level) is game force and shows a maximum hand. Use it to show extra strength and no fit in a suit. Often, a jump shift is used to invite a 3NT game contract and show stoppers.
- 4) A jump bid of 2NT shows 18-19 pts and is forcing.

Counting Dummy Points:

- 1) Initially, when opening the bidding and/or assessing your point count, count HCPs and add points for length.
- 2) Do not count Dummy points when in a NT contract.
- 3) When supporting your partner's suit (you have decided to bid the same suit as partner bid previously, showing an 8-card fit in that suit – you know your hand will be the dummy because your partner bid that suit first and will be the Declarer), you should re-evaluate your hand by counting Dummy pts.
 - Count HCPs, but do not add points for length.
 - For suits other than trump, count 5 points for a void, 3 points for a singleton and 1 pt for a doubleton (count 4/2/1 if you wish to be more conservative).

Examples When Supporting Each Other's Suit:

♣ Minor Suit:

Player	Bid	Points?	Other Info
Opener	1♣	13-21	3+ card club suit, no 5-card major
Responder	2♣	6-9	Limit raise, non-forcing, no 4-card major, 5+ card support in clubs (be careful if assessing dummy pts, since a NT contract may still be a possibility)

♦ Minor Suit:

Player	Bid	Points?	Other Info
Opener	1♦	13-21	3+ card diamond suit (usually 4), no 5-card major
Responder	2♦	6-9	Limit raise, non-forcing, no 4-card major, 5+ card support in diamonds (sometimes 4) (be careful if assessing dummy pts, since a NT contract may still be a possibility)

Opener's Rebid:

- 1) A fit in a major has been ruled out.
- 2) Minimum pts – Pass
- 3) Medium pts – Raise to 3 level in minor, bid a reverse with 4 cards in 2nd suit of higher rank (forcing for one round).
- 4) Maximum pts of 19-21 – Is NT possible? Do you have stoppers in the 3 unbid suits? If so, bid 3NT.
- 5) Raise minor suit to 4 level with 20-21 pts, inviting to 5 level (game could be possible in a minor suit, if Responder has 8-9 pts), or bid a reverse with 4 cards in 2nd suit of higher rank (forcing for one round).
- 6) If Responder supported your opening suit with a jump to 3 level showing 10-12 pts, you must assess your hands together to determine if game in the minor or 3NT is possible.

♥ Major Suit:

Player	Bid	Points?	Other Info
Opener	1♥	13-21	5+ card heart suit
Responder	2♥	6-9	Limit raise (counting dummy pts), non-forcing, 3+ card support in hearts

♠ Major Suit:

Player	Bid	Points?	Other Info
Opener	1♠	13-21	5+ card spade suit
Responder	2♠	6-9	Limit raise (counting dummy pts), non-forcing, 3+ card support in spades

Opener's Rebid:

- 1) Support by partner for opener's major suit bid is non-forcing and limiting. Opener can pass.
- 2) Once major suit fit is found, partners must work together to find the best level. "The one who knows, goes!"
- 3) Opener rebids 3♥ or 3♠ with 16-18 pts, inviting to Game. Responder will pass with 6-7 pts or take it to game with 8-9 pts.
- 4) Opener rebids 4♥ or 4♠ with 19+ pts.

Examples of opening and responding bids with change of suit:

Example 1 (opening in clubs):

Opener 1♣ > Responder 1♦

- 1) Responder is denying a 4-card major but has a minimum of 4 diamonds and fewer than 5 clubs.
- 2) Change of suit is forcing, so Opener must bid again.
- 3) Responder has not limited his hand.
- 4) With a medium or maximum hand, Opener must jump a level to show additional pts.
- 5) Bid 1NT as a cut-off bid showing a minimum hand.
- 6) A repeat of clubs or support for diamonds by Opener is limiting the hand, so bid immediately to the appropriate level. (e.g. 2♣ or 2♦ shows a minimum hand, 3♣ or 3♦ shows a medium hand, etc., and 2NT shows 18-19 pts and is forcing).

Example 2 (opening in clubs):

Opener 1♣ > Responder 1♥ (showing 4+ hearts, possibly 4+ spades also) or

Opener 1♣ > Responder 1♠ (denying 4 hearts)

- 1) Responder is showing a 4-card major suit.
- 2) Change of suit is forcing, so Opener must bid again.
- 3) Responder has not limited his hand.
- 4) A repeat of clubs or agreement with Responder's major suit is limiting, so bid immediately to the appropriate level if you are bidding either of those two suits. Count Dummy pts if supporting Responder's major.
- 5) Rebid clubs with 5+ clubs. Support major with 4 cards in major.
- 6) With minimum points, bid either suit at 2 level, not forcing.
- 7) With medium points, bid either suit at 3 level, not forcing.
- 8) With medium points, bid a reverse (2nd suit higher ranking than 1st opening bid, a suit skipped by responder).
- 9) Responder can bid higher with a medium hand or better.
- 10) Responder can bid at the lowest level in agreement with a suit or stop at the lowest level of NT to show minimum points.
- 11) With maximum pts, opener must assure that the contract gets to game level in a major or NT if possible.

Example 3 (opening in hearts):

Opener 1♥ > Responder 1♠ (showing 4 spades, forcing for one round)

- 1) Opener repeats hearts to show 6 hearts or bids spades with 4-spade support, but a re-bid of a suit already bid will limit his hand so must show point count immediately. As soon as you repeat a suit or agree on a suit, you must show your point count. Count Dummy pts if supporting R's spade suit.
- 2) 1NT response shows a minimum hand, only 5 cards in hearts (already shown by opening bid), fewer than 4 cards in spades.
- 3) Opener could bid 2♣ or 2♦ to show at least 4 cards in the minor suit and an unbalanced hand. Responder can pass. (A change of suit by opener without a jump is non-forcing.)
- 4) A jump to 2NT shows 18-19 pts and is forcing.
- 5) A jump shift to a minor suit (3 level) shows a maximum hand.

Example 4 (opening in a major):

Opener 1♥ > Responder 2♣

Responder is showing fewer than 3 hearts, fewer than 4 spades, and at least 5 clubs and 10+ pts – change of suit is forcing for one round.

(This is similar to other hands that are opened in 1 of a suit, followed by a responding bid of 2 level in a suit, at the next highest level possible, without skipping a level.)

Here are some other examples:

1♥ > 2♦	1♠ > 2♣	1♠ > 2♦	1♠ > 2♥
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Please note that these bids mean something different when using "2 Over 1" Bidding Rules. We are following Standard American Bridge rules.

All of the above responding bids show 10+ points, 5 of the suit, and are forcing. (Rule: Change of suit in first round is forcing.)

- 1) Opener may still be interested in NT. Opener can bid a 4-card suit next. Since responder has forced the bidding to the 2 level, reverse bids do not apply.
- 2) Opener repeats major suit bid to show 6 of a major and minimum pts.
- 3) With a medium or better hand, Opener must be careful that partnership gets to game if there is a fit in a major or NT, since Responder has shown 10+ pts. (Game in minor requires 29 points.)
- 4) Opener can support clubs with 3+ clubs, since Responder has shown 5 clubs. Opener must bid to the level of the combined points. (With 13-15 pts, bid 3♣, with 16-18, bid 4♣ and with 19+, bid 5♣.)
- 5) Any time that you repeat your own suit or agree with partner's suit, you must be careful to show point count immediately. Partner can pass.
- 6) 2NT response shows a minimum opening hand, only 5 cards in hearts (already shown by opening bid), fewer than 4 cards in spades.
- 7) With a medium hand, 16-18 pts, jump to 3NT with no other suit to bid.

Example 5:

Opener bids a minor; Responder bids 1NT.

Opener 1♣ > Responder 1NT

Opener 1♦ > Responder 1NT

- 1) Responder has limited his hand to 6-9 pts.
- 2) Responder has denied having a 4-card major.
- 3) With a balanced minimum hand, pass.
- 4) With an unbalanced minimum hand, rebid a 5-card minor.
- 5) Be careful not to bid a higher-ranking suit at the 2 level as that is a reverse and shows 16+ pts.
- 6) With a medium hand (16-18 pts), opener can bid a reverse (a 2nd suit that is higher ranking than the first suit), but opener must have 4 cards in the 2nd suit.
- 7) With 16-18 HCPs and no 4-card suit to bid, bid 2NT.
- 8) With 19-21 HCPs, bid 3NT, unless extremely unbalanced.

Example 6:

Opener bids a major; Responder bids 1NT.

Opener 1♥ > Responder 1NT.

Opener 1♠ > Responder 1NT.

- 1) Responder has limited his hand to 6-9 pts.
- 2) After a 1♠ opening, Responder could have 4 hearts and still bid 1NT if he has fewer than 10 pts, so a fit in a major suit is not ruled out totally.
- 3) With 6+ hearts or 6+ spades (opening suit bid), opener should rebid the major at the appropriate level (minimum hand = 2♥ or 2♠, medium = 3♥ or 3♠, maximum = 4♥ or 4♠). When rebidding a suit, you must show point count since partner could pass.
- 4) After opening 1♠ or 1♥ and having a 4-card minor suit, bid it at the 2 level. Responder can pass.
- 5) If you opened 1♠ and you have a 4-card heart suit, bid 2♥. Responder can pass.
- 6) If you opened 1♥ and you have a 4-card spade suit, you must have 16+ pts to bid 2♠ (this is a reverse). Responder must bid again.
- 7) Otherwise, with minimum points, pass.
- 8) With medium points, bid another suit, or possibly 2NT.
- 9) A jump shift is forcing to game.
- 10) With a maximum hand and when none of the above applies, bid 3NT.