

Module 11 – Revision of Opener's Rebids

- 1. Revision Summary of Modules 8-10
- 2. Quiz
- 3. Opening Bids: Responses and Rebids Revision

4. Module 11 Playing Hands







Some Basic Principles of Bidding

- When a player bids a <u>limit bid</u>, his/her *partner takes charge*. Partner knows to within 1-2HCP, the combined point count and therefore whether they should be in game or part score.
- <u>Limit Bids simplify the auction</u>: If you don't make a limit bid it is because your hand is unsuitable

The simplest auctions are best; They give least information away to opponents





Opener's Rebid when Responder bids a New Suit 1

- A 1-over-1 response tells you that partner has 6-27HCP without 4 card support for your suit.
- A 2-over-1 response tells you that partner has 9-27HCP without 4 card support for your suit

Your priorities now are:

- Raise partner with 4-card support.
- Bid NT with a balanced hand without 4 card support
- Bid a new suit with an unbalanced hand without support
- Bid your own suit again (usually 6 card suit, but definitely 5+) without 4 card support or a second suit





Opener's Rebid when Responder bids a New Suit -2

Raising partner is *a limit bid*

1 ▲ 2 ▲ a single raise shows a minimum opening hand 13/14HCP Not Forcing
3 ▲ a jump raise shows an intermediate opening hand 15/16HCP Not Forcing
4 ▲ a raise to game shows a maximum opening hand 18/19HCP

Rebidding in NT is *a limit bid*

West	East		
1♥	1 🛧	1NT shows a balanced hand with 15/16HCP, without 4 card support Not Forcing	
?		2NT shows a balanced hand with 17/18HCP, without 4 card support. Not Forcing	
		3NT shows balanced hand with 19HCP, without 4 card support	
1♥ ?	1 🛧	2NT shows a balanced hand with 15+HCP, without 4 card support <i>Forcing</i>	S V



Opener's Rebid when Responder bids a New Suit - 3

Bidding a New Suit is **NOT a limit bid**

- West East
 - 1♥ 1♠ a new suit *denies* 4 card support for responder and *denies* a balanced hand
 2♠ Consequently it follows that if opener rebids his first suit it is 5+
 Bidding anew suit shows 5+4 in your 2 suits and an opening hand

It is generally better to bid a new suit rather than rebid your first suit:

- Both bids show extra length in the opening suit but this tells partner more
- A new suit is not absolutely forcing, but partner should try to find another bid.





Opener's Rebid when Responder bids a New Suit - 4

Rebidding your first suit is *a limit bid*









1. Partner opens 1 what do you respond in the following hands?





















<u>Quiz 11</u>

4. This time you open 1[•], partner responds 2[•], what is your rebid?



4. You open 1, partner responds 2, what is your rebid?







Openers Rebid: Rebidding your own Suit



Unbalanced hand, no support for partner Only 1 biddable suit.

West has no option but to rebid his suit With a minimum bid he makes a <u>minimum rebid.</u> East knows game isn't on



Again, no option but to rebid his suit This time west has extra values so makes a *jump rebid*.

With above minimum E bids 3NT





Openers Rebid: Bidding a New Suit - 1

Ex 11.4



West opens 1♠. East's 2♣ shows 10-27HCPs and 4+ clubs. West's 2♥, shows a <u>2nd biddable</u> <u>suit</u>. This tells partner he has longer ♠ than ♥. with 4 in each he would have opened 1♥. With 14HCP and cover in ♦ E <u>bids 3NT.</u>

▲ 3 **▲ KQJ75** Ν **V** KQ10765 ♥ 943 W Ε ♦ AQ ♦ K76 S ♣ AJ96 **♣** 104 Bidding W <u>E</u> 1♠ 1♥ 2 27 3♥ 4♥

W opens 1♥ and E responds 1♠. W by rebidding his 2nd suit allows E to bid 2♥ (knowing W has 5+ hearts). With extra values W bids 3♥ showing 6 card suit and 15-17HCP, allowing E to bid game knowing they have 24-26HCPs and a 9 card suit fit.

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S B



Openers Rebid: Bidding a New Suit - 2



By rebidding 2♠ W shows a 6 card suit.4. E can now bid a *limit bid* of 3♠ knowing they Have a 9 card fit *inviting W to bid game* with better than minimum. W has as good a minimum as possible so *bids game*.



W shows 5+♥ suit by bidding a new suit. If the suits had been 4-4 W would have bid NT, so E with 4 card support bids 3♦ but W having a minimum knows game is not on so passes



Openers Rebid: Bidding NT (even with a 5 card suit)

Ex 11.7



W opens 1♥.

East responds 2♦ showing a 4+ card suit and 9-27HCPs West should bid 2NT showing 15HCPs inviting game by E. E should know that with 12-14HCP and 4 hearts W would have opened 1NT. Hence with an unbalanced hand and 3 hearts E could bid 3♥ inviting game in NT if E only has 4 hearts and 4♥ if W has 5 hearts. (With 4 hearts E would have supported immediately). With an unbalanced hand and no 3 card heart support E would rebid his suit or a new suit if more than minimum.





Playing Hands for Module 11

77 year old "I always open light because at my age I am never sure the bidding will get back to me!!"

Keep Simple



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This week's Paddy's Pearl





Dealer: North Vulnerability:





Deal 11.1

With 27HCP I expect N/S to be in a game.

Bidding: North has a strong 1♦ opener. Over 1♠ he/she shows it by bidding 2NT (17-18HCPs) as he is too strong to rebid 1NT. Knowing they have 25-26HCP. South <u>bids 3NT</u>

Lead: . ♥2, 4th highest of longest suit against NT

Card Play: N can immediately see 9 tricks, 2♠, 1♥, 5♦ and 1♣: however while in control of all suits can try to establish extra tricks. North should play ♥5 as this will give another ♥ trick. I would suggest that N then plays ♠K and then ♠2 and duck to lose a ♠ trick while you still have a stop in the other suits and ♦K is still an entry to S. If spades split 3:3 you can now make 11 tricks only losing 1♠ and 1♥ trick

With the cards lying as they do you make 11 tricks

If the spades had split 4:2 you then take the 10 tricks.









With 20HCP each could be in a part score but with opening hand having 13HCP I expect E/W to be in the contract.

Bidding: West with 4-card support *immediately supports* responders suit. Since it is a *single raise* W knows E has a *minimum opening* hand (13-15HCPs). With more W would have bid 3 or 4 . With 7HCP E *passes* knowing game is not

Awkward lead but probably \blacklozenge will be least embarrassing lead to defenders and not give too much away

Card Play: West can count only 4 guaranteed tricks 14, 17 and 24. Hence diamonds need to be established and hopefully spades split 2:2 or at worst 3:1.

> On taking the A at trick 1 suggest 10A to K and play the K losing to A \blacklozenge . North should decide not to lead another \blacklozenge as it is plain that this could establish East's long suit. Hence I suggest the ♣J which will lose to west's K. Leading another \bigstar west gets the bad news that he/she has another \blacklozenge loser.

I would expect E/W to make 9 tricks losing 2♠, 1♥ and 1♣







N/S with 26HCP should be in a part-score contract

Bidding: With 11HCP and 4+ hearts some may think East's standard bid is 3 but with a 5th heart and a singleton (equiv. to **3HCP with a suit fit)** East's hand is certainly worth 4

Suggest $\bigstar Q$ or $\bigstar 10$ but prefer the latter since it is likely to give Lead: away least to opponents.

Card Play: Declarer can immediately count 8 top tricks $1 \bigstar$, $5 \checkmark$ and $2 \diamondsuit$ plus a 9th from \clubsuit KQ so remainder will require to come from ruffs.

> Immediately take trump out and then should make 11 tricks losing only 2♣ tricks making 1♠, 2♥, 2♦ and 1♣ trick plus 3 ruffs in N on \bigstar 's and 2 ruffs in S of \bigstar 's









EW should be in a part score with 22HCPs

Bidding: East's jump bid of 3♦ shows a 6-card suit and extra values (15-17HCP). West with 10HCP, a balanced hand and a doubleton diamond can confidently bid 3NT with a combined 25-27HCP

♥2, 4th highest of suit, and avoiding leading since bid by E and solution S has AJ behind E

Card Play: E can count 7 top tricks, potentially 8 if ♦Q drops or can be finessed. Hence need to make another ♠ and/or ♥. Take ♥ finesse which loses to the ♥K and is returned. Diamond played to A and a ♠ to KQ, taking ♥ return in E and lead a ♦ taking ♦6, 2♥, 1♠ and at least 1♣.Poor defence may allow another ♣ for 11 tricks.





Bidding W E N <u>S</u> 1 1 p p 1♠ 3♠ p p 4♠ All Pass

N/S with 28HCP should be in a game contract

Bidding: East's response of 1 (1-over-1) is forcing for 1 round (6-27HCP). West's bid of a 2nd suit, 1♠, promises a 4 card suit and minimum opening bid (13-15HCP). East with 4 spades and 15HCP bids game immediately knowing a slam will not be on, opposite W's minimum

•4 which will tend to indicate an honour in the suit. Lead:

Card Play: Take ♦ J with A. Declarer can count at least 4♠, 5♣ and ♥1 so question is whether an 11th trick can be made without compromising the contract. Take 3 rounds of spades to ensure defenders cannot ruff clubs, then 5 club tricks to which defenders have to find 2 and 3 discards. Lead *****5 towards KQ and lose to A. should make 11 tricks with a *ruff* on 3rd diamond.

Deal 11.5





Bidding						
<u>N</u>	<u>E</u>	<u>S</u>	W			
	1♦	р	2♠			
р	3♠	р	6 ≜/(4NT)			
Р	(5♥)	р	(64)			

With 30HCP N/S should be in at least game and with distributional hands potential a slam.

Bidding: East's *jump shift* of 2♠ is *game forcing* showing 6+ spades and 15+HCP. West should bid 3♠ agreeing trump and allowing East to decide whether a slam is on. In this case East should assess that W only needs $\bigstar K$ and 1A or 2A or the slam to be on so a good "guess to bid 64 The guess can be taken out by using the Blackwood Convention which we will explain in a future module. This bidding is shown in italics and brackets where 4NT asks E for the number of aces to which she replies 5♥, (5♣ -0, 5♦ -1, 5♥ -2). *W can now bid 6*♠ confidently. Additional slam enquiry conventions allow $7 \bigstar$ to be bid.

Lead:

♥Q, top of honour sequence

Card Play: 13 tricks can be made with ease

Deal 11.6