

RESPONDER'S BIDS

When Partner opens the bidding, Responder's hand falls into 1 of 3 categories:

| <u>Responder's first bid:</u> | | <u>Responder's next bid(s):</u> |
|--------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1.) A MINIMUM RESPONSE HAND | | <i>- will depend on Opener's 2nd bid:</i> |
| 6 - 9 pts* (MIN) (Must bid at least once) | Raise opener's suit 1 level only 1H - 2H , With a minimum hand opener will pass, but.... If Opener invites to game 1H - 2H , 3H If Opener jumps to game 1H - 2H , 4H | Pass w/ 6-7 points; Continue to game w/ 8-9 pts. Pass |
| | Bid new suit on 1 level 1H - 1S Opener will show his strength on his 2nd bid... If Opener bids game 1H - 1S , 4S If Opener bids new suit (no jump) 1H - 1S , 2D If Opener Jump Shifts 1D - 1S , 3C | Pass Choose between his 2 suits at the cheapest level Choose between his 2 suits at the cheapest level |
| | With no suit to bid, Bid 1NT 1H - 1NT | Pass - unless Opener bids a new suit and you cannot tolerate it, then go back to 1st suit. 1H - 1NT , 2D - ? |
| Minimum bids raise a suit 1 level only, or bids NT | | |
| 2.) A MEDIUM STRENGTH HAND | | |
| 10 - 12 pts* (MED) (Invitational) | Raise opener's suit 2 levels (w/fit) 1S - 3S Bid a new suit without jumping. OK to bid twice, but not on 3 level 1C - 1H any 3rd bid will be a minimum type bid OK to bid new suits on 2 level 1S - 2C but any 3rd bid will be a minimum type bid | Pass - your jump raise told your whole story 1C - 1H , 1S - 2D 1C - 1H , 1S - 2D , 2H - 2NT 1S - 2C , 2D - 2H (<i>new suit, no jump</i>) 1C - 1H , 2C - 2D , 2S - 3C (<i>pref for suit vs NT</i>) |
| Medium bids will raise a suit 2 levels, or bid new suits w/o jumping - but not past the 2 level | | |
| 3.) GAME FORCING HANDS (STRONG) | | |
| 13+ pts* (MAX) (Game force, slam possible) | Keep bidding until at least game 1H - 2C w/ forcing bids. Any new suit is a forcing bid. A jump shift on 2nd bid is forcing to game. If opener makes a minimum re-bid, i.e. 1C- 1S , 1NT next bid should: place the game contract, i.e. be a forcing bid, i.e. or ask for Aces i.e. | 1H - 2C , 2NT - 3NT or, 1H - 2D , 2NT - 4H 1S - 2C , 2D - 2H , 2NT - 3NT 1C - 1H , 1NT - 3S (<i>asks Opener to choose</i>) 1C - 1S , 1NT - 4S or, 1C - 1S , 2C - 3NT 1C- 1S , 1NT- 2H (<i>new suit responder -forcing</i>) 1C - 1S , 2S - 4NT |
| Any new suit bid by an unpassed hand is a forcing bid. | | |

* NOTE: Responder's hand is evaluated on support points, not just HCP. Responder is often first to know of fit.

Responder's 2nd bid will usually show the strength of his hand

Don't tell the same story twice. New bids should give new information
(more points, more length, 2nd suit, minimum hand, etc.)