

Guidelines for Rebidding

1. Opener bids 1 in a suit showing 12+ to 21 HCP (modern bidding.)
2. Responder bidding 1 over 1 shows 6 to 18- HCP.
3. Opener's first rebid narrows the range to show a minimum opening bid (12+ to 15-) or to show a much better hand. (15 to 21)
4. Rebids with 12+ to 15- HCP
 - A. The rebid of 1NT shows 12 to 14 balanced and no major suit fit.
 - B. A suit at the one level which is higher ranking than the suit of the response is usually 12+ to 15 but could be as many as 18.
 - C. A raise to 2 of responder's suit shows 12+ to 15- HCP and 4 card support.
 - D. A voluntary repeat of the opening suit shows 6 cards and 12+ to 15- HCP.
 - E. A lower ranking suit at the two level usually shows 12+ to 15- but could be as many as 18 HCP.

EXAMPLES:

A.	B.	C.	D.	E.
K53	AJ53	K6	K6	K64
A6	K6	AJ53	853	9
KJT4	942	942	AQJ965	AJ532
QT65	KQ73	KQ73	K8	KQ73
HCP___	HCP___	HCP___	HCP___	HCP___
LP___	LP___	LP___	LP___	LP___
QT___	QT___	QT___	QT___	QT___
+ /- ___	+ /- ___	+ /- ___	+ /- ___	+ /- ___
BID___	BID___	BID___	BID___	BID___
RB___	RB___	RB___	RB___	
RB___				

- A. Open 1C (some prefer 1D) and plan to rebid 1NT. (12-14)
- B. Open 1C. Over 1D or 1H, bid 1S. Raise 1S to 2S.
- C. Open 1C. Raise 1H to 2H. Over 1D, bid 1H. Over 1S, bid 1NT. (12-14)
- D. Open 1D. After 1H/S, bid 2D to show 6 cards and minimum. (12-14)
- E. Open 1D. After 1H/S, bid 2C. (12-14 unbalanced) Do not raise spades with only three.

5. Rebids with game invitational values (15+ to 18 HCP)
 - A. Make another call as a try for game after a suit raise by responder. Show where help is needed.
 - B. Make a jump rebid in the original suit which guarantees good quality and 6 cards.
 - C. Make a jump raise of responder's (major) suit. A jump to game Shows a balanced 18 or 19 HCP.
 - D. Make a reverse rebid. (Next Lesson)
 - E. Make a jump reverse. (Ditto)

EXAMPLES:

A.	B.	C.
AQJ85	AQJ965	KQ95
6	6	AQ4
KJ5	KJ5	AJ632
AJ73	AJ3	6

A. After you open 1S and your partner raises to 2S to show a minimum response and at least three card support, game may be possible if the hands fit. Try for game by bidding 3C. With 6-7 HCP and no club values, partner will return to 3S. If partner has club values a fit has been found in two suits and he will bid game. If his hand is in the 8-9 range and has some values in clubs but isn't sure that game will make, he can bid 3 diamonds as a counter invitation. You will then bid 4S. If he counters in hearts, you have no fit and will bid 3S. Remember, fits take tricks.

B. You open 1S. If partner responds 1NT, make a jump rebid of 3S to show extra values and a good spade suit. If partner has a good minimum response, he can bid game without much spade support.

C. Open 1D. If you hear 1H from partner, bid 1S. You will show your true values with your next bid. If you hear 1S from partner, jump to 3S.