

Opener's Rebids Showing Extra Values

Declarer has a number of options after partner has raised his opening major to the two level. eg. 1 spade, pass. 2 spades. The first thing he has to do is revalue his hand and add in support points to see if he has more than just a minimum opener(14). If he does not, he shows a minimum by passing. Here are his options if he has more than 14:

A simple raise to 3 spades normally show 16 to 18 HCP's including support points. It is invitational to game and asks his partner to go to game if he is at the top end of his raise(8 or 9) and pass otherwise.

A bid of any other suit is called a Help Suit Game Try(HSGT) and shows 15 to 18 all purpose points. It says go to game if you have the top end of your raise(8 or 9) or if you have the ace, or the king, or a singleton or a doubleton in my help suit.

A raise to game shows 19 to 21 all purpose points or a distributional monster.

However, life and bridge are seldom so straight forward, so lets look at hands where opener has bid a minor, 1 club say and partner names his major, 1 spade. Once again, opener has to revalue his hand for support points. If he has a minimum(15), with spade support, he raises to 2 spades. If he has 16 to 18 APP's he raises to 3 spades. And if he has 19 to 21 APP's, he goes to 4 spades.

Now let's look at hands where opener doesn't have a fit for responder's major. If the bidding goes 1 minor, 1 major and opener rebids the other major, this is called a reverse and describes a hand of 17+ HCP's with at least 5 cards in the minor. It is forcing for 1 round. Responder's 2 weakest bids are 2 NT showing 5 to 7 points and a raise of his own major to show at least a 5 card suit and 5 to 7 points. Once responder has 8 or more HCP's he should be getting to game immediately. If he has 13 or more APP's, he should be thinking about slam. Or 1 club, pass, 1 spade, pass, 2 diamonds. This is also a reverse and show at least 5 clubs and 17+ HCP's and same rebid rules apply.

If the bidding goes 1 of anything, and partner responds 1 of anything else and opener jumps 1 level and names a new suit, this is a jump shift and shows 19+ HCP's and is forcing to game. So 1 diamond, pass, 1 heart, pass, 3 clubs shows at least 5/5 in the minors with 19+. It could also show 6/4 in the minors, but is still forcing to game. And it doesn't have to just be for the minors. So 1 spade, pass, 1 NT, pass, 3 of anything so at least 5/5 in those suits and 19+ HCP's and is forcing to game.

Responder's Rebids Continued

| BALANCEED | H.C.P.'S | DISTRIBUTIONAL |
|--|----------|-------------------|
| | 21 | |
| 2 NO TRUMP | | |
| | 20 | JUMP SHIFT |
| | 19 | DOUBLE JUMP RAISE |
| THE BLACK HOLE 1 C P 1S P, JUMP TO 2 NT | | |
| | 18 | REVERSE |
| | 17 | JUMP RAISE |
| 1 NO TRUMP | 16 | HSGT |
| | 15 | |