

Opener's Rebids after a 2/1

The rules (strategy, if you will) for rebidding are relatively simple:

1. Describe your hand as well as possible
2. If you can't describe your hand very well, leave you (and your partner) with as few problems for further bids as possible

In other words, bidding is very natural in these auctions. Perhaps it is best to demonstrate by example

1♠ - 2♥

2♠ This rebid is unlimited. Opener has 6 or more spades unless he has a hand with 5 spades and cannot rebid NT comfortably. Opener may have ♠AKJxx ♥KJ ♦xxx ♣xx or ♠KJTxxx ♥x ♦KJx ♣AJx

2N This rebid denies 6♠ and implies stoppers in the unbid suit. Opener has one of two HCP ranges: minimum (11-14) or maximum (18-20ish). For example, ♠KJxxx ♥xx ♦AQT ♣Kxx and ♠AKJxx ♥Ax ♦KJx ♣Kxx would rebid 2N. If opener has the maximum hand, he plans on inviting/investigating slam after partner's rebid.

3♣ This rebid is natural and at least a really good 15 HCP (e.g. ♠AKJxxx ♥xx ♦x ♣AKxxx). Opener should strain to have a 5-card ♣ suit most of the time. The key is that opener doesn't bid 3♣ simply to introduce a ♣ suit. With a minimum hand, opener generally bids 2♠ first, intending to rebid ♣s if necessary.

3♦ Like 3♣, as this is natural and promises extra values (good 15 HCP onwards). Opener might have ♠AJTxx ♥ - ♦KQJxx ♣Axx.

3♥ This shows a fit (3+♥) and a hand with possible slam interest (this idea is part of the FAST ARRIVAL concept). Opener may hold ♠QJxxx ♥ATxx ♦KQJ ♣Ax. After 3♥, responder has room to cuebid and explore slam intelligently.

3♠ This is a special rebid that implies a good ♠ suit. Each partnership may want to discuss what kind of suit quality it implies. I recommend a suit playable opposite a singleton (e.g. AKQT9x as a minimum) with 17+ HCP.

3N As with 3♠, 3N needs discussion. Partnerships that don't open 1N with a 5-card major may use this rebid to show the 15-17 HCP balanced hand. Otherwise, I suggest it show a similar hand to 3♠, only less HCP (around 12-16).

4♣ Most partnerships use this bid as a SPLINTER. This is a raise of ♥s that includes a singleton or void in ♣s. The HCP range needs to be discussed, as there are reasons to do this with just minimum hands and with only slam-going hands. Any useful alternative definitions are unclear.

4♦ Another SPLINTER. Be sure to discuss this with partner.

4♥ The direct raise of partner's suit to game shows a minimum hand with a fit. This concept is called FAST ARRIVAL. The partnership bids game fast when raising partner's suit to suggest minimum (i.e. not slam worthy) values.

4♠ This is a rare bid subject to different interpretations. I recommend not thinking about this one too much.

Occasionally opener can introduce a new suit at the two level. When this is possible, the priority is to show 4+♥s, and another 4+ card suit otherwise.

After 1♠ - 2♣

Rebid 2♥ with ♠AJTxx ♥KJxx ♦xx ♣Ax

Rebid 2♦ with ♠AQTx xx ♥xxx ♦KQJx ♣x

Rebid 2♥ with ♠AJTxx ♥KJxx ♦Kxxx ♣ -

Rebid 2♥ with ♠AKJxxx ♥KJxx ♦xx ♣x (it's better to describe 9 major suit cards than 6 – it gives partner more options on how to find a major fit)

Opener's Rebids after NT

These auctions are very similar to the 2/1 auctions. Opener will continue to rebid naturally. Sometimes, however, he will be obligated to bid some shorter suits.

Consider the auction 1♠ - 1N

2♣ This shows 4+♣s. Due to the 1N response being forcing, occasionally opener will have to find a rebid with something like ♠AQxxx ♥xx ♦Kxx ♣Kxx. In these cases, a 3-card suit must be bid.

2♦ This shows 4+♦s. However, opener will occasionally be stuck with a balanced hand resembling ♠KJxxx ♥AQx ♦xxx ♣Kx

This hand would have passed a non-forcing 1N response. Since 1N is forcing, opener should tell the smallest lie and bid 2♦.

2♥ This shows 4+♥s in addition to the 5+♠ promised with the opening. Opener should try to bid this if at all possible.

2♠ This shows 6+ ♠s with minimum values (12-16-). Normally opener does not have another 4+ card side suit. Occasionally, when opener is on the minimum end of the range and has the majority of values in ♠s, he may bypass the side 4-card suit.

2N This shows 17-19 HCP and a balanced hand. Opener does NOT jump to 3N with this hand type for a few reasons, the most important being that every so often, responder will not want to play in 3N! Responder can now pass with an exceptionally bad hand, or bid anything at the three level to find a better suit.

Note: If you do not open 1N with a 5-card major, you need to agree with your partner what HCP range 2N shows. I still recommend the 17-19 HCP range, hoping to rebid 2N after a 2♣/♦ rebid.

3♣ Game forcing, preferably a 5+ card suit. This suit length guideline allows the jump to be very specific, as there is less space to communicate than after a 2♣ rebid.

3♦ Like 3♣ - game forcing, implying a 5-card suit.

3♥ Like 3♣ - game forcing, implying a 5-card suit. This rebid is subject to a little abuse in terms of HCP/shape, as a 4♥ game is always on the horizon.

3♠ 6+♠, invitational values (15-17-ish). This is the preferred bid with 6-4 distribution if opener cannot tolerate hands partner would pass after a two level rebid.

3N 7+ ♠s that are a source of tricks (e.g. AKQxxxx) with little outside (13-16 HCP).

4♣ This bid has never come up in 5 years of playing. There should be little expectation for it too. Define it with your dedicated partners if you like.

4♦ Like 4♣, unusual.

4♥ Even weirder than 4♣.

4♠ 7+♠s – generally, the suit isn't solid (as a 3N rebid was available). This is an unusual bid as well.

Note: Unless specified otherwise, these rebids are all non-forcing. The two level rebids, due to their wide range, are what might be termed “ostensibly forcing”, as responder should make some bid if game is possible.

Responder's Rebids after a 2/1

Bidding as a whole remains fairly natural. There are a few concepts that need to be illustrated due to their uniqueness to the 2/1 methodology.

1♠ - 2♣

2♥ - 3♥ Any time responder can raise opener's suit, a direct raise to game implies a minimum hand with no slam interest. Raising a level lower, as this auction demonstrates, shows a stronger hand (usually 15+) and implies slam interest. This principle is called FAST ARRIVAL. It's important to recognize this is only applicable when the last call shows a fit.

1♠ - 2♣

2♦ - 2N Responder rebids 2N with both minimum and maximum HCP ranges.

1♠ - 2♣

2♦ - 3N This sequence shows the medium range (14+ - 17- HCP).

1♠ - 2♣

2♦ - 2♠ This auction, and any other 2/1 sequence where responder can rebid opener's suit at the two level, implies no fit and the inability to rebid NT (i.e. no stopper in the 4th suit). Responder might hold ♠xx ♥xxx ♦KJx ♣AKQxx.

1♥ - 2♣

2♥ - 2♠ This auction, which is traditionally classified as a "reverse", does not promise extra values. Responder has 4♠s, 5+ ♣s, and is unlimited. Notice that opener **was** restricted to rebidding 2♠ with 16+ HCP. In this way, responder can introduce ♠s as a trump suit and still manage to have a spacious slam-going auction.

1♠ - 2♣

2♥ - 3♦ Clearly, this isn't "4th suit game forcing" – responder already set a game force! Given the availability of the 2♠ bid, 3♦ should perhaps remain natural and imply extra values (16+ HCP). This would be an unusual bid in any event.

Responder's Rebids after 1N Forcing

Responder's rebids are easier to list by formula than other situations:

- A two level rebid of a new suit shows 6+ cards and minimum values (5-9 HCP)
- A two level bid of partner's major is a PREFERENCE. This shows a doubleton and less than invitational values
- A 2N bid is invitational (10+-12-)
- A new suit at the three level is invitational
 - o Note: Players disagree if this is weak when the suit wasn't biddable at the two level. For instance, 1♠ - 1N; 2♦ - 3♣ ?
- A three level rebid of partner's major is a 3-card invitational raise
- 1♥ - 1N; 2♣/♦ - 2♠ is an invitational raise of opener's minor suit (artificial to ♠s)
- 1♥ - 1N; 2♥ - 2♠ shows 5+♦ 5+♣ and less than invitational values