



Lesson 42 Teacher's Notes

Responder's Rebid

Aims

- To discuss responder's second bid.
- To look at invitational raises and the 2NT rebid
- To introduce the concept of *preference* and *false preference*

Content

1. Revise terminology: when partner opens the bidding we become *the responder*.
The first bid we make is called *the response*.
Opener's second bid is called a *rebid*, and now it is time to discuss *responder's rebid*.
2. Many auctions are complete in two or three bids, so responder's second bid may often be the magic "pass". In more complex auctions we can, as always, work out our bids logically.
3. We can identify 4 categories of responder's rebid:
 - 1) Pass, giving up with no interest in game.
Pass is an option when partner has made a limit bid by
 raising your suit
 rebidding 1NT (a 2NT rebid is forcing)
 or rebidding his first suit
You can also pass a simple **change of suit** by partner but you should try to bid again if you possibly can.
 - 2) Game invitational limit bids, showing 10-12 HCP
 You can *raise partner's second suit* to the 3-level with *4-card support*
 or *raise his first suit* to the 3-level with *3-card support*
 or bid 2NT with no fit
 - 3) Game bids, showing your side has the values for game.
If strong enough you can raise to game in any known 8-card fit, or bid 3NT.
 - 4) Improving the part-score.
When you rebid your own suit, or bid 1NT, or **give preference** to partner's first suit you show a minimum response, a hand trying to improve the part-score