



## Lesson 11 Teacher's Notes

### Opener's Rebid and the Jump Shift Response

#### Aims

- To emphasise the importance of opener's rebid after a change of suit response
- To stress the importance of *limit bids* as a first rebid
- To place possible responses in order of preference: raise partner, rebid no-trump, rebid your own suit
- To introduce the Jump Shift Response to one of a suit and 1NT

#### Content

- 1 Revise 1-over-1 and 2-over-1 responses
- 2 Opener's Rebid  
Revise *raising partner* with 4-card (or longer) support
- 3 Introduce the *No-trump rebid*  
You have opened 1♣/♦/♥/♠ with a *balanced hand too strong for 1NT*.  
Partner responds in a new suit. Unless you have 4-card support for partner's suit – *rebid in no-trump*  
Do not worry about stoppers: with a balanced hand – 4-3-3-3, 4-4-3-2, 5-3-3-2 – rebid no-trump  
A *1NT rebid* after a 1-over-1 shows *15-17 HCP* in a balanced hand *without 4-card support for partner*  
**Note** that it shows a hand *too strong* to open 1NT. We *cannot* rebid 1NT with 12-14 HCP.  
A *jump to 2NT* after a 1-over-1 shows 18-19 HCP. It is *forcing* – partner must bid on.  
A *2NT rebid* after a 2-over-1 shows 15-19 HCP.  
Partner's 2-over-1 has shown 10+HCP so the 2NT rebid is *forcing to game*
- 4 Demonstrate when to rebid your own suit – this *promises* 6-cards and *denies* 4-card support for partner, in a hand *too unbalanced to rebid in NT*.
- 5 **The Jump Shift Response in a New Suit**  
This is a response in a new suit made at one higher level than necessary  
After an opening of 1♦ - 2♥, 2♠ and 3♣ are all Jump Responses or *Jump Shifts*  
A jump response emphasises the quality of the new suit - 6+cards, eg AKQ642 or KQJ1073.  
The point range is 13-27  
The jump response in a new suit is a suggestion that there may be a slam. The bid is obviously forcing  
Since the bid shows enough values for game it is forcing to game - a *game-forcing response*.  
The partnership must keep bidding until at least game is reached
- 6 The jump shift response to 1NT  
1NT- 3 of a minor is the same as the jump shift response to one of a suit – forcing to game, but too unbalanced or too strong just to raise to 3NT game.  
(3 of a major will be the same once we have introduced transfers in Lesson 14)