



## Opener's Rebid with a Strong Hand

The *opening bid* of one of a suit is quite wide-ranging: 12-19 HCP

A *response* in a new suit at the 1-level is even more wide-ranging: 6-28 HCP

Opener's rebid may be the first *limit bid* in such auctions, which makes it very important.

When you have a better than minimum hand you must not make a minimum rebid.

If you have 18-19 HCP, and partner has 6+, you want to be in game, and it is up to you to see you get there.

You can do this in two ways:

### 1) *Bid game yourself*

You should do this only when you know you have found a good place to play

♠ KQ843	West	East	♠ AQ98	West	East
♥ K8	1♠	2♠	♥ AKJ87	1♥	1♠
♦ AQ	?		♦ -	?	
♣ KQ64	Bid 4♠ - game in the 5-4 fit. Slam is unlikely opposite a weak response (partner is <i>limited</i> )		♣ K754	Bid 4♠ with 18-19HCP (including 'fit' points). Partner is <i>unlimited</i> , and may bid on with 12+HCP	

### 2) *Make a game-forcing bid*

Once the auction is forcing to game you have room and time to investigate the best place to play

## Strong Rebids

**With a balanced hand** (15-19) HCP: rebid in no-trump (unless you have 4-card support for partner's major)

#### a) **The 1NT rebid** shows 15-17 HCP and is **not forcing**.

If minimum responder can Pass or improve the partscore by making a Weak Takeout at the 2-level.

With 8-9HCP he can invite game by raising to 2NT, or by rebidding his own suit at the 3-level.

With 10+HCP he can bid game, or a new suit at the 3-level (game-forcing) to investigate the best spot.

#### b) **The 2NT rebid** is **forcing to game** (after a 2 over 1 response). After a 1 over 1 it shows 18-19 HCP, after a 2 over 1, 15-19 HCP.

Responder can simply bid game, or, if unsure of the best strain, any suit at the 3-level.

**With an unbalanced hand** of 15+HCP you should make a non-minimum rebid.

#### a) **A jump rebid in your own suit**

1♥ 1♠  
3♥

Shows a good 6+card suit and denies a second biddable suit

After a 1over1 it is **not forcing** but if responder bids again the auction becomes game-forcing

1♥ 2♣  
3♥

After a 2-over-1 it is **forcing to game**

#### b) **A reverse bid in a new suit**

1♦ 1♠  
2♥

This is a bid at the 2-level in a suit partner bypassed with his response. It shows a 4+card suit **and a longer first suit**.

After a 1over1 the reverse is **forcing for 1 round**. If responder returns to your first suit, or rebids his own suit, or bids 2NT, you may pass.

1♦ 2♣  
2♥

After a 2 over1 the reverse is **forcing to game**

#### c) **A jump in a new suit**

1♥ 1♠  
3♣

This also shows a second suit of 4+cards, and promises at least 5 cards in your first suit.

Because this jump forces the auction to the 3-level it is stronger than the others. It promises 18-19HCP and is **forcing to game** even after a 1over1 response.

1♥ 2♣  
3♦

**NB** Because this jump in a new suit is so strong, a simple change of suit is quite wide-ranging 13-18HCP

1♥ 1♠  
2♦

1♠ 2♣  
2♦

These bids are not forcing, but responder should not pass unless he is minimum and sure that there is nowhere better to play.