

LESSON 6

Rebids by Responder



General Concepts

General Introduction

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Sample Deals



GENERAL CONCEPTS

The Bidding

Responder's rebid

By the time opener has rebid, responder should have a good picture of the strength and shape of opener's hand. Responder is now in a position similar to responding to a 1NT opening bid, and responder can ask the questions *What level?* and *What strain?* to determine the contract.

Responder puts the hand into one of three categories:

Minimum	6 to 9 total points
Medium	10 or 11 total points
Maximum	12 or more total points

Minimum hand

With 6 to 9 total points, responder signs off in a partscore when opener has shown a minimum hand. Responder does this by passing, bidding 1NT or bidding an old suit (one already bid by the partnership) at the two level. If opener has shown a medium hand, responder stops in a partscore with the bottom of the range, 6 to 7 total points, and carries on to game with 8 or 9 total points. If opener has shown a maximum hand, responder makes sure the partnership gets to game.

Medium hand

With 10 or 11 total points, responder makes an invitational bid of 2NT or three of an old suit when opener has shown a minimum hand. If opener has shown a medium or maximum hand, responder makes sure the partnership gets to game, either by bidding game directly or by showing a new suit.

Maximum hand

With 12 or more total points, responder makes sure the partnership gets to game.

The Play

Ruffing losers

Ruffing losers in the dummy is another way to get extra tricks when playing in a trump contract. It generally doesn't help to ruff losers in declarer's hand. The need to ruff losers in the dummy may determine whether declarer can afford to draw trumps immediately.

GENERAL INTRODUCTION

“After opener has made two bids, responder usually knows enough to decide on the contract. On the second bid, opener puts the hand into one of the three ranges: 13 to 15 total points, 16 to 18 total points or 19 to 21 total points. Sometimes the range is a bit wider, but in those cases responder assumes that opener has a hand in the lower part of the range. Opener may describe the hand further with a third bid, if necessary.

“Responder is in a position similar to the one in which opener bids 1NT. Responder can look at the combined strength and distribution, ask *What level?* and *What strain?* and place the contract.

“Responder puts the hand in one of three categories according to its strength:

Minimum	6 to 9 total points
Medium	10 or 11 total points
Maximum	12 or more total points

“Responder’s bid depends on whether opener has shown a minimum, medium or maximum hand. Let’s see how it all works.”

GROUP ACTIVITIES

EXERCISE ONE: Responder's Rebid Decides What Level

Introduction

“One of the first things responder must do is recognize the strength shown by opener's rebid. Does opener have a minimum, medium or maximum hand? Let's see how responder can tell.”

Instructions

“Partner opens the bidding 1♦ and you respond 1♥. What are the three rebids opener could make to show specifically a minimum hand? (1NT, 2♦, 2♥.)

“What strength would opener's rebid of 1♠ or 2♣ show? (Minimum or medium hand, 13 to 18 total points.)

“A 1NT rebid by opener shows a balanced hand with 13 or 14 total points. (Don't forget with a 15 HCP hand, opener will have opened with 1NT.) What is the minimum number of points responder can hold to decide the partnership should play in game? (12 total points.) With what point range is responder uncertain whether the partnership should be in game or a partscore? (11 total points.) What is the maximum number of points responder can hold to decide the partnership should play in a partscore? (10 total points.)”

Follow-up

Discuss the exercise.

Conclusion

“When opener shows a minimum hand, responder puts the contract in a partscore when holding 6 to 9 total points. With 10 or 11 total points, responder moves toward game by making an invitational bid. With 12 or more total points, responder makes sure the partnership gets to game.”

EXERCISE TWO: Responder's Rebid when Opener Shows a Minimum Hand

Introduction

“When opener supports responder’s suit as cheaply as possible, a minimum hand is shown. Responder signs off in a partscore with a minimum hand. With a medium hand, responder makes an invitational bid. With a maximum hand, responder bids game.”

Instructions

“The bidding has proceeded:

OPENER	RESPONDER
1♥	1♠
2♠	?

“Add the high-card points and distributional points on each of the following hands. Put each hand in a range of minimum (6 to 9 total points), medium (10 or 11 total points) or maximum (12 or more total points). As responder, decide at what level the contract should be played (partscore, possible game or game) and in what strain the contract should be played. Use this information to determine your rebid.”

1) ♠ 9 8 7 6
♥ A 5
♦ Q 7 4 3 2
♣ 9 3

2) ♠ Q 10 9 4 2
♥ 9 8
♦ A K 6
♣ J 4 3

3) ♠ Q J 7 4 2
♥ K 3
♦ A J 4
♣ Q J 3

HCPs 6
Distr. points 1
Total points 7
Range Minimum
Level Partscore
Strain Spades
Rebid Pass

HCPs 10
Distr. points 1
Total points 11
Range Medium
Level Possible Game
Strain: Spades
Rebid 3♠

HCPs 14
Distr. points 1
Total points 15
Range Maximum
Level Game
Strain Spades
Rebid 4♠

Follow-up

Discuss the exercise. On the first hand, students may want to go back to diamonds. Emphasize that opener is promising four-card support in this sequence.

Conclusion

“When opener raises responder’s suit, responder passes with a minimum hand, bids to the three level with a medium hand and bids game with a maximum hand.”

EXERCISE THREE: Responder's Rebid when Opener Bids a Second Suit

Introduction

“When planning a rebid after opener shows a minimum hand, responder follows these simple rules. With a minimum hand, responder can pass, bid 1NT or bid an old suit (a suit that already has been bid by the partnership) at the two level. With a medium hand, responder bids either 2NT or an old suit at the three level. With a maximum hand, responder bids a Golden Game or, if unsure where to play, a new suit.”

This is a bit simplified. However, it's good enough to get started, and the students can read all the details in the text.

Instructions

“The bidding has proceeded:

OPENER	RESPONDER
1 ♣	1 ♥
1 ♠	?

“Add responder's high-card points and distributional points on each of the following hands. Put each hand in a range of minimum (6 to 9 total points), medium (10 or 11 total points) or maximum (12 or more total points). As responder, decide at what level (partscore, possible game or game) and in what strain the contract should be played. Use this information to determine your rebid.”

1) ♠ Q 3 2
♥ A 10 9 4
♦ Q J 6
♣ 7 5 2

2) ♠ J 5 2
♥ A Q 8 3
♦ K J 6
♣ 10 8 6

3) ♠ 10 8 3
♥ K Q 9 4
♦ A J 4
♣ K Q 8

HCPs 9

HCPs 11

HCPs 15

Distr. points 0

Distr. points 0

Distr. points 0

Total points 9

Total points 11

Total points 15

Range Minimum

Range Medium

Range Maximum

Level Partscore

Level Possible Game

Level Game

Strain Notrump

Strain Notrump

Strain Notrump

Rebid 1NT

Rebid 2NT

Rebid 3NT

4) ♠ J 7 ♥ K J 10 8 6 3 ♦ 9 2 ♣ 7 5 2	5) ♠ A 8 ♥ K Q 10 9 7 4 ♦ 8 6 2 ♣ 9 5	6) ♠ K J 8 2 ♥ A K 8 3 ♦ 5 2 ♣ K 7 3
HCPs <u>5</u>	HCP <u>9</u>	HCPs <u>14</u>
Distr. points <u>2</u>	Distr. points <u>2</u>	Distr. points <u>1 (dummy point)</u>
Total points <u>7</u>	Total points <u>11</u>	Total points <u>15</u>
Range <u>Minimum</u>	Range <u>Medium</u>	Range <u>Maximum</u>
Level <u>Partscore</u>	Level <u>Possible Game</u>	Level <u>Game</u>
Strain <u>Hearts</u>	Strain <u>Hearts</u>	Strain <u>Spades</u>
Rebid <u>2♥</u>	Rebid <u>3♥</u>	Rebid <u>4♠</u>
7) ♠ 6 2 ♥ Q J 7 5 ♦ 4 3 ♣ K 10 9 4 2	8) ♠ 8 2 ♥ K 9 6 2 ♦ 7 4 ♣ A Q 9 7 4	9) ♠ Q 10 7 2 ♥ A 9 7 4 2 ♦ K 2 ♣ 10 9
HCPs <u>6</u>	HCPs <u>9</u>	HCPs <u>9</u>
Distr. points <u>2 (dummy pts.)</u>	Distr. points <u>2 (dummy pts.)</u>	Distr. points <u>2 (dummy pts.)</u>
Total points <u>8</u>	Total points <u>11</u>	Total points <u>11</u>
Range <u>Minimum</u>	Range <u>Medium</u>	Range <u>Medium</u>
Level <u>Partscore</u>	Level <u>Possible Game</u>	Level <u>Possible Game</u>
Strain <u>Clubs</u>	Strain: <u>Clubs or NT</u>	Strain <u>Spades</u>
Rebid <u>2♣</u>	Rebid <u>3♣</u>	Rebid <u>3♠</u>

Follow-up

Discuss the exercise. This is a very long exercise since it has to cover a number of possibilities. It's usually best to discuss it with the entire class rather than in small groups.

Conclusion

“After opener describes a minimum hand, responder asks two questions: *What level?* and *What strain?* Responder answers these questions by combining what is known about opener's hand with what is known about responder's hand. With a minimum hand, responder signs off in a partscore. With a medium hand, responder moves toward game. With a maximum hand, responder makes sure game is reached.”

EXERCISE FOUR: Responder's Rebid when Opener Shows a Medium Hand

Introduction

"When opener shows a medium hand of 16 to 18 total points by jumping in opener's own suit or in responder's suit, responder passes with 6 to 7 total points and bids a game with 8 or more total points."

Instructions

"The bidding has proceeded:

OPENER	RESPONDER
1♥	1♠
3♥	?

"What is the range of opener's hand? (16 to 18 total points.)"

"As responder, value your hand. Decide at what level the contract should be played and in what strain the contract should be played. Use this information to determine your rebid."

1) ♠ K 10 7 4 3
♥ 9 2
♦ Q J 6 2
♣ 10 4

2) ♠ A J 8 2
♥ 7
♦ K 10 4 3
♣ Q 9 8 6

3) ♠ A 10 7 3
♥ K 10
♦ 7 4 3
♣ Q 9 6 2

Total points 7

Level Partscore

Strain Hearts

Rebid Pass

Total points 10

Level Game

Strain Notrump

Rebid 3NT

Total points 9

Level Game

Strain Hearts

Rebid 4♥

Follow-up

Discuss the exercise. The students may be worried about whether there is a Golden Fit on the deals in this exercise. It may be necessary to explain why opener must have at least six hearts (unbalanced, no second suit).

Conclusion

"After opener describes a medium hand, responder asks two questions: *What level?* and *What strain?* These questions are answered by combining what responder knows about opener's hand with what is known about responder's own hand. With 6 or 7 total points, responder signs off in a partscore. With 8 or more total points, responder bids game."

EXERCISE FIVE: Responder's Rebid when Opener Shows a Maximum Hand

Introduction

“When opener shows a maximum hand of 19 to 21 total points by jumping to game or jumping in a second suit (jump shift), there should always be enough strength for game. Responder can pass if the partnership is already in game or bid a Golden Game if it isn't. If responder is unsure of the proper strain for the contract, responder can bid a suit. Since opener knows that the partnership has enough combined strength for game, neither partner will pass until game is reached. When the jump shift is into notrump, however, the point count is slightly different. The opener is showing 18-19 HCP. This is logical since we know that we open 1NT with a balanced 15-17 HCP. The 18-19 HCP balanced hand is shown by opening one of a suit and then making a jump bid in notrump.”

Instructions

“The bidding has proceeded:

OPENER	RESPONDER
1♦	1♥
2NT	?

“What is the range of opener's hand? (18 to 19 total points.)

“As responder, value your hand and decide at what level the contract should be played and in what strain the contract should be played. Use this information to determine your rebid.”

1) ♠ 9 4 ♥ K 10 8 4 ♦ Q J 9 3 ♣ 10 7 2	2) ♠ 8 ♥ Q J 10 8 3 2 ♦ A 6 5 ♣ 9 4 2	3) ♠ K 5 2 ♥ A J 9 4 3 ♦ J 10 8 ♣ 4 3
Total points <u>6</u>	Total points <u>9</u>	Total points <u>10</u>
Level <u>Game</u>	Level <u>Game</u>	Level <u>Game</u>
Strain <u>Notrump</u>	Strain <u>Hearts</u>	Strain <u>Possibly Hearts</u>
Rebid <u>3NT</u>	Rebid <u>4♥</u>	Rebid <u>3♥</u>

Follow-up

Discuss the exercise. The students may be worried about whether there is a Golden Fit on the deals in this exercise. Explain that a 3♥ bid is forcing. Opener will choose between 3NT and 4♥.

Conclusion

“After opener describes a maximum hand, responder knows that the partnership has enough combined strength for game. Responder will bid a Golden Game, if the partnership isn't already in one, or will bid a suit, if responder isn't sure of the proper strain.”

EXERCISE SIX: Trumping Losers

Introduction

“All of the techniques we’ve looked at so far for developing extra tricks work equally well in trump and notrump contracts. Some techniques are unique to trump contracts. The most common one is to use dummy’s trumps when dummy has a short suit.”

Instructions

“Each player take a suit and construct the following hands.

NORTH

♠ 8 6 4 2

♥ 5 3

♦ J 7 3

♣ A 9 4 2



SOUTH

♠ A K Q J 10 9

♥ A K 6

♦ 9 4 2

♣ 5

“Suppose South is playing in a contract of 4♠. How many sure tricks does South have? (9.) How can South get an additional trick? (By ruffing the low heart with one of dummy’s trumps.)

“Could South get an additional trick by leading a club toward North’s ace and then leading a club and ruffing it? (No.)”

Follow-up

Discuss the hands. The concept of loser should be introduced. The students may be surprised to find that they can gain a trick only by ruffing in the dummy.

Conclusion

“Ruffing losers in dummy is a useful way to get extra tricks. You should look for this possibility whenever there is a short suit in the dummy. It usually doesn’t gain a trick if you ruff in your own hand. Save the trumps in the long hand for drawing the opponents’ trumps and preventing them from taking tricks in other suits.”

The first three pre-dealt deals show the possibility of getting extra tricks by ruffing losers in the dummy. The fourth deal is a notrump contract illustrating a different version of a repeated finesse. Remind the students to go through the planning steps discussed so far: determine the objective; count sure tricks; look for ways to develop additional tricks. The students should become aware that the need to ruff losers in dummy affects whether declarer should draw trumps at the start of play.

SAMPLE DEALS

EXERCISE SEVEN: Developing a Trick by Ruffing in Dummy

(E-Z Deal Cards: #6, Deal 1)

Dealer: North	♠ Q J 9 3 ♥ 7 5 3 ♦ K 3 ♣ A K 6 2	
♠ 8 4 ♥ K Q 8 4 ♦ 8 7 5 4 ♣ Q 10 9	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> N W E S </div>	♠ 6 2 ♥ A 10 9 ♦ Q J 10 6 ♣ J 7 5 3
	♠ A K 10 7 5 ♥ J 6 2 ♦ A 9 2 ♣ 8 4	

The Bidding

“North is the dealer. Which player would open the bidding? (North.) What would the opening bid be? (1♣.) Look at responder’s hand. Responder’s job is to try to find a Golden Fit in a major suit if there is one. Can responder bid a new suit? (Yes.) What would responder bid? (1♠, a new suit at the one level.) What is the bidding message given by responder’s bid? (Forcing.) Does opener have to bid again? (Yes.) What is the range of opener’s hand? (Minimum.) What would opener rebid? (2♠.) What is the range of responder’s hand? (Maximum.) At what level does responder want to play the contract? (Game.) In what strain does responder want to play the contract? (Spades.) What would responder rebid? (4♠.)

“What would the contract be? (4♠.) Who would be the declarer? (South.)”

The Play

“Which player would make the opening lead? (West.) What would the opening lead be? (♥K, the top of touching honors.)

“How many tricks must declarer take to fulfill the contract? (10.) How many sure tricks does declarer have? (Nine.) Which suit provides declarer with an opportunity to develop the additional trick needed to make the contract? (Diamonds.) What must declarer do to develop the additional trick? (Declarer has to leave a trump in the dummy to ruff the third diamond.)

“Pick up your cards and bid and play the deal. Did declarer make the contract? (Declarer should make the contract.)”

North and South should reach 4♠ through the auction 1♣ by North, 1♠, 2♠, 4♠. The only possibility for an extra trick is by ruffing the diamond loser in dummy. (Declarer could ruff two clubs in hand, but that play is not recommended.) Needing only one ruff in dummy, declarer can draw trumps first (but not four rounds).

EXERCISE TEN: The Repeated Finesse*(E-Z Deal Cards: #6, Deal 4)*

Dealer: West	♠ Q J 10 9	
	♥ J 9 2	
	♦ 9 7 3	
	♣ 9 8 5	
♠ A 7 3		♠ 8 5 2
♥ K 6		♥ A 7 5 3
♦ K Q 10 8		♦ A 6 4 2
♣ A Q J 2		♣ 7 4
	♠ K 6 4	
	♥ Q 10 8 4	
	♦ J 5	
	♣ K 10 6 3	

The Bidding

“West is the dealer. Which player would open the bidding? (West.) What would the opening bid be? (1♦.)

“Look at responder’s hand. What would responder bid? (1♥.)

“What is the range of opener’s hand? (Maximum.) Is opener’s hand balanced or unbalanced? (Balanced.) What would opener rebid? (2NT.)

“What is the range of responder’s hand? (Minimum.) Does the partnership have a Golden Fit in a major suit? (No.) What would responder rebid? (3NT.)”

The Play

“Which player would make the opening lead? (North.) What would the opening lead be? (♠Q.)

“How many tricks must declarer take to fulfill the contract? (Nine.) How many sure tricks does declarer have? (Seven.) How can declarer develop additional tricks in the club suit? (Either by playing the ace and queen so that the jack is good or by trying the finesse — leading toward the ♣A Q J combination.) What does declarer have to hope for? (Declarer hopes South holds the ♣K.) From which hand should declarer lead clubs? (East.) Why? (To be able to finesse.) What other suit should provide an additional trick? (The diamond suit should provide four tricks as long as the diamonds divide relatively evenly.)

“Pick up your cards and bid and play the deal. Did declarer make the contract? (Yes.)”

The East–West auction should go 1♦ – 1♥, 2NT – 3NT. This hand is easy. Declarer should promote an eighth trick in clubs by taking a finesse leading toward the queen to drive out the opponents’ king. Declarer will still end up with eight tricks if the finesse loses but will have the opportunity to make nine tricks if the finesse works. Declarer can also gain a trick in diamonds since they divide as evenly as possible.