

Basic Beginning Bridge

Lesson 4 – Suit Responses & Rebids

More information: <https://bridge.careytutor.com>

Objective for Lesson 4

- Main objectives:
 - Learn how to respond to an opening bid of one in a suit
- Secondary objectives:
 - Strength required for responding bids
 - Guidelines for responding bids
 - Guidelines for rebids

First, Some Terminology

- **Forcing bid**
 - A bid that requires partner to bid at least once more.
- **Forward-going (constructive) bid**
 - A bid that provides additional information to your partner.
 - Contrast with a sign-off bid.
- **Sign-off bid**
 - A bid that provides no additional information, but closes the auction – the bid requests that partner pass. A sign-off bid can be at a low level or at game/slam level.
- **Preference bid**
 - A corrective bid in a previously-bid suit (when partner offers two choices in the bidding). This is a type of sign-off bid.

Responder Bidding Flow

Evaluate your hand



Determine the strength level of your hand



Prioritize your bidding options



Rebid appropriately – listen to partner

Responding Hand Evaluation

- Calculate high card points as always.
- If and only if you determine you have a fit:
 - Add **distribution** (shortness) **points** for short, non-trump suits.

void = 3 points
singleton = 2 points
doubleton = 1 point

- Add another point or two for void/singleton if you have 4+ trumps.
- Do not add distribution points without a potential suit fit.

Responder Strength After a One-Level Bid

- **Very weak:** With fewer than 6 points, plan to pass.
- **Minimum:** With 6 – 9 total points - one forward-going bid
- **Medium:** With 10 – 12 total points – two forward-going bids
 - Alternative: make one invitational bid that defines the strength of your hand.
- **Strong:** With 13 - 15 total points – plan to bid to game
 - Need to find a trump suit fit or a No Trump fit
- **Massive:** With 16+ total points – plan to bid to game or slam
 - Need to find a trump suit fit or a No Trump fit

Responder Point Ranges

6 - 9 Points – minimum, must respond

10 - 12 Points – medium

13 - 15 Points – strong (game)

16+ Points – massive (game or slam)

Responder Priorities

Support opener's major suit with at least 3 card support.



Bid a **new suit** with 4 or more cards in the suit (**forcing** for one round).



Bid some number of **no trump**.



Support opener's minor suit with at least 4 (preferably 5+) cards.

- Show the strength of your hand as soon as possible.

Responder – with Major Suit Support

- After an opening bid of 1 Heart or 1 Spade, trump support is shown in a structured manner (counting shortness points in evaluation):
 - 2 of partner's major suit → 6 – 9 total points and 3+ trumps
 - 3 of partner's major suit → 10 – 12 total points and 3+ trumps
 - 4 of partner's major suit → 13 – 15 total points and 3+ trumps
 - With 16+ total points and 3+ trumps, **jump shift** in a new suit and then support opener's major suit. See the next slide.

Responder – Bid a New Suit

- Bid a new suit at the one level.
 - 6+ points (unlimited) and 4+ cards in the new suit (e.g., 1H – pass – 1S)
 - Bid the longest suit first. With two 5-card suits, bid the higher-ranking first.
 - With two 4-card suits biddable at the one-level, bid “up the line” – lowest 4-card suit first.
 - Forcing for one round.
- Bid a new suit at the two level but lower than opening bidder’s suit.
 - 10+ points (unlimited) and usually 5+ cards in the new suit (e.g., 1S – pass – 2C)
 - Forcing for one round.
- Bid a new suit one level higher than you need to (e.g., 1H – pass – 2S).
 - This is a **jump shift** – 16+ points. Forcing for at least one round.

Practice – Show Major Support or New Suit

- How many high card points in responder's hand?
- Do you have support for partner's suit?
- How do you tell partner about your hand?
- How many high card points in opener's hand?
 - What do you think opener will bid next?

Responder – With No Good Suit to Bid

- If you have a mostly balanced hand, no support for opener's major suit, and no new suit of your own, consider making a No Trump bid.
- Bid 1 NT:
 - 6 – 9 high card points , no support in opener's major suit, no new suit
- Bid 2 NT:
 - 10 – 12 high card points and no support in opener's major suit, no new suit
- Bid 3 NT:
 - 13 – 15 high card points and no support in opener's major suit, no new suit

Responder – Supporting Minor Suit Opening

- Club or Diamond trump support is shown in a structured manner (counting shortness points in evaluation):
 - 2 of partner's minor suit → 6 – 9 total points and 4+ trumps
 - 3 of partner's minor suit → 10 – 12 total points and 5+ trumps
 - 4 of partner's minor suit → 13 – 15 total points, 5+ trumps, and an unbalanced hand
- Because minor suit bids score less, try to find a major suit or NT fit.
 - If you can bid a new suit or support opener's minor suit , bid the new suit first.
 - You may then show preference for the opener's minor suit with a rebid.

Practice – No Trump or Minor Suit Support

- How many high card points in responder's hand?
- Do you have support for partner's suit?
- How do you tell partner about your hand?
- How many high card points in opener's hand?
 - What do you think opener will bid next?

Opening Bidder Point Ranges

12 - 15 Points – minimum

16 - 18 Points – medium

18 - 21 Points – strong

22+ Points – massive

Opener Rebids – Minimum Hand (12 – 15)

- Pass a limiting bid by responder – after a major/minor suit raise or NT bid
- Bid at the lowest level possible
 - Rebid your original suit with 6 cards (e.g., 1H – pass – 1S – pass – 2H)
 - Raise your partner's suit (e.g., 1C – pass – 1H – pass – 2H) with 4+ card support
 - Bid 1NT (or, if partner bid a suit at the 2 level, bid 2NT) if balanced
 - Bid a new suit of 4+ cards (if at the 2 level, in a suit not higher than original bid suit)
 - 12+ total points (unlimited, but probably minimum); example: 1H – pass – 1S – pass – 2C

Opener Rebids – Medium Hand (16 – 18)

- Make a jump bid in an existing suit
 - Jump raise your original suit (e.g., 1H – pass – 1S – pass – 3H)
 - Jump raise your partner's suit (e.g., 1H – pass – 1S – pass – 3S)
- Reverse
 - Example: 1D – pass – 1S – pass – 2H → hearts is higher than the original diamonds
- Raise 1NT response to 2NT

Opener Rebids – Strong Hand (18+)

- Jump shift: 18+ total points
 - Example: 1H – pass – 1S – pass – 3C
- Jump in NT with a balanced hand: 18 – 19 high card points
 - Example: 1C – pass – 1S – pass – 2NT to show 18 – 19 high card points
 - Example: 1D – pass – 2C – pass – 3NT to show 18 – 19 high card points
- Jump to game in own or partner's suit: 19+ total points
 - Example: 1H – pass – 1S – pass – 4H
 - Example: 1H – pass – 1S – pass – 4S

Responder Rebid

- Try to place the contract based on the knowledge you have.
 - Count your combined points: 26 – 29 – 33 – 37
 - If game is possible, try to bid it – in a suit or no trump.
- If no game or slam is possible, give **preference** to the proper suit
 - Example: 1H – pass – 1S – pass – 2C – pass – 2H
 - In this example, opener has 5+ hearts and probably fewer clubs.
 - If responder has two hearts and two or three clubs, give preference by bidding 2H.
 - This is not a forward-going bid; it is to sign off in 2H.
 - Example: 1D – pass – 1H – pass – 2C – pass – 2H (weak hand and long hearts)

Summary

- Responding bid strengths
 - 6 – 9 (minimum), 10 – 12 (medium/invitational), 13 – 15 (strong/game), 16+ (massive/game or slam)
- Responding bid choices (in priority order)
 - Support partner's major suit
 - Bid new suit
 - Bid NT
 - Support partner's minor suit
- Opener Rebids
 - 12 – 15 (minimum), 16 – 18 (medium), 18+ (strong)