

Lesson 11

Opener's rebids with a strong hand

Book Pages 40-41 - section 3.6

Objectives for Lesson 11

- Review homework
- Recap: *Opener & responder's* options with weak *opening hands*
- Recap: points need for *game* and *part-score*
- The "*safety barrier*"
- *Opener's rebids* with a stronger *opening hand*

Homework

Change of *suit responses*

Finish quiz in section 3.9 page 47 - answers on page 48

Any questions?

Recap - Choices when *rebidding* weaker hands

Opener's hand

Rebid your own suit

at the lowest available *level*

5 often 6 cards in your *suit*

Rebid a new suit

lower *ranking* than the first

a choice between your *suits*

Bid partner's suit

at the lowest available level

4+ cards in their *suit*

Pass

only if partner has made a *limit bid*, i.e. *supported* your *suit* or *bid* no trump or passed

Recap - points required

Points in the pack	40
Points for <i>game</i>	25
Points for <i>part-score</i>	21-24

Part-scores:

<i>One-level</i>	1♣ - 1NT	20
<i>Two-level</i>	2♣ - 2NT	21-22
<i>Three-level</i>	3♣ - 3♠	23-24



Recap - What is *opener's rebid*?

Opener's hand

♠ A Q 6 2

♥ Q 7

♦ Q J 10 6 4

♣ Q 5

13 HCP unbalanced 5-4-2-2

<i>Opener</i>	<i>Responder</i>
1♦ (12-19)	1♥ (6+)
1♠ (12-15)	
<i>Bid a new suit to show shape</i> <i>Bid at the 1-level if available</i> Partner may only have 6 HCP (could be more but you don't know yet)	

♠ A Q 6 2 ♥ Q 7 ♦ Q J 10 6 4 ♣ Q 5	N (?) W (13) E (9) S (?)	♠ 10 5 4 ♥ K 8 5 3 ♦ K 7 5 ♣ K 6 2

West	North	East	South
1♦	Pass	1♥	Pass
1♠	Pass	2♦	All Pass
The <i>bidding</i> has remained low - East can choose West's longer <i>suit</i> at the 2-level With both <i>opener</i> and <i>responder</i> having minimum <i>hands</i> the 2-level is enough Total points are 22 - which should be enough for 8 <i>tricks</i>			

Recap - What is *opener's rebid*?

Opener's hand

♠ Q 7

♥ Q J 10 6 4

♦ A Q 6 2

♣ Q 5

13 HCP unbalanced 5-4-2-2

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
2♦ (12-15)	
<i>Bid a new suit to show shape</i> If you have to show your <i>suit</i> at the 2-level, it should be lower in <i>rank</i> than your first <i>suit</i> Let's see why...	

♠ Q 7 ♥ Q J 10 6 4 ♦ A Q 6 2 ♣ Q 5	N (?) W (13) E (8) S (?)	♠ A 10 5 4 ♥ 9 8 5 ♦ K 7 5 ♣ J 6 2

West	North	East	South
1♥	Pass	1♠	Pass
2♦	Pass	2♥	All Pass
The <i>bidding</i> has remained low - East can choose West's longer <i>suit</i> at the 2-level With both <i>opener</i> and <i>responder</i> having minimum <i>hands</i> the 2-level is enough Total points are 21 - which should be enough for 8 <i>tricks</i>			

Recap - *Opener bids two suits*

Opener shows a minimum 2-suited hand

Responder decides the suit or no trumps

Responder decides the level

What could go wrong?



What is *opener's rebid*?

Opener's hand

♠ Q 7

♥ A Q 6 2

♦ Q J 10 6 4

♣ Q 8

13 HCP unbalanced 5-4-2-2

<i>Opener</i>	<i>Responder</i>
1♦ (12-19)	1♠ (6+)
?	
What is <i>opener's</i> second bid?	

♠ Q 7 ♥ A Q 6 2 ♦ Q J 10 6 4 ♣ Q 8	N (?) W (13) E (8) S (?)	♠ A 10 5 4 ♥ 9 8 5 ♦ K 7 5 ♣ J 6 2

West	North	East	South
1 ♦	Pass	1 ♠	Pass
2 ♥	Pass	?	
East would like to choose diamonds as trumps - but to do so, East has to <i>bid</i> them at the 3-level Both <i>opener</i> and <i>responder</i> have minimum <i>hands</i> - total points 21 - not usually enough for 9 <i>tricks</i> What is East to do then?			

Opener's rebid with 2 suits

Sometimes *opener* can't show both his *suits*

Opener has to *rebid* a 5-card *suit*

The "*Safety Barrier*"



The *Bidding* ladder

1N _T	1♠	1♥	1♦	1♣	Opening bid
2N _T	2♠	2♥	2♦	2♣	Barrier
3N _T	3♠	3♥	3♦	3♣	
4N _T	4♠	4♥	4♦	4♣	
5N _T	5♠	5♥	5♦	5♣	
6N _T	6♠	6♥	6♦	6♣	
7N _T	7♠	7♥	7♦	7♣	

♠ A 7 ♥ A Q 6 2 ♦ Q J 10 6 4 ♣ A 8	N (?) W (17) E (8) S (?)	♠ K 10 5 4 ♥ 9 8 ♦ K 7 5 ♣ Q 6 5 2

West	North	East	South
1♦	Pass	1♠	Pass
2♥	Pass	3NT	All Pass
With 17 <i>HCP</i> you can tell <i>responder</i> about the 3rd <i>suit</i> because after they bid 1♠ (6+ <i>HCP</i>) you have combined 23+ <i>HCP</i>, enough for the 3-level When <i>bidding</i> above the <i>barrier</i>, <i>responder</i> knows you must have a stronger <i>hand</i> and will therefore decide the final contract with that knowledge Here East would <i>bid</i> 3NT			

The *barrier* - summary

- 2 of the *suit* you opened
- A new *suit bid* above the *barrier* shows shape and strength
- 16/17 plus points
- *Forcing For One Round* of bidding
- *Forcing To Game* if responder bid at the 2-level

2NT

2♠

2♥

2♦

2♣

1NT

1♠

1♥

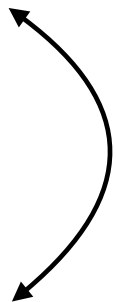
1♦

1♣

→ *Bid*

reverse bids

Barrier



2NT

2♠

2♥

2♦

2♣

1NT

1♠

1♥

1♦

1♣



reverse bids

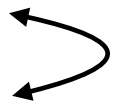
Barrier



Bid

2NT

2♠



reverse bids

2♥

Barrier

2♦

2♣

1NT

1♠

1♥

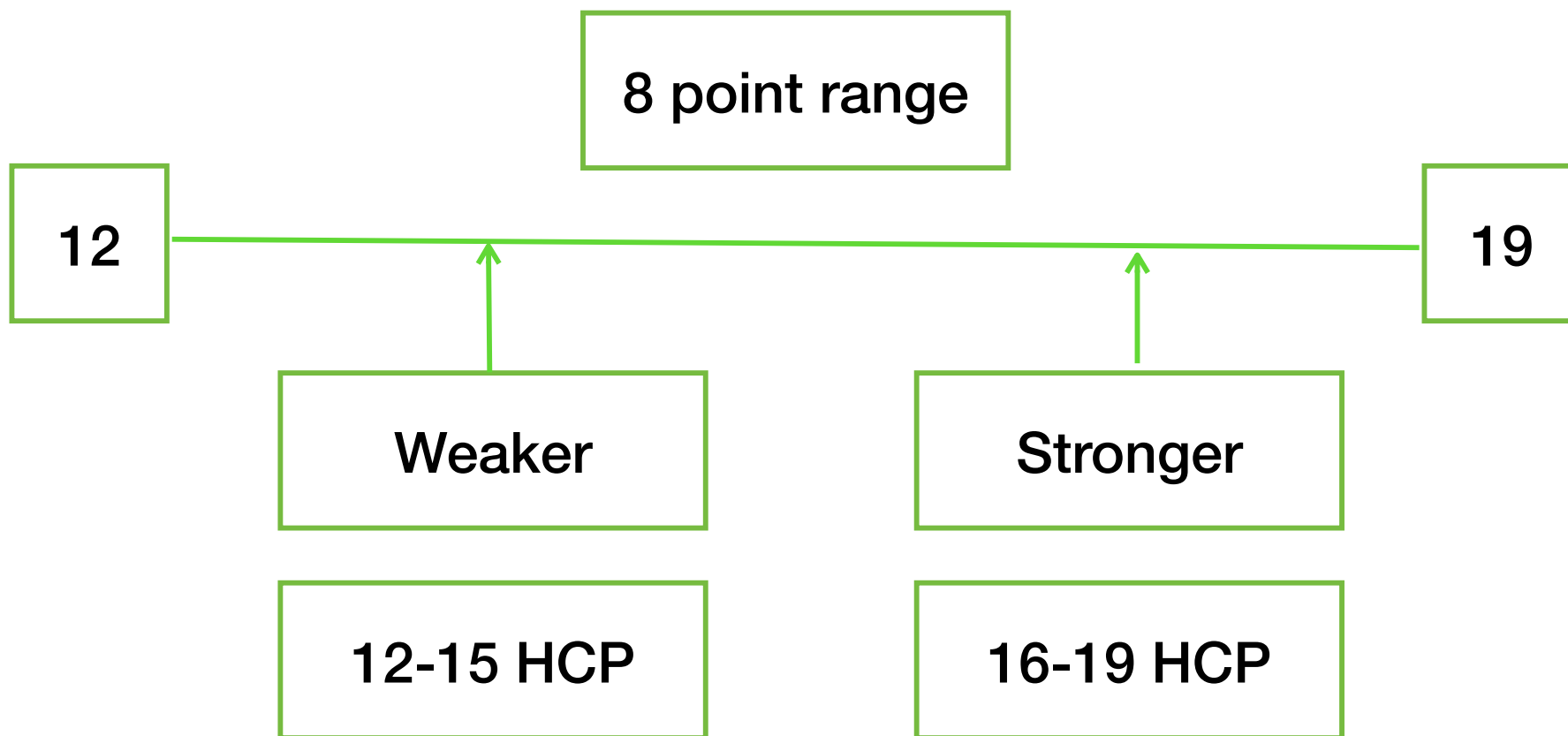


Bid

1♦

1♣

The Opening Bid Scale



***Opener's rebids with a stronger
opening hand***

What is *opener's rebid*?

Opener's hand

♠ 4 2

♥ A K J 10 4 3

♦ K Q 5

♣ A 6

17 HCP unbalanced 6-3-2-2

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
3♥ (16-18)	
<i>Opener's rebid with a jump in their own suit, shows a hand which is at the upper end of the range of 1-level opening bids, about 16-18 points and a 6-card major heart suit</i> It is another example of a <i>limit-bid</i> and is not <i>forcing</i>	

What is *opener's rebid*?

Opener's hand

♠ A J 2

♥ A Q J 10 9 4 3

♦ A Q

♣ 7

18 HCP unbalanced 7-3-2-1

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
4♥ (18-19)	
<i>Rebidding with a double jump in opener's own suit, shows a hand at the upper end of the range of 1-level opening bids, about 18-19 points</i> This time with a longer suit (partner may not have <i>support</i>) and a <i>hand</i> that has improved with partner's <i>response</i>	

What is *opener's rebid*?

Opener's hand

♠ K Q 10 9

♥ A K 10 5 3

♦ A 10

♣ 8 7

16 HCP unbalanced 5-4-2-2

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
3♠ (16-18)	
<i>Responder has 6+ HCP and 4 spades</i> <i>Opener has a fit so jump support - responder may have only 6 HCP, so you are ok at the 3-level but partner may have enough for game</i> <i>A single jump shows 4+ card support and about 16-18 points</i>	

What is *opener's rebid*?

Opener's hand

♠ K J 10 9

♥ A Q 10 9 5 3

♦ A

♣ A 7

18 HCP unbalanced 6-4-2-1

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
4♠ (18-19)	
<i>Responder has 6+ HCP and 4 spades</i> <i>Opener has a fit and enough for game, so bid it</i> <i>A jump to game in partner's suit shows 18-19 points or a very good shape</i>	

What is *opener's rebid*?

Opener's hand

♠ K Q 2

♥ A Q J 9

♦ A Q 10 7 3

♣ 7

18 HCP unbalanced 5-4-3-1

<i>Opener</i>	<i>Responder</i>
1♦ (12-19)	1♠ (6+)
2♥ (16-19)	
<i>A bid above the barrier (1♦ - 2♦)</i> <i>Called a reverse bid</i> <i>No need to jump</i> <i>Forcing For One Round</i> <i>But then you will go onto game</i>	

What is *opener's rebid*?

Opener's hand

♠ K 2

♥ A Q J 9 3

♦ Q 7

♣ A Q 10 7

18 HCP unbalanced 5-4-2-2

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	2♦ (10+)
3♣ (18-19)	
<i>A bid above the barrier (1♥ - 2♥)</i> <i>No need to jump</i> <i>Forcing To Game after the 2-level response</i>	

What is *opener's rebid*?

Opener's hand

♠ K Q

♥ A Q 10 7 3

♦ A Q J 9 5

♣ 7

18 HCP unbalanced 5-5-2-1

<i>Opener</i>	<i>Responder</i>
1♥ (12-19)	1♠ (6+)
3♦ (18-19)	
A 2♦ bid would show minimum so <i>opener</i> must <i>jump shift</i> to a third suit 3♦ to show shape and strength Be careful with this one; it is the strongest <i>rebid</i> you can make and is <i>Forcing To Game</i>, even if <i>responder</i> has only 6 HCP So <i>opener</i> should have 18-19 HCP	

Opener's strong rebid options

- *Jump rebid your own 6+ card suit - at the 3 or 4-level*
- *Jump support responder's suit - single or double jump*
- *Bid a third new suit above the barrier - at the 2 or 3-level*
- *Jump shift (to a third suit) - Forcing To Game*

Practice *Hands*...

Working in groups, create each of the following *hands* to meet the criteria

In what *contract* do you think the *deal* you have created will finish?

- You open 1♦ - partner responds 2♣ - you now bid 2♥
- You open 1♠ - partner responds 1NT - you now bid 3♠
- You open 1♥ - partner responds 1♠ - you now bid 4♠
- You open 1♥ - partner responds 1♠ - you now bid 3♦

Play *Hands*...

Summary

What you have learnt in lesson 11

One-of-a-suit opening bids:

- Show a wide range of *hand* shapes and strengths
- *Opener's* second *bid* narrows down the shape and strength
- *Responder* can often then decide on the final *contract*

The point counts for *opener's* strong *rebids* are only a guide

- Good long *suits* mean less *high cards* will be needed to *make game*

Homework

Look through book pages 30-41 - *Opening One of a Suit*

3.1 Choosing which *suit* to *open*

3.2 *Raising* partner's *suit*

3.3 No trump and new *suit responses*

3.4 Continuing the *bidding*

3.5 *Responder's* second *bid*

3.6 *Opener's rebid* with a strong *balanced hands*

Next time

- Review and consolidation of *opener's rebids*
- How to complete the *auction*
- *Bidding* and play *hands*