

# Opener's and Responder's Rebids After 1nt Forcing

How to Handle Problem  
Rebids

# The Forcing 1 No Trump

- The forcing 1 no trump is a fundamental part of the 2/1 system.
- It can also be adapted to the Standard American and other systems.
- We will look at some of the more difficult down the line rebids by the opener and responder after the forcing no trump.

# Opener Rebids a 3-Card Minor

Opener's hand

♠ Q 4 2

♥ K J 9 7 3

♦ A 5

♣ Q J 4

Opener      Responder

1 ♥

1nt

2 ♣

Opener's hand

♠ K 4

♥ K J 9 7 3

♦ A Q 5

♣ 10 7 4

Opener      Responder

1 ♥

1nt

2 ♣

With 2 three-card  
minors, bid clubs

# A Diamond Rebid Usually Shows 4 Cards

Opener's hand

♠ K 4

♥ K J 9 7 3

♦ A Q 7 5

♣ 7 4

Opener      Responder

1 ♥

1nt

2 ♦

Opener's hand

♠ K J 4

♥ K J 9 7 3

♦ A Q 5

♣ 7 4

Opener      Responder

1 ♥

1nt

2 ♦

One exception.

You must bid a 3-card diamond suit.

# A Heart Rebid Always Shows 4+ Cards

Opener's hand

♠ A Q 7 5 4

♥ K J 9 7

♦ A 8 7

♣ 4

Opener's hand

♠ K 9 7 6 4

♥ K J 9 7

♦ A Q

♣ 7 4

Opener      Responder

1 ♠

1nt

2 ♥

Opener      Responder

1 ♠

1nt

2 ♥

# Rebid A 6-Card Major

Opener's hand

♠ A Q 9 7 5 4

♥ K J 9

♦ A 8 7

♣ 4

Opener's hand

♠ K Q 9 7 6 4

♥ A

♦ K Q J 10

♣ 7 4

Opener      Responder

1 ♠

1nt

2 ♠

Opener      Responder

1 ♠

1nt

2 ♦

When you have a very good second suit and a weak 6-card suit, bid the second suit.

# A Difficult Holding

Opener's hand

♠ A J 9 7

♥ K J 9 5 3

♦ K 8

♣ 4 3

Opener's hand

♠ A K J 9

♥ K Q J 9 5

♦ A 8

♣ 4 3

Opener      Responder

1 ♥

1nt

2 ♥

Opener      Responder

1 ♥

1nt

2 ♠

With a strong hand,  
you can reverse.

# Invite Game With 16-18 Points

Opener's hand

♠ A K J 7 5 4

♥ K J 9

♦ A J 7

♣ 4

Opener      Responder

1 ♠

1nt

3 ♠

Highly invitational  
but not forcing.

Opener's hand

♠ K Q J 7 6 4

♥ 6

♦ A K J

♣ A J 10

Opener      Responder

1 ♠

1nt

3 ♠

Almost enough to force  
game but not quite.



# Invite Game in No Trump With 18-19 and Balanced Distribution

Opener's hand

♠ A K J 7 5

♥ K J 9

♦ A J 7

♣ Q 4

Opener      Responder

1 ♠

1nt

2nt

Highly invitational  
but not forcing.

Opener's hand

♠ Q 10

♥ A Q J 9 8

♦ A K 3

♣ K 10 4

Opener      Responder

1 ♥

1nt

2nt

Almost enough to force  
game but not quite.

# Bid Game With 20 or 21 Points

Opener's hand

♠ A K J 7 5

♥ A J 9

♦ 7

♣ A K J 4

Opener      Responder

1 ♠

1nt

3 ♣

Opener's jump-shift  
forcing to game

Opener's hand

♠ A

♥ A Q J 10 9 8

♦ A K 3

♣ K 10 5

Opener      Responder

1 ♥

1nt

4 ♥ (or 3nt)

21 points-bid the  
game. 3 nt is an  
option here.

# Now we will look at the responder's rebids

Opener

1 major

2 something

Responder

1nt

???

# 1 ♠....1nt....2 ♦

Responder's hand

♠ 7 5

♥ K 9 3

♦ 9 7 5

♣ Q J 9 8 4

2 ♠

Taking a preference of partner's two suits. This is a weak bid. Partner should pass.

Responder's hand

♠ 7

♥ K 9 3 2

♦ 9 5

♣ K Q 10 9 7 5

3 ♣

Bid a 6-card suit or even a good 5-card suit, when you don't have a fit with partner.

1 ♥ .... 1nt.... 2 ♣

Responder's hand

♠ K J 7

♥ Q 9

♦ K Q 7 5

♣ 9 8 7 3

2nt

Inviting game in no trump with 11 or 12 points.

Responder's hand

♠ A 8 7

♥ A 2

♦ K Q 9 5

♣ Q J 10 5

3 nt

You might use the 1 nt forcing here to see if partner shows extra values. If so, you'll be thinking about six.

1 ♥ .... 1nt.... 2 ♥

Responder's hand

♠ Q 7 3

♥ 9

♦ K 8 7 5

♣ Q 9 8 7 3

pass

You were headed for a minor suit, but partner shows 6 hearts.

Responder's hand

♠ Q 8 7

♥ A 2

♦ K Q 9 5

♣ 9 7 5 3

3 ♥

You were going to invite in no trump, but with partner's 6-card suit, hearts is best.

1 ♥ .... 1nt.... 3 ♥

Responder's hand

♠ J 7 3

♥ 9 2

♦ K 8 7 5

♣ Q 9 8 7

pass

Partner has 6 hearts and 16-18 points, but your hand is still too weak to go on.

Responder's hand

♠ Q 8 7

♥ J 2

♦ K Q 9 5

♣ 9 6 5 2

4 ♥

You have 8 points and an 8-card fit in hearts. Put your partner in game.

1 ♥ .... 1nt.... 3 ♥

Responder's hand

♠ A 7 3

♥ 9

♦ K J 7 5

♣ Q 9 8 7 3

3nt

With 10 points and partner's 16-18, you need to be in game.

Responder's hand

♠ A 7

♥ J 8 2

♦ A K 9 5

♣ Q J 5 2

3 ♠

After partner jump raises her suit, a new suit accepts the suit and shows slam interest.



1 ♥ .... 1nt.... 3 ♣

Responder's hand

♠ Q 7 3

♥ 9

♦ K 8 7 5 4 2

♣ Q 9 8

Responder's hand

♠ Q 7 3

♥ 9 3

♦ Q 9 5 4

♣ Q J 5 2

3 ♦

Partner's jump-shift shows 19-21 points, you must not pass. Help partner find the best game.

3 nt

Partner's jump shift is forcing to game.