# Beginner Bridge Course: Lesson 5 Opener Bids a New Suit & Responder's Limit Rebid

## Opener's rebid options after a new suit response

Support partner's suit
4+ in that suit (8+ card fit)

Bid NT Balanced

Rebid own first suit5+ in the suit (almost always 6+)

Bid a new suit 4+ in the new suit (This lesson)

## Opener rebids a new suit

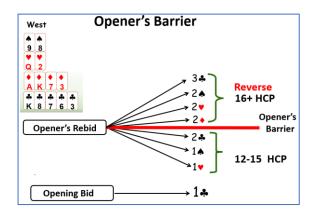
Opener's rebid in a new suit almost always\* shows at least 5 cards in their first suit and at least 4cards in their second suit. (\*The exceptions are the notorious (and rare) 4441 hands).

The point count range shown by opener's rebid is as follows:

1. The new suit rebid is at the 1-Level

2. The new suit rebid is at the 2-Level and the second suit is **lower ranking** than the first suit

3. The rebid is at the 2-Level and the second suit is **higher ranking** than the first suit (known as a 'reverse' bid – see 'Barrier Principle below)



Opener's first bid sets an imaginary 'barrier' exactly one level higher. Here the opening bid is 1\*, creating a barrier at the 2\* rebid point. Opener's second bid must have at least 16 HCP if it breaks the 2\* barrier. In this example West has only 12 HCP so cannot rebid 2\*. West will have to rebid 2\*, (yuck!!)

The rationale for having a 'barrier' is that if responder's first bid was (say) 1♠ with four spades, three clubs and one diamond, responder would want to support opener's club suit, but that would mean bidding 3♣, with only 18 combined HCP!! (Disaster)

Note: A new suit rebid at the 3-Level is game forcing. If partner has responded at the 1-level opener should hold 19+ HCP to make such a strong rebid (a "jump" bid), as partner may have as few as 6 HCP.

## Responder's Rebids - the 4th bid of the Auction

#### Choice of Suit or NT;

- Give preference for one of partner's suits major suit if possible
- Bid NT with no fit and strength in the unbid suits
- Rebid own 6+ card suit

#### **Choice of Level:**

6-9 HCP: Support one of partner's suits at the 2-level, or rebid 1NT (if

available)

10-12 HCP: Support one of partner's suits at the 3-Level or rebid 2NT

13+ HCP: Bid game. (Note that there will occasionally be situations where

responder will not have found a fit in a major and will have a hand that is unsuitable for 3NT. There are methods for further investigation that

are beyond the scope of this course).

#### Weak Hands (6-9 HCP): Simple Suit Preference.

If opener shows two suits and does not make a reverse bid, responder must decide which of partner's two suits is best. If responder passes, they are effectively choosing opener's second suit ('preference pass')

Opener will have at least five cards in their first suit and may only have four cards in their second suit, so unless responder's support for opener's second suit is much better than the first suit, responder should show reluctant preference for openers first suit by bidding it.

Responder may well have only two cards in the suit, opposite opener's probable 5 card suit, in which case there will not be and 8 card fit.

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Partner	You
1♥	1♠
<b>2</b> •	<b>2</b> 🗸

Partner's 2♦ rebid offers a second suit and if you pass you choose diamonds (known as a 'preference pass'. Partner's bids show 5+ hearts and 4+ diamonds so with two cards in each you should bid 2♥. This is known as 'reluctant preference'. Partner should pass.

Alternatively, responder can bid a good 6+ card major suit of their own but should appreciate that opener may be very short in responder's suit. Opener should recognise this as a weak sign off bid.

**A** K 10 9 7 3 ▼ 9 • 10 4 • Q 8 7 4

You
1♠
2♠

Your spades are good enough to bid again over partner's two suits. With just one more point you would bid a game invitational 3♠.

### Stronger hands

With 10-12 HCP, responder will make a game invitational bid in one of partner's suits or bid 2NT. If partner has shown a 5-card suit then responder can support with 3 cards by bidding at the 3-level.

With 13+HCP responder will look for game in a suit or in No Trumps

♠ A K J 5 2 ♥ K 8 7 • A 6 ♠ 9 7 4



After partner's second bid you now know that partner is unbalanced so has at least 5 hearts. That means you have an 8+ card heart fit, and with 16 points including shortage opposite partner's opening hand you have no hesitation in jumping to game.