Responder’s Rebids

Responder’s Rebids – the 4th bid of the Auction

Opener’s Bid – Responder’s Bid
Opener’s Rebid – Responder’s Rebid

Choice of suit or NT
- Give preference to one of partner’s suits – Major suit if possible
- Bid NT with no fit and strength in the unbid suit(s) (see example below)
- Rebid own 6+ card suit

Choice of level
- After opener’s rebid, responder should now indicate their actual strength.
- If you bid 1NT, or support at the 2-level, after you have bid other suits:
  You still show 6-9
  1♠ – 1♥
  1♠ – 1NT = 6-9

- If you bid 2NT or support at the 3-level, after you have bid other suit(s):
  You still show 10-12
  1♠ – 1♥
  1♠ – 3♠ = 10-12

- If you bid game after you have changed suit:
  You now show 13+
  1♠ – 1♥
  1♠ – 3NT = 13+

The 4th Bid of the Auction

<table>
<thead>
<tr>
<th>Opener’s Rebid showed</th>
<th>Responder Rebid</th>
</tr>
</thead>
<tbody>
<tr>
<td>12-15</td>
<td>pass or 1NT or suit preference 6-9</td>
</tr>
<tr>
<td></td>
<td>invite 10-12</td>
</tr>
<tr>
<td></td>
<td>bid Game 13+</td>
</tr>
<tr>
<td>16-17</td>
<td>pass or suit preference 6-7</td>
</tr>
<tr>
<td></td>
<td>bid Game 8-9+</td>
</tr>
<tr>
<td>18-19</td>
<td>bid Game 6-13</td>
</tr>
<tr>
<td></td>
<td>think Slam 14+</td>
</tr>
</tbody>
</table>
Play of the Hand: Ruffing in Dummy

Extra Tricks by Using Dummy’s Trumps

- When playing a suit contract, declarer may be able to use the power of the trump suit to trump losers in the dummy.
- Whenever dummy has a shortage in a side suit, try and score extra tricks by ruffing with dummy’s trumps.
- You need to do this before drawing trumps.

Example – A Grand Slam

Contract: 7♠ Lead: ♠Q

<table>
<thead>
<tr>
<th>Dummy</th>
<th>Declarer</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠ J643</td>
<td>♠ AKQ102</td>
</tr>
<tr>
<td>♥ 5</td>
<td>♥ A32</td>
</tr>
<tr>
<td>♦ AQ87</td>
<td>♦ K42</td>
</tr>
<tr>
<td>♣ K432</td>
<td>♣ A9</td>
</tr>
</tbody>
</table>

- You have 11 sure tricks – this is a scary contract – you need 2 more tricks.
- Thankfully dummy has a shortage in the heart side suit. So plan to ruff the two small hearts with trumps in dummy.
- Declarer needs to do this while there are still trumps in dummy.
- Declarer should win the first trick with ♠A, play ♥A and ruff the small heart with dummy’s ♥3. Back to hand with a trump and now ruff the ♥2 with dummy’s ♥J.
- Declarer now draws the opponents' trumps.
- Declarer can count 5 spade tricks, 2 small heart ruffs in the dummy, 3 top diamonds, the ♥A and 2 top clubs.
- This makes 13 tricks – Hallelujah!