

Beginners' Lesson 6: Responder's Rebids

Board 1
North Deals
None Vul

♠ K 8 7 5
♥ K 5
♦ 8 5 3
♣ A 10 6 5

♠ 10 9 6
♥ J 9 2
♦ 6 4 2
♣ K Q J 2

♠ Q 4 2
♥ Q 10 6 4 3
♦ Q 9 7
♣ 9 4

♠ A J 3
♥ A 8 7
♦ A K J 10
♣ 8 7 3

West	North	East	South
Pass	Pass	Pass	1 ♦
Pass	1 ♠	Pass	1 NT
Pass	3 NT	All pass	

South rebids 1 NT (15-17) and North bids to game with 10 HCP.

The ♣ K lead is the top of a sequence.

Declarer wins in the North hand then plays a small diamond towards South's AKJ hoping the Q ♦ is in East's hand.

Board 2
East Deals
N-S Vul

♠ Q 9 7 4 2
♥ 8 2
♦ K 9 5
♣ Q 4 2

♠ K 10 8 3
♥ Q 6 5 3
♦ A J 8
♣ 9 8

♠ A 5
♥ K J 10 9
♦ 7 2
♣ A K J 10 5

♠ J 6
♥ A 7 4
♦ Q 10 6 4 3
♣ 7 6 3

West	North	East	South
1 ♥	Pass	1 ♣	Pass
4 ♥	All pass	3 ♥	Pass

West responds 1 ♥, their lowest ranking 4-card suit. East with heart support and 16 HCP jumps to 3 ♥ to invite game. With 10 HCP, West accepts the invitation.

Lead of the 2 ♠ is promising an honour.

Declarer draws trumps then sets up clubs (their next longest suit).

Board 3
South Deals
E-W Vul

♠ K J 7 5 4 3
♥ 7
♦ 9 5 2
♣ K 5 4

♠ 9
♥ K 5 2
♦ Q J 10 3
♣ 9 8 7 6 2

♠ Q 10 2
♥ J 9 8 6 4
♦ 8 6
♣ A J 3

♠ A 8 6
♥ A Q 10 3
♦ A K 7 4
♣ Q 10

West	North	East	South
Pass	1 ♠	Pass	1 ♦
Pass	4 ♠	All pass	2 NT

Lead: ♥ 4

South rebids 2 NT (18-19 and a balanced hand). North knowing there is now a spade fit, bids 4 ♠.

The small heart lead promises an honour.

Declarer should play two rounds of clubs and ruff a club in dummy before drawing trumps.

Board 4
West Deals
Both Vul

♠ J 7 2
♥ Q 8 4
♦ Q 6 5 3 2
♣ A 8

♠ K 6 4
♥ 9
♦ K J 7
♣ K Q 9 5 4 3

♠ A Q 10 8 5
♥ A J 7 2
♦ A
♣ 7 6 2

♠ 9 3
♥ K 10 6 5 3
♦ 10 9 8 4
♣ J 10

West	North	East	South
1 ♣	Pass	1 ♠	Pass
2 ♣	Pass	3 ♥	Pass
4 ♠	All pass		

West's 2 ♣ bid shows a minimum hand. East must jump in hearts to force partner to bid again and choose the best game.

Lead: ♦ 10 - top of a sequence.

After winning the diamond lead, Declarer should play ♥ A then ruff a heart in dummy. Now play the ♦ K discarding a heart before drawing trumps.

Board 5
North Deals
N-S Vul

♠ A Q J 6 5
♥ K 8 5 3
♦ A J 6
♣ 2

♠ 9 4 3
♥ J 10 7 2
♦ K 5 4
♣ A K 9

♠ K 8 2
♥ Q 6 4
♦ 10 9 8
♣ Q 10 8 5

♠ 10 7
♥ A 9
♦ Q 7 3 2
♣ J 7 6 4 3

West	North	East	South
Pass	1 ♠	Pass	1 NT
Pass	2 ♥	Pass	2 ♠

Lead: ♣ 5

North has shown at least 5 spades and 4 hearts. South has a weak hand (6-9) and with a better fit in spades, gives preference at the lowest possible level.

The small ♣ lead promises an honour.

Declarer should ruff a heart before drawing trumps.

Board 6
East Deals
E-W Vul

♠ 9 8 7 6
♥ 9 6
♦ A Q J 10
♣ A 5 3

♠ K J 4 3 2
♥ A K 5
♦ 7 4 2
♣ Q J

♠ A Q
♥ Q J 10 7 2
♦ 9 8
♣ K 7 4 2

♠ 10 5
♥ 8 4 3
♦ K 6 5 3
♣ 10 9 8 6

West	North	East	South
1 ♠	Pass	1 ♥	Pass
4 ♥	All pass	2 ♣	Pass

When East rebids 2 ♣, they are now showing at least 5 hearts and 4 diamonds, so West can now bid 4 ♥.

Lead: ♣ 10 - top of a sequence

Declarer can discard a loser by playing ♠ A and overtaking the ♠ Q with the ♠ K. The ♠ J is now good.

Board 7
South Deals
Both Vul

♠ K 8 3 2
♥ 7 4 2
♦ J 10 9 2
♣ J 6

♠ 10 4
♥ A Q 10 9 6 3
♦ Q 8 6
♣ A K

♠ A 9 7 6
♥ K J 5
♦ K 7
♣ 8 7 5 4

♠ Q J 5
♥ 8
♦ A 5 4 3
♣ Q 10 9 3 2

West	North	East	South
1 ♥	Pass	1 ♠	Pass
2 ♥	Pass	3 ♥	Pass
4 ♥	All pass		

West's rebid shows 5+ hearts. East can invite to game with 3 hearts (10-12 HCP) and West now bids to game.

Lead: ♦ J - top of a sequence.

Declarer must ruff a small diamond in dummy before drawing trumps.

Board 8
West Deals
None Vul

♠ K 5
♥ K 8 7 3 2
♦ Q 9
♣ A Q 10 3

♠ Q 10 4 2
♥ 6 4
♦ 3 2
♣ K 7 6 5 2

♠ 7 6 3
♥ A 10 9 5
♦ K J 7 6 5
♣ 4

♠ A J 9 8
♥ Q J
♦ A 10 8 4
♣ J 9 8

West	North	East	South
Pass	1 ♥	Pass	1 ♠
Pass	2 ♣	Pass	3 NT

All pass

South has no fit with partner's suits but enough for game with 13 HCP. 3 NT promises a hold in the unbid diamond suit.

There is no need for South to bid 2 ♦ or 3 ♦.

Lead: ♣ - longest suit and promising an honour

Declarer should play low from dummy and should aim to knock out the ♥ A.