

Responder's Limited Bids and Opener's Rebids

Student Notes

<p>RESPONDERS LIMITED BIDS - Responder's Priority BV BRIDGE VICTORIA</p> <p>Support Opener's bid suit if possible</p> <p>With 6+ HCP Responder should bid:</p> <ul style="list-style-type: none"> With a fit raise partner's suit If no fit & not possible to bid own suit at 1 level bid NT eg 1D INT Bid own suit at the 1 level if possible eg 1D 1S (covered next week) <p>Bridge NSW</p>	<p>RESPONDER'S LIMITED BIDS - Responder's Limit Bids BV BRIDGE VICTORIA</p> <p>Responder's Limit Raises</p> <p>1♥ - 2♥ 6-10 TP 3+ card support 3♥ (10)11-12 TP 3+ card support 4♥ up to 12 TP 5+ support, or 4♥ 13+ TP 3+ card support (Teacher to Advise)</p> <p>Responder's Limit NT Bids</p> <p>1♥ - INT 6-10 HCP denies 3+ support 2NT 11-12 HCP denies 3+ support 3NT 13-15 HCP denies 3+ support</p> <p>Bridge NSW</p>																																												
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RESPONDER'S LIMITED BIDS - How to Bid Game



- With support for Opener's Major and 13+ TP, Responder needs to get to game
- Remember 1 major 4 major is weak with 5 card support
- So Responder bids a new suit and then bids game on the next bid

Opener	Responder	Opener	Responder
♠ AQ7652	♠ K43	1♠	2♦
♥ Q94	♥ Q82	2♠	4♠
♦ K2	♦ A765		
♣ A5	♣ A62		



Summary

Responder with 0–5 HCP Pass.

With **6+ HCP** – must bid; first priority is to **support** Opener's suit with **3+ cards** in a major

A **LIMIT BID** shows Responder's HCP range & whether the **partnership has a suit fit or not.**

Responder making correct limit bid allows **Opener** to work out best contract for partnership

With 3 card support in opener's major suit & **6 – 10** TP bids suit at the 2 level. With **(10)11–12** TP bid at the 3 level (Invitational Bid). With **13+** TP look for game (have 25+HCP)

Without a fit & no new suit to bid Responder's limit bid must be in NT. E.g. **6 – 10** HCP bid INT

What we have learnt

- Recognise when **Responder's bid** shows a **limited** or **unlimited** hand.
- Recognise when **Opener's Suit Rebid** shows a **minimum opening hand 12–15 HCP** & shape i.e. 5+ cards in the first bid suit & 4+ cards in the second.
- Recognise **Opener's NT Rebids** in terms of HCP range and shape.

Additional Material

J Butts videos [here](#)

Modern Apps: [Tricky Bridge](#) [Learnbridge](#)

Tricky Bridge starts at the beginning and progresses through equivalent material. A bit gimmicky but recommended

Hand Practice

[Hand 1](#) [Hand 2](#) [Hand 3](#) [Hand 4](#)
[Hand 5](#) [Hand 6](#) [Hand 7](#) [Hand 8](#)

Shortage Points (Courtesy of D Browne)

1 Partner	You	Your Hand	2 Partner	You	Your Hand	3 You	Partner	Your Hand
1♠	?	♠8 ♥7654 ♦K532 ♣Q765	1♥	?	♠8 ♥7654 ♦K532 ♣Q765	1♦	1♥	♠AKQ2 ♥AK75 ♦T987 ♣4
You have only 5 HCP. Cannot count shortage points for singleton ♠ so must pass			You still have 5 HCP, but this time you can count for shortage too as have a fit in ♥s. The singleton ♠ is worth 3 points. You have 5HCP + 3 SP = 8 TP. Show your ♥ fit by raising partner's bid of ♥s to 2♥.			Your hand has 16 HCP & partner is unlimited. With a ♥ fit, add on Shortage Points; the singleton is worth 3 SP. Your hand revalues to 19 TP, & you know partner has 6+ HCP to respond, so enough for game – bid game with 4♥.		

LESSON 5: Responder's Limited Bids & Opener's Rebids

1. Partner opens 1♥ - what do you respond with these hands?

(a)	(b)	(c)	(d)	(e)
♠ A52	♠ A2	♠ K62	♠ AJ532	♠ A85
♥ AK6	♥ J96	♥ 52	♥ K6	♥ Q764
♦ J82	♦ 952	♦ QJT	♦ KT5	♦ 9842
♣ AT82	♣ KQJ76	♣ AKQ53	♣ QJT	♣ Q9
2♣ & rebid 4♥ later.	3♥ - fit & (10)11-12 TP. Invitational	2♣ or 3NT (no fit & pts for game, avoid minors) 2/1 - 2♣	1♠ - shows 4+ ♠s & 6+ HCP. Forcing	2♥ - fit & 6-10 TP
Simple 4♥ - fit & 16 HCP				

2. You open 1♠ & partner responds 2♠ - what is your rebid?

(a)	(b)	(c)	(d)	(e)
♠ K5432	♠ QJ854	♠ AQJ52	♠ AKQ765	♠ AKQ432
♥ KJ6	♥ A862	♥ K87	♥ K6	♥ 76
♦ QT8	♦ AJ	♦ A98	♦ 3	♦ JT8
♣ A2	♣ AK	♣ K6	♣ KQJ5	♣ A9
Pass - minimum hand. Partner has 6-10 TP	4♠ - 19 HCP + partner's minimum of 6 HCP	3♠ - 17 HCP. Invite & partner bids game if 8-10 TP	4♠ - 18 HCP & extra trump & singleton ♦	Pass - 14 HCP so no chance of game

3. You open 1♠ & partner responds 1NT - what is your rebid?

(a)	(b)	(c)	(d)	(e)
♠ AJ852	♠ QJ7652	♠ AK52	♠ KQJT32	♠ AK865
♥ K62	♥ 2	♥ K62	♥ 62	♥ 7
♦ A85	♦ AK2	♦ AJT	♦ A2	♦ AQ853
♣ Q7	♣ A98	♣ A97	♣ Q97	♣ 97
Pass - 14 HCP minimum	2♠ - shows 6 ♠s. Bad shape for NT	3NT - 19 HCP, balanced & stoppers in all suits	2♠ - shows 6 ♠s.	2♦ - show 2nd suit. Shows 5+ ♠s & 4+ ♦s

HOMEWORK QUIZ (Courtesy of D Browne)

1. What are the game contracts? How many points do you need to bid game?
2. When are Shortage Points counted? How much do we count for a void? A singleton? A doubleton?
3. Your partner opens 1♠. How many points is each of these responding hands worth? What call would you make on each?

(a)	♠J743	(b)	♠J875	(c)	♠5	(d)	♠J865	(e)	♠KT65
	♥6		♥32		♥J765		♥T3		♥A6
	♦K8		♦KJ43		♦K765		♦Q986		♦KT63
	♣KQ6432		♣T73		♣{9732		♣863		♣632

4. Your partner opens 1♣. How should you respond?

(a)	♠43	(b)	♠AK3	(c)	♠KT3	(d)	♠J5	(e)	♠65
	♥Q973		♥32		♥K42		♥T42		♥96
	♦T98		♦532		♦AQ		♦986		♦T863
	♣KQ64		♣T7632		♣K9732		♣AKQJ3		♣KQT97

5. Card play. In each of (a) and (b) below, it is possible to take six tricks. To do so, in which order should you play your big cards?

(a)	WEST (Declarer)	EAST (Dummy)
	♥A4	♥KQJT86
(b)	WEST (Declarer)	EAST (Dummy)
	♠KQ5	♠AJ8742

ANSWERS

1. The game contracts are 3NT, 4♥, 4♠, 5♣ and 5♦. Bid game if you have 25+ points between the two hands, but steer clear of the minor suit games – it's tougher to take 11 tricks.

2. Count your Shortage Points after finding a fit: 5 points for a void, 3 points for a singleton, 1 point for a doubleton.

3. (a) 9 HCP + 4 SP = 13 TP. You have game points – bid 4♠.
(b) 5 HCP + 1 SP = 6 TP. Bid 2♠, the minimum raise.
(c) You have 4 HCP and nothing more – there is no known fit so don't count for the singleton. You lack responding points so pass.
(d) Pass. The fit is there but, sadly, you are unable to show it because even after adding a point for the doubleton, your hand values at only 4 TP.
(e) 3♠. Responder's jump raise shows a fit and 11-12 TP.

4. (a) 1♠. Prefer to look for a major fit before raising a minor and anyway, you can't be sure of a club fit because the minor opening could be just three cards.
(b) 2♣. You have no 4-card major to bid so just show the fit. The simple raise promises 6-10 points.
(c) 3NT. You could try 5♣ instead but game in a minor takes you to a dangerously high level. Besides, notrumps is appealing with this all-round strong hand.
(d) 3♣, inviting game.
(e) 2♣. Only 5 HCP but with distribution, this hand is strong enough for a response.

5. (a) Take ♥A first (high from the shorter holding), retaining a small card (♥4) to cross to the other winners.

(b) Win the K-Q of spades, then lead the ♠5, transferring the lead to the hand with the rest of the winners.