



Finding the proper place to play

When opener rebids the suit that they opened, they guarantee a 6-card suit. This is the second tool to help find our major suit fit. If responder only has 2 cards in your suit, they know there is an 8+ card fit. Every time you rebid your suit, you show 1 more, so the third time you bid the suit you opened, you are showing a 7 card suit.

How High to Bid

When we first evaluate our hand, we add our High Card Points (HCP) to our length points to come up with our initial valuation for our hand. When we support our partner's suit (and so know that we have an 8+ card fit), we can add dummy points, because we know that our shortness is valuable for partner in a suit contract:

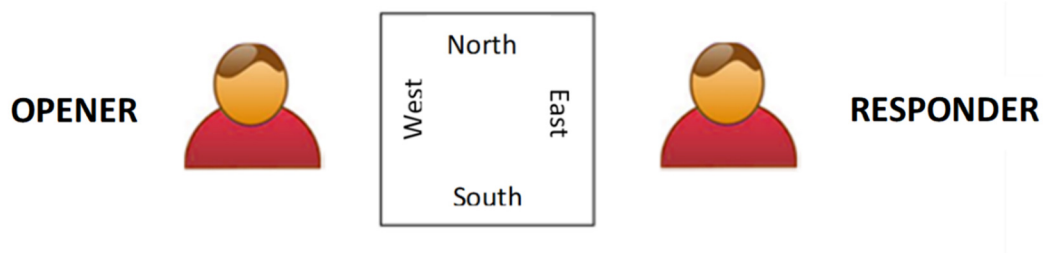
- 1 extra point for a doubleton
- 2 extra points for a singleton
- 4 extra points for a void

We then use the combined points of our hands to determine the level:

- Part score values (25 points or less)
- Game values (26-32 points)
- Slam values (33+ points)

Total Point Valuations

We use our total point valuations to classify our hand as a small, medium or large hand. The meanings of small, medium and large differ depending on if you are opener or responder. Note that difference of each range is 3 points, or about the value of a King:



Small = 12-14 points
Medium = 15-17 points
Large = 18-20 points
points = HCP + length

Small = 6-9 points
Medium = 10-12 points
Large = 13-15 points
Points = HCP + Dummy points **with fit**
Points = HCP + Length points **without fit**

How High to Bid

We use our bids to describe our hand range to partner. Then using the hand range we can determine how high to bid. Note that Invitational below means that one partner or the other needs to be at the top of their range to bid to game or slam:

Opener Hand Range	Responder Hand Range	Contract Level
Small (12-14)	Small (6-9)	Part Score
Small (12-14)	Medium (10-12)	Invitational to game
Small (12-14)	Large (13-15)	Game
Medium (15-17)	Small (6-9)	Invitational to game
Medium (15-17)	Medium (10-12)	Game
Medium (15-17)	Large (13-15)	Invitational to slam
Large (18-21)	Small (6-9)	Game
Large (18-21)	Medium (10-12)	Invitational to slam
Large (18-21)	Large (13-15)	Slam

Responses with no fit

When responder does not have a fit for opener's major suit (0-2 cards), then they need to make another bid. You only raise opener's major suit when you have 3+ card support. Since there is not a fit, responder should count their total points as if they were opening, add your HCP and length points, and then use the following priority table:

Hand Category	Responder's Bid
0-5	pass
Small (6-9)	bid a new 4+ card major at the 1 level
Small (6-9)	Bid 1NT
Medium or large (10-15)	Bid a 4+ card suit at the 1 level
Medium or large (10-15)	Bid a 5+ card suit at the 2 level
Medium (10-12)	With no 5 card suit, bid 2NT balanced
Large (13-15)	With no 5 card suit, bid 3NT balanced

Responder's bid of a new suit is forcing for 1 round. Opener is not allowed to pass! Opener can pass responder's Notrump bids.

Opener's Second Bid

When responder bids a new suit, opener is forced to make a second bid. This is because responder's hand strength is unlimited, they are simply requesting opener to further describe their hand. Opener can use the following table to describe their hand strength and shape. These bids are in priority order:

Hand Category	Opener Rebids in order of Preference
Small (12 – 14)	Raise partners major suit with a fit Rebid a 6-card Major Raise partner's minor suit with a fit Bid a new 4+ card lower-ranking suit Bid cheapest notrump

Medium (15-17)	Jump raise partner's major suit with a fit Jump rebid a 6-card Major (16-17) Jump raise partner's minor suit with fit Bid a new 4+ card lower-ranking suit Bid game in NT
Large (18 – 21)	Jump to game with a good 6-card Major Bid game in partner's major suit with fit Bid a new higher ranking 4+ card suit Jump shift in a new 4+ card lower ranking suit Jump shift in NT

Finding a Six – Two fit

When opener rebids their major, they are showing a six card suit. Responder should be in a position to place the contract, or make an invitation.

When responder has two cards in opener's major:

- If opener simply rebid their major suit at the two level:
 - responder can pass with a small responding hand.
 - responder should raise partner's suit to the three level with a medium responding hand. This invites opener to bid game.
 - responder should raise partner's suit to game with a large responding hand
- If opener jump rebid their major suit at the three level:
 - responder should pass with a minimum responding hand.
 - responder should raise partner's suit to game with a medium responding hand
 - responder should consider slam with a large responding hand
- If opener jumps to game in their major suit:
 - responder should pass with a minimum responding hand
 - responder should invite slam with a medium responding hand
 - responder should bid slam with a large responding hand