



# Adventures in Bridge

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## *This Week in Bridge*

### **(372) 2/1 GF Auctions: Responder's Rebids**

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Level: 5 of 10 (2 of 6)

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#### **General**

When we make a 2/1 GF response to our partner's opening bid then we know that our side is going to reach game. We usually will get a lot of useful information from partner from their rebid. We now need to combine all of that information with our knowledge of our hand and try to solve the problems that remain. We need to determine if we have a Major suit fit, stoppers for NT, minor suit fit, extra values for slam, etc. We do this by effectively communicating with partner with our rebid. This rebid will set the tone for the rest of the auction, and we will often need to choose which problems it is our priority to solve. Let's take a look at our options as Responder and see some examples of how to make use of our bidding tools.

#### **Support for the Major Partner Opened**

When partner opens the bidding with 1-Major and we have a game forcing hand with 4+card support we use *Jacoby 2NT* or a *Splinter*. So, when we make a 2/1 GF response, we usually do not have 4+card support for partner's Major. We could still have a fit for partner's suit, with 3-card support. With this hand we start by making a 2/1 GF bid into a new suit and if partner rebids a second suit, then we can support their Major in a variety of ways.

#### *Example 1*

1♠    2♣  
2♦    \_\_?

We can show a fit for Opener's ♠ in a variety of ways.

- 2♠    This is the normal action, showing 3-card support and a variety of values.
- 3♠    A jump to 3♠ shows a fit, 3-card support, and interest in slam. It asks Opener to make a control-showing cuebid with a control.
- 4♠    A jump to 4♠ is fast arrival, showing 3-card support and a bad minimum hand (usually 12-13 HCP with very few Keycards).



### Raise Opener's Second Suit

When we have a fit for the suit that Opener has bid on the second round of the bidding (and no better fit that we would like to show them) then we can raise in a variety of ways. We can use the principle of fast arrival to differentiate between minimum-valued hands and better ones.

#### Example 2

1♠ 2♦  
2♥ \_\_\_?

Here we have a variety of ways to raise ♥.

- 4♥ A jump to game shows minimum values and 4-card ♥ support.
- 3♥ This raise shows extra values and 4-card ♥ support. It invites Opener to make a control-showing cuebid with any interest in slam.
- 4♣ A jump shift into the 4<sup>th</sup> suit is a splinter, showing 4-card ♥ support, a singleton or void in ♣, and some interest in slam. We do not splinter with an absolute minimum game-forcing hand.

We can do something similar with when Opener rebids a minor suit.

#### Example 3

1♠ 2♣  
2♦ \_\_\_?

Here we have a variety of ways to raise ♦.

- 3♦ 4+card ♦, normal action
- 4♦ 4+card ♦, slam try. *Some partnerships play this as minorwood.*
- 5♦ Very strange, wants to play 5♦
- 3♥ Splinter, 4+card ♦, shortness in ♥, not a horrible hand

We can also raise Opener's suit if they rebid the same suit they opened.

#### Example 4

1♠ 2♣  
2♠ \_\_\_?

Here we have a variety of ways to raise ♠.

- 3♠ A raise to 3♠ shows a fit, 3-card support, and interest in slam. It asks Opener to make a control-showing cuebid with a control.
- 4♠ A jump to 4♠ is fast arrival, showing 3-card support and a bad minimum hand (usually 12-13 HCP with very few Keycards)
- 4♦ Splinter, 3-card ♠, singleton or void in ♦, some interest in slam
- 4♥ Splinter, 3-card ♠, singleton or void in ♥, some interest in slam



## Stoppers in the Unbid Suits

When we have a stopper in the unbid suit(s), we show this by rebidding NT.

### Example 5

1♠ 2♣  
2♦ \_\_\_?

- 2NT This does not promise a balanced hand. It shows a stopper in ♥ and usually 12-14 points. It could also be a stronger balanced hand, 18-19 points.
- 3NT This jump to 3NT shows a ♥ stopper and about 15-17 points. **The principle of fast arrival does not apply in NT.**

If there are two unbid suits, rebidding NT shows stoppers in both the unbid suits. In this type of auction, bidding one of the unbid suits is either natural (if that is still important/possible) or shows a stopper in the suit and implies a problem in the unbid suit.

### Example 6

1♠ 2♦  
2♠ \_\_\_?

- 2NT This does not promise a balanced hand. It shows stoppers in ♥ and ♣ with usually 12-14 points. It could also be a stronger balanced hand, 18-19 points.
- 3NT This jump to 3NT shows ♥ and ♣ stoppers and about 15-17 points. The principle of fast arrival does not apply in NT.
- 3♥ Trying to get to 3NT. No fit for ♠, a ♥ stopper, and no ♣ stopper. Encouraging partner to bid 3NT with a ♣ stopper.
- 3♣ Either natural, with ♦ and ♣, OR a ♣ stopper with no ♥ stopper, encouraging partner to bid 3NT with a ♥ stopper.

## Other Rebids

There are still a few other options we have with our rebids. Of course, if we have a long suit, we can rebid our own suit, showing a 6+card suit. But if we have a hand that doesn't really fit any of our other bids, we can also bid that 4<sup>th</sup> suit.

### Example 7

1♠ 2♦  
2♥ \_\_\_?

- 3♦ Natural, 6+card ♦ suit, often no stopper in ♣.
- 3♣ No good other rebid, no ♣ stopper, looking for 3NT (some play this could be natural and highly distributional, but it is often better to bid NT with that hand).



## Conclusion

After you have used a 2/1 GF response to create a game forcing auction and then gotten more information about partner's hand from their rebid, you must steer the auction in the right direction. Show a fit for one of partner's suits is your top priority, while getting to 3NT (from the correct side) or exploring slam are other important considerations. Make sure that you and partner are clear about what your bids mean and how to use 2NT and the 4<sup>th</sup> suit to communicate and find your way to the best game.