

Opener's Rebid Summary

When making a rebid, opener puts the hand into one of the following categories according to the point-count value. (Remember to use dummy points only if you plan to support responder's major suit.)



Minimum Hand	13 to 16 points
Medium Hand	17 or 18 points
Maximum Hand	19 to 21 points

Next, opener chooses the rebid that best describes the hand. Opener takes into account the nature of responder's bid, using the following guidelines.

Opener's Rebid after Responder Raises Opener's Major Suit to the Two Level

With 13 to 16 points (minimum hand):

- Pass.

With 17 or 18 points (medium hand):

- Raise to the three level.

With 19 to 21 points (maximum hand):

- Jump raise to the four level (game).

Opener's Rebid after Responder Raises Opener's Minor Suit to the Two Level

With 13 to 16 points (minimum hand):

- Pass.

With 17 or 18 points (medium hand):

- Raise to the three level.

With 19 to 21 points (maximum hand):

- Jump to 3NT (game).

Opener's Rebid after Responder Raises Opener's Suit to the Three Level

With 13 or 14 points:

- Pass.

With 15 or more points:

- Bid game.

Opener's Rebid after Responder Bids a New Suit at the One Level

With 13 to 16 points (minimum hand):

- Raise partner's major to the cheapest available level with four-card support (count dummy points).
- Bid a second suit of four cards or longer if it can be bid at the one level. A lower-ranking suit than the original one can be bid at the two level.
- Bid notrump with a balanced hand at the cheapest available level.
- Rebid the original suit at the cheapest available level.

With 17 or 18 points (medium hand):

- Raise partner's major, jumping one level, with four-card support (count dummy points).
- Bid a second suit of four cards or longer, even if it is higher-ranking than the original suit and must be bid at the two level.
- Rebid the original suit, jumping one level.

With 19 to 21 points (maximum hand):

- Raise partner's major, jumping two levels, with four-card support (count dummy points).
- Bid a second suit of four cards or longer, jumping one level (jump shift) if it is lower-ranking than the original suit.
- Bid notrump with a balanced hand, jumping one level.
- Rebid the original suit, jumping to game.

Opener's Rebid after Responder Bids a New Suit at the Two Level

- Opener can't pass since Responder is showing at least 11 points.
- Opener uses the same principles in choosing a rebid, as with a new suit at the one level (see previous chart).
- Opener's rebid is often higher on the Bidding Scale since the auction is already at the two level.

Opener's Rebid after Responder Bids 1NT

With 13 to 16 points (minimum hand):

- Pass with a balanced hand.
- Bid a second suit of four cards or longer if it is lower-ranking than the original suit.
- Rebid the original suit at the two level.

With 17 or 18 points (medium hand):

- Bid a second suit of four cards or longer, even if it is higher-ranking than the original suit.
- Rebid the original suit at the three level.

With 19 to 21 points (maximum hand):

- Bid 3NT with a balanced hand.
- Bid a second suit of four cards or longer, jumping a level (jump shift), if it is lower-ranking than the original suit.
- Rebid the original suit, jumping to game.

Opener's Rebid after Responder Bids 2NT

- With a balanced hand, raise to 3NT.
- With an unbalanced hand, bid a second suit of four cards or longer or rebid the original suit.

A good guideline for when you are declarer is to lead toward the high cards. To do this, you may need an entry to allow you to get to the appropriate hand.