

AFTER A ONE NO TRUMP REBID BY OPENING BIDDER

When you open a minor & partner bids a major & you rebid 1NT, you are showing a balanced hand (no more than a 5-card minor) and 12-14 HCP. (If you had 15 HCP, you would have opened 1NT.) So, after you open a minor, partner bids a major & you bid 1NT, partner has several options:

- 1) **Rebid 2 of the same major.** This is a “drop dead” bid. Partner has less than 10 points and a 6-card (or even 7-card suit—rarely 5). The longer the suit, the fewer HCP.
- 2) **Rebid 3 of the major.** This is an invitational bid. Partner has 9-11 HCP and a 6-card suit. (If partner had 12 HCP and a 6-card suit, partner should just bid 4 of the major.)
- 3) **Bid of the “new minor”** (whichever minor you did NOT open). Partner has 10+ or more HCP and a 5-card major. Partner wants to get to the right part score or to the best game (4 of the major OR 3NT). With 3-card support for partner’s major, show it. (Bid major at cheapest level with a minimum hand of 12 or 13 HCP.) Jump in the major with 3-card support and a maximum—for your previous bidding—hand, i.e., 14 HCP.
- 4) **Pass.** This is to play. Partner has a balanced hand, only 4 cards in major and less than 11 HCP.
- 5) **2NT.** This is invitational. Partner has a balanced hand, only 4 cards in the major and 11-12 HCP.
- 6) **3NT.** This is to play. Partner has a balanced hand, only 4 cards in the major and 13-17 HCP.
- 7) **Rebid of Opener’s minor.** This shows a weak hand (less than 10 HCP) that is unbalanced (a singleton or a void somewhere) and 4 or 5-card support (or more) for your minor.
- 8) **Jump rebid of Opener’s minor.** This shows invitational values (10+-12 HCP), 4-card or longer support for your minor and only 4 cards in major. Should imply a singleton somewhere and some concern about NT. Otherwise, could have invited game with a 2NT bid.
- 9) **Rebid of other major.** If responder first bid spades over your minor & rebid 2H over 1NT, partner has a weak hand with 5 spades and 4 hearts. You are supposed to pass 2H or correct to 2 spades. (If you have 2 spades & 3 hearts, return to 2 spades.) If partner has a good hand with 5 spades & four hearts, must go through new minor. If partner first bid hearts & now bids spades, it is forward going and suggests an unbalanced hand—could easily be 5 hearts and 4 spades, but might be 4-4 in majors. Partner probably has a singleton somewhere, or s/he would have invited with 2NT or bid 3NT. (Partner already knows you do NOT have 4 spades.)
- 10) **Jump rebid of the other minor.** Because the cheapest rebid of the other minor is forcing, many people play that the jump rebid (e.g., 1D-P-1S-P-1NT-P-3C) shows a weak hand (less than 9 points) with 6 cards in the other minor and a 4-card major that you had to show first. If you play this variation, partner is expected to pass 3 of the other minor.

Because **this whole system relies on Opener having at least 2 cards in each suit (when Opener opens a minor and rebids NT** or when Opener opens 1H, Responder says 1S & Opener rebids 1NT), Opener should strive to NOT rebid NT with a singleton in Responder’s suit. If Opener has a singleton in Responder’s suit, Opener’s 2nd bid should be:

- 1) a second suit (of at least 4 cards). If you have values to reverse (17 HCP or more), the second suit can be higher than the suit you opened. If you do not have the values to reverse, the second suit must be lower than the suit you opened.
- 2) Rebid your minor suit. (Normally, this promises 6 cards in your minor. Occasionally, you will have to rebid a 5-card suit. For example: x AKxx Axxxx Kxx. You open 1D. Partner says 1S. Do NOT rebid 1NT. Bid 2D. Partner will think you have 6, but that is the least of all evils. You cannot rebid 2H because that is a reverse & promises 17 or more HCP.