

Rebids by Opener

General Hand Types

13-15 points = minimum

16-18 points = medium

19-21 point = maximum

Rebids after Responder Raises Openers Suit to 2

Minimum hand - pass

Medium hand – raise to 3 of your suit

Maximum hand – bid game

Rebids after responder raises openers suit to 3

13-14 points – pass

15 or more points – bid game

Rebids after responder bids 1NT (showing a minimum hand)

With minimum hand:

- (1) Pass with a balanced hand
- (2) Bid a new suit at the 2 level below (lower ranked) the original suit
- (3) Rebid your original suit at the 2 level (usually with 6 cards)

With a medium hand:

- (1) bid a new suit at the 2 level either below (lower rank) or above (higher rank, called a reverse) your original suit
- (2) rebid your original suit at the 3 level

With a maximum hand

- (1) Bid 2NT if balanced
- (2) Bid a new suit at the 2 level above (higher rank, called a reverse) your original suit
- (3) Bid a new suit at the 3 level below (lower rank, called a jump shift) your original suit
- (4) Bid your original suit at the 4 level or 3NT if it was a minor

Bid	Meaning
Pass	Balanced minimum
New suit at 2 level below original suit	Unbalanced minimum or medium
Original suit at 2 level	Unbalanced minimum
New suit at 2 level above original suit	Unbalanced medium to maximum
2NT	Balanced maximum
New suit at 3 level below original suit	Unbalanced maximum
Original suit at 3 level	Unbalanced medium
3NT	Unbalanced maximum
Original suit at 4 level	Unbalanced maximum

Rebids After Responder Bids a New Suit

With minimum hand:

- (1) Raise partners major 1 level with 4 card support (count dummy points)
- (2) Bid a new suit at the 1 level
- (3) With a balanced hand, bid NT at the cheapest level
- (4) Bid a new suit below your original suit at the 2 level
- (5) Rebid your suit at the 2 level

YOU MAY NEVER PASS.

With a medium hand:

- (1) Raise partners major 2 levels with 4 card support
- (2) Bid a new suit at the 1, 2 or 3 level, even if it is a reverse
- (3) Rebid your original suit at the 3 level

With a maximum hand

- (1) Raise partner suit to game with 4 card support
- (2) Jump rebid NT with a balanced hand
- (3) Bid a new suit at the 2 level above your original suit
- (4) Rebid a new suit at the 3 level even if this is a jump bid
- (5) Rebid your original suit at the game level

Bid	Meaning
Pass	Does not exist
Raise responders suit 1 level	Unbalanced minimum
New suit at 1 or 2 level below original suit	Unbalanced minimum to medium
Cheapest NT bid	Balanced minimum
Original suit at 2 level	Unbalanced minimum
New suit at 2 level above original suit – reverse	Unbalanced medium to maximum
Jump to new suit at 2 or 3 level – jump shift	Unbalanced maximum
Raise responders suit 2 levels	Unbalanced medium
Original suit at the 3 level	Unbalanced medium
Jump in NT	Balanced maximum
Raise responders suit 3 levels	Unbalanced maximum
Double jump to 3NT	Unbalanced maximum
Original suit at 4 level	Unbalanced maximum

Rebids After Responder Bids 2NT

- (1) Rebid 3Nt with balanced minimum
- (2) Rebid 4NT with balanced maximum
- (3) Rebid a suit at the 3 level with an unbalanced hand