



Responder's 2nd bid after Opener's 1NT 2nd bid (showing a regular hand and 12-14HCP)

- With less than 10HCP: Game isn't possible Responder passes, bids another major, repeats his major if it's a 5 or 6 carder or can support Opener's bid at the minimum level
- With 10HCP or more Game is possible With a 5 card major Responder uses Roudy, jump bids his major, or with a two-suiter jump shifts ... suggesting or imposing Game at 3NT.



Problem E1171 In this situation, Responder knows exactly how many HCPs his team has ...23HCP. With no Game in sight, best to stop bidding as soon as possible.





With less than 10HCP: Responder knows that Game is out. Therefore he's looking for the best part-score.

- Pass with no support in Opener's minor, no possibility to rebid major and no 2nd major to bid.
- Rebid without a jump your majorwith 5 or 6 cards
- Bid a 2nd major with 4 cards minimum
- Support bid the opening minor with at least 4 cards and nothing else to bid!



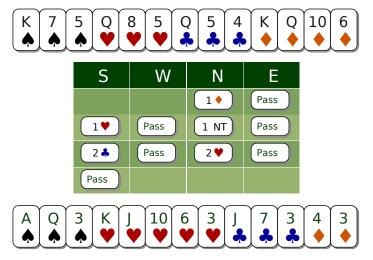
Problem E1161 Support bid Opener's ♦. A contract which has a 8 or 9 card fit is easier than a 1NT contract.





With at least 10HCP: Responder knows that Game is possible

- With a 5 card major and 11HCP he bids 2♣ (Roudy)
- With a 6 card major he enforces Game
- With a 6 card major and a strong hand jump bids the major looking to see if a Slam is possible.
- With a two-suiter bids his 2nd suit
- With a regular hand 2 or 3NTdepending on the strength of his hand.



Problem E8602 2. Roudy: showing a 5 card major and strength to go to Game.





With at least 10HCP, no major fit and a regular hand Responder is looking for Game in 3NT.

- With 11HCP 2NT
- With 12-13HCP 3NT



Problem E1175 No hesitation - Game; Slam isn't possible. Even if the Opener has 14HCP , team can have only 33HCP!