



## Responder's 2nd bid after Opener's 1NT 2nd bid

### 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.

S	W	N	E
		1 ♦	Pass
1 ♠	Pass	1 NT	Pass
Pass			

A	K	Q	10	7	4	2	10	7	4	7	6	2
♠	♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦

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.



## Responder's 2nd bid after Opener's 1NT 2nd bid

**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 major with 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!

S	W	N	E
		1 ♦	Pass
1 ♠	Pass	1 NT	Pass
2 ♦			

A	J	10	9	7	4	2	7	4	10	8	7	4
♠	♠	♠	♠	♥	♥	♥	♣	♣	♦	♦	♦	♦

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



## Responder's 2nd bid after Opener's 1NT 2nd bid

### 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 3NT depending on the strength of his hand.



S	W	N	E
		1♦	Pass
1♥	Pass	1NT	Pass
2♣	Pass	2♥	Pass
Pass			



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



## Responder's 2nd bid after Opener's 1NT 2nd bid

**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

S	W	N	E
		1 ♦	Pass
1 ♠	Pass	1 NT	Pass
3 NT			



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