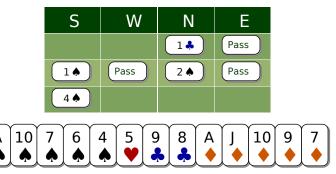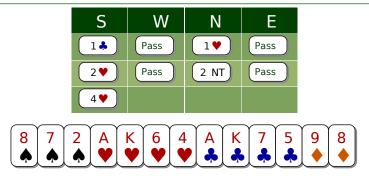# The responder's second bid after the opener's support

The responder's second bid after the opener's support

- Following this support, you will be able to decide the final contract depending on your strength and the law of total tricks.
- If you have a doubt, you can ask for more information using either a 2NT bid, or naming a new suit
- Or.. you'll start the slam bidding sequence...

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	2 ♠	Pass
4 ♠			

♠A ♠10 ♠7 ♠6 ♠4 ♥5 ♣9 ♣8 ♦A ♦J ♦10 ♦9 ♦7

Exercise E9402 4 ♠ Your line has got 9 trump cards. You hold 2 Aces, a singleton, and your ♦ might bring some tricks, maybe 4 or 5...you must go to game. In this situation don't give the opponents unnecessary information.

S	W	N	E
1 ♣	Pass	1 ♥	Pass
2 ♥	Pass	2 NT	Pass
4 ♥			

♠8 ♠7 ♠2 ♥A ♥K ♥6 ♥4 ♣A ♣K ♣7 ♣5 ♦9 ♦8

Exercise E4676 2 NT information request

The responder's second bid after the opener's support

The responder's rebid after the opener's support : direct raises

When you can decide the final contract, with no slam possibility, use the direct support!

- 2 ♠ or 2 ♥ minimum raise at level 2 with 6-9 HCP : no game
- 3 ♠ or 3 ♥ game proposal with 9-10 HCP : then opener will accept if he has a maximum hand
- 4 ♠ or 4 ♥ with more than 11 HCP : take the decision to go to game.

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	3 ♥	Pass
Pass			

| A ♠ | J ♠ | 8 ♠ | 7 ♠ | 10 ♥ | 8 ♥ | 5 ♥ | 3 ♥ | Q ♣ | J ♣ | 6 ♣ | 7 ♦ | 4 ♦ |

Exercise E9404 Pass Your hand is too poor for a game !

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	2 ♥	Pass
4 ♥			

| A ♠ | 10 ♠ | 9 ♠ | K ♥ | Q ♥ | 9 ♥ | 8 ♥ | 5 ♣ | J ♦ | 8 ♦ | 6 ♦ | 3 ♦ | 2 ♦ |

Exercise E9403 4 ♥ Direct jump raise. To prevent the opponents from finding a ♠ contract

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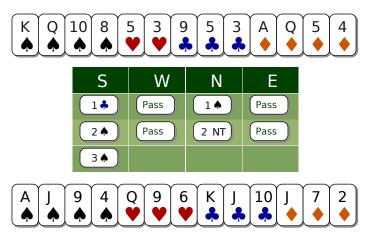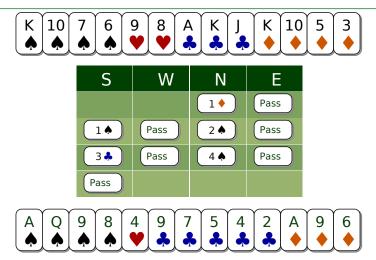
The responder's second bid after the opener's support

The responder's rebid after the opener's support : asking information

If you wish to get more information in order to decide the contract level, you may use :

- 2 NT asking your partner to go to game if he is maximum. Otherwise, he will bid 3
- 3 in a new suit : asking your partner to go to game if he has some value in the named suit. This extra value may be a shortage (singleton, void) or high honors.

K♠ Q♠ 10♠ 8♠ 5♥ 3♥ 9♣ 5♣ 3♣ A♦ Q♦ 5♦ 4♦

S	W	N	E
1♣	Pass	1♠	Pass
2♠	Pass	2 NT	Pass
3♠			

A♠ J♠ 9♠ 4♠ Q♥ 9♥ 6♥ K♣ J♣ 10♣ J♦ 7♦ 2♦

Exercise E6157 3 ♠ Minimum, the opener says no game is possible

K♠ 10♠ 7♠ 6♠ 9♥ 8♥ A♣ K♣ J♣ K♦ 10♦ 5♦ 3♦

S	W	N	E
		1♦	Pass
1♠	Pass	2♠	Pass
3♣	Pass	4♠	Pass
Pass			

A♠ Q♠ 9♠ 8♠ 4♥ 9♣ 7♣ 5♣ 4♣ 2♣ A♦ 9♦ 6♦

Exercise E9406 3♣ asking for "something" in ♣. The opener is positive and will go to game

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The responder's second bid after the opener's support

The responder's rebid after the opener's support : slam bids

You may start the slam sequence :

- Starting the control sequence
- 4NT if you have all controls

S	W	N	E
		1♣	Pass
1♠	Pass	4♦	Pass
4 NT			

K♠ J♠ 10♠ 7♠ K♥ 8♥ 4♥ K♣ 10♣ 7♦ 5♦ 4♦ 2♦

Exercise E9410 4 NT After the opener's Splinter, and with all controls, the only thing that matters for you is to know how many Aces your partner is holding!

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