



## Responder's 2nd bid after a strong 2TR opening

### Responder's 2nd bid after a strong 2♣ opening.

After a 2♦ response, the opener rebids :

- With a nice ♥, a ♥ 2-suiter or a balanced hand 22-23HCP, the opener bids 2♥ 'Kokish relay'
- With a balanced hand with 24+HCP, 2NT
- With a one-suiter hand, he bids his suit ... (and has to bid 3♥ if his suit is ♥)

In all cases, the responder now has the info needed to set the level of the final contract:

- A part-score, he passes. The 2♣ opening is only forcing for one round.
- A game : All rebids by responder after 2♦ are forcing to game
- Exploring a possible slam : a 3CO/♠ or 4TR/♦ is stronger than a straight game bid.

A	Q	J	9	K	Q	9	K	10	A	Q	J	10
♠	♠	♠	♠	♥	♥	♥	♣	♣	♦	♦	♦	♦

  

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

  

8	7	6	5	7	5	4	8	6	3	2	9	8
♠	♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♦	♦

Pass, of course with that terrible hand. the 2♣ opening is only forcing for one round....

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

A	K	Q	8	7	6
♠	♠	♠	♠	♠	♠
6	5	4			
♣	♣	♣			
A	K	J	6		
♦	♦	♦	♦		





J



♠ 10



♠ 2



Q ♠



♥ 8



♥ 7



♥ 6





♥ 3



K





♣ 3



♣ 2



5





♦ 2



only potential for game...The slam is out of reach. ♦

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## Responder's 2nd bid after a strong 2TR opening

### Responder's 2nd bid after a strong 2♣ opening : Bidding to game

All rebids by responder after 2♦ are forcing to game :

- Jump support bids to game are sign offs.
- Simple Support bids are to start slam investigations
- Suit shifts show good 5 cards in the bid suit and no fit in opener's suit
- 2NT shows a 3 suiter and a singleton in the opener's suit
- 3NT shows a doubleton in the opener's suit and stoppers in other suits

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



Your partner has a one-suiter with ♥ !... no chance for slam. sign off at game

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



Your partner has a one-suiter with ♥ !... no no fit and no good other suit.... bid 2NT





## Resmponder's 2nd bid after a strong 2TR opening

### Responder's 2nd bid after a strong 2♣ opening : exploring slams

- in NT, the slam is bid based on HCP count: with exactly 10 HCP, the responder will bid a 'quantitative' 4NT, Th eopener will bid 6 if maximum (23+HCP) and pass otherwise.
- In trump, the simple support is slam try. the camp will check the controls and may use the Blackwood

The NT slam ... based on point count

A	Q	J	9	7	2	J	5	A	Q	J	A	J
♠	♠	♠	♠	♠	♠	♥	♥	♣	♣	♣	♦	♦

  

S	W	N	E
		2♣	Pass
2♦	Pass	2♠	Pass
3♠	Pass	4♣	Pass
4♥	Pass	4NT	Pass
5♦	Pass	6♠	Pass
Pass	Pass		

  

10	8	5	4	3	A	K	6	2	6	5	4	3
♠	♠	♠	♠	♠	♥	♥	♥	♥	♣	♣	♦	♦

The 3♠ bid is a slam try...