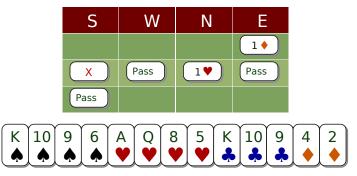




You intervened with a take-out double: Your partner responded

There are two types of "rebids" by the doubler, depending on the strength shown by his partner.

- from 0 to 7HCP
- between 8 and 10HCP
- After a cue-bid (11HCP eand more)



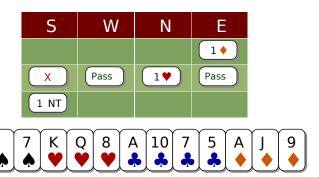
Exercise E5331 Pass: Your partner has less than 8HCP....No game in sight.





Your partner bid a suit without a jump: He has less than 8HCP

- from 12 to 14-15HCP: pass; the camp does not have enough values to bid game
- With a fit and 16 à 17HCP : Show support at minimum level : If your partner is "maximum" a game may still be on
- Without fit and 18-19 HCP: 1 SA is not minimum,, a game is possible
- Without fit and 20-21 HCP: 2 SA All it takes is 4 points for partner and game may be on
- Starting from 18HCP, without fit, you could bid a new suit (with at least 5 cards, in general...)
- In other cases, a cue-bid will show 18HCP...and no other bid possible!
- After a cue-bid (11H et plus)



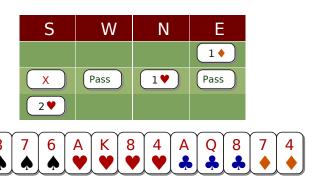
Exercise 5334 1 NT that shows a strong hand 18-19HCP (too strong to intervene with 1NT)





Your partner bid a suit without a jump: He has less than 8HCP

Examples



Exercise 5332 Support at lowest level: With a nice 17HCP hand, propose game. Your partner will pass if is not "maximum".



Exercise E5336 a NT bid is impossible with that miserable doubleton a ♦. Show your strong 19HCP with a cuebid



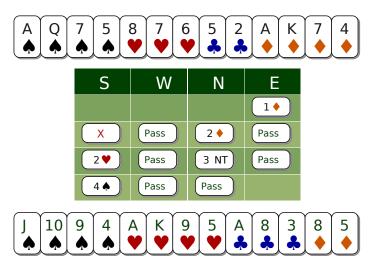


Your partner has shown a hand with 8-10HCP

Most of the time the conclusion will be easy. If the doubler wants to ask his partner for a ◆ stopper he'll use the cue-bid.

The partner's bid indicates 11HCP et plus bu using the cue-bid.

Name your 4 cards Majors



Exercise E8574 The 3NT bid promises both a ◆ stopper and 4 cards in ♠ (Otherwise, he would bid 2NT in htis sequence which is forcing to game). A game at 4 ♠ sounds more promising.