

## BIDDING

### OPENER'S REBID 18-19 BALANCED

# Bridge Lab

with the Monroes

NoTrump bids show precise strength and shape and are a top priority for an opening bid and rebid.

Opener's rebid is the second bid made by Opener. With the rebid, Opener tries to clarify two things:

- **SHAPE** ~ (1) balanced, (2) a long suit, or (3) multi-suited
- **STRENGTH** ~ minimum, medium (invitational), or maximum (game going)
  - **1-Level Balanced Hands** 12-14=minimum 15-17=medium 18-19=maximum

### THE NO-TRUMP OPENING BIDS & REBIDS ARE ONE BIG FAMILY

A balanced hand with 18-19 High-Card Points is a "2-Step" opening bid, strong and highly invitational.

2-STEP	<b>18-19 High Card Points</b>	<b>Balanced Shape</b>
<span style="font-size: 2em;">1</span> ♣ ♦ ♥ ♠	Open 1-level with a suit, planning to jump rebid 2NT. <ul style="list-style-type: none"> <li>• If Responder bids a new suit at the 1-level, jump rebid 2NT.                             <ul style="list-style-type: none"> <li>○ Says nothing about "stoppers" and could have 4-card majors.</li> </ul> </li> <li>• If Responder bids 1NT, raise to 2NT.                             <ul style="list-style-type: none"> <li>○ Says nothing about "stoppers" and could have unbid 4-card majors.</li> <li>○ Opener passes Responder's 1NT with 12-14, opens 1NT with 15-17.</li> </ul> </li> <li>• If Responder passes and an opponent overcalls, Opener's 1NT "freebid" shows 18-19.                             <ul style="list-style-type: none"> <li>○ Shows stopper(s) in the opponent's overcall suit.</li> <li>○ Opener does not compete further with 12-14 balanced.</li> </ul> </li> </ul>	
<b>2 OVER 1</b>	Opener does not make a jump rebid in a 2over1 game forcing auction. <ul style="list-style-type: none"> <li>• Opener rebids a non-jump 2NT, which is either 12-14 minimum or 18-19 maximum.</li> </ul>	

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## MEET THE FAMILY NOTRUMP OPENING BIDS & REBIDS

<b>12-14 HCP</b>	<b>2-STEP</b>	Open 1 of a suit, planning to rebid Notrump at the cheapest level.
<b>15-17 HCP</b>	<b>1-STEP</b>	Open 1 Notrump.
<b>18-19 HCP</b>	<b>2-STEP</b>	<ul style="list-style-type: none"> <li>Open 1 of a suit, planning to jump rebid Notrump.</li> <li>If Responder bids 1NT, then raise to 2NT.</li> </ul>
<b>20-21 HCP</b>	<b>1-STEP</b>	Open 2 Notrump.

- Opener's rebids in NoTrump are value showing – **NOT** Forcing – **NOT** a signoff.
- Balanced hands with 22+ points are opened with 2♣ (strong, artificial, forcing).

### RESPONDER IS THE CAPTAIN

#### AFTER OPENER MAKES A DEFINED NOTRUMP OPENING OR REBID

- Responder combines the two partnership hands and determines How High and Where the contract belongs.
- Do the math and decide whether to play in a NoTrump contract or a Suit contract.

<b>Responder's Rebids</b>	<b>Do the math! HOW HIGH? Game? Slam? Partscore?</b>	
	<ul style="list-style-type: none"> <li>Make a quantitative NT raise with a balanced hand or use partnership tools to uncover a suit fit.</li> </ul>	
<b>How High?</b>	<b>Combined Points</b>	<b>Responder's Quantitative Bid</b>
Partscore	<b>24</b> or Less	Choose a partscore contract.
Game	About <b>25-30</b>	<b>3NT</b> Signoff
Maybe Slam?	About <b>31-32</b>	<b>4NT</b> Invitational ( <u>not</u> Blackwood) <ul style="list-style-type: none"> <li>Opener bids 6NT with a maximum hand, otherwise passes.</li> </ul>
Small Slam	About <b>33-35</b>	<b>6NT</b> Signoff
Grand Slam	About <b>37+</b>	<b>7NT</b> Signoff

### Jump to 2 NT With 18-19 HCP

**Board 1**  
 South Deals

♠ A J 5 4			
♥ 10 9 6			
♦ 10 7 6			
♣ Q 7 6			
♠ 8 7 2		♠ Q 6 3	
♥ K 5		♥ J 8 4 3 2	
♦ J 9 4 3 2		♦ K 5	
♣ A 4 3		♣ 9 8 2	

7  
8 6  
19

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♣
Pass	1 ♠	Pass	2 N <sup>1</sup>
Pass	3 N	All pass	

1. Jump, 18-19 Points

**Contract:** 3 NT South, 9 Tricks

**Lead:** ♦ 3, 4th highest, East plays ♦ K

**Sure Tricks:** 2-♠, 1-♥, 1-♦ = 4.

**Play:** The ♦ lead gives a free finesse. South promotes ♣s and finesses ♠s, leaving the ♥ finesse to last.

### Raise to 2 NT With 18-19 HCP

**Board 2**  
 North Deals

♠ K Q 10			
♥ K J 5			
♦ A K 6			
♣ Q J 6 5			
♠ 8 4 2		♠ A 9 6 5 3	
♥ Q 8 6 4		♥ A 3 2	
♦ Q 10 2		♦ 9 8 4	
♣ K 9 7		♣ 4 2	

19  
7 8  
6

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 N
Pass	2 N <sup>1</sup>	Pass	3 N
All pass			

1. Raise with 18-19 Points

**Contract:** 3 NT South, 9 Tricks

**Lead:** ♥ 4, 4th highest, East plays ♥ A

**Sure Tricks:** 2-♦, 1-♣ = 3.

**Play:** South finesses the ♥ Q, and wins the ♦ AK. A low ♦ toward the ♦ J wins a trick if there is a 3-3 split or East has ♦ Q. Finesse ♣s, promote ♠s.

### After Overcall - 1 NT is 18-19 HCP

**Board 3**  
 South Deals

♠ 9 3			
♥ J 9 7 5			
♦ K 5 4 3			
♣ 5 4 2			
♠ K J 8 6 5		♠ 7 4 2	
♥ A 10 3		♥ 8 6 4 2	
♦ 8 6 2		♦ Q 10 7	
♣ A Q		♣ J 6 3	

4  
14 3  
19

	♠ A Q 10		
	♥ K Q		
	♦ A J 9		
	♣ K 10 9 8 7		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♣
Pass	Pass	1 ♠	1 N <sup>1</sup>
All pass			

1. 18-19 Points, Stopper in ♠s

**Contract:** 1 NT South, 7 Tricks

**Lead:** ♠ 6, 4th highest, East plays ♠ 2

**Sure Tricks:** 1-♠, 2-♦ = 3.

**Play:** South promotes ♥s & enters Dummy to lead ♣s. Hopes West has doubleton ♣ A.

### 2 Over 1 Sequence

**Board 4**  
 South Deals

♠ 7 5			
♥ K Q			
♦ A Q 8 6 5			
♣ A 5 4 2			
♠ A 8 3		♠ 10 4 2	
♥ J 10		♥ 9 8 7 5 4 3	
♦ 10 9 7 4		♦ J 2	
♣ J 10 9 3		♣ 8 7	

15  
6 1  
18

	♠ K Q J 9 6		
	♥ A 6 2		
	♦ K 3		
	♣ K Q 6		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♦ <sup>1</sup>	Pass	2 N <sup>2</sup>
Pass	3 N	Pass	4 N
Pass	6 N	All pass	

1. Game force, 2/1  
 2. 12-14 or 18-19 Points

**Contract:** 6 NT South, 12 Tricks

**Lead:** ♣ J, Top of sequence

**Sure Tricks:** 3-♥, 3-♦, 3-♣ = 9.

**Play:** South wins the ♣ A and plays ♠s up to the ♠ KQJ.