

§20. Strong Rebids. Jump Raises.

Notes on the basic principles to be taught in this section.

- This section is all about strong raises of responder's suit to show various strengths of opening bids.
- The student notes focus on the actions of the opening bidder. There are two quizzes associated with this section; Quiz A is all about opener's rebid (how far to raise the response), Quiz B is all about responder's reactions to a strong raise.

Four hands need setting up (overleaf); none is a full deal. Some of these hands (all of the West cards and two South collections) are irrelevant and have been greyed out.

“Hand” 1 illustrates what happens after an opening bid when responder bids opener's second suit.

The North, East and South cards correspond respectively to Examples 1, 2 and 3 in the student notes. The North hand has been met before (in §14), but only in passing. East is of a similar, minimum, type of opening bid.

In each case it is worth exploring what happens after opening the bidding (with 1♣ in each case) and seeing partner respond in opener's second suit (1♠ and 1♥ respectively).

Now, by contrast, how might one bid the South cards after opening 1♦ and seeing a 1♠ response? The answer is a jump raise to 3♠ as a single raise to 2♠ would describe a minimum hand.

“Hand” 2 continues the theme of jump raises.

The North and East cards correspond respectively to Examples 4 and 5 in the student notes.

The North hand is similar in many ways to South “Hand” 1. After 1♦ – 1♥ the correct rebid is 3♥. The East cards demonstrate a raise to game after 1♥ – 1♠. Holding 19 points East would know of at least eight Spades and at least 25 points between the partnership.

“Hand” 3 considers rebids after a two-level response.

(Note that 1♠ – 2♥ shows a five-card suit).

The North, East and South cards correspond respectively to Examples 6, 7 and 8 in the student notes.

The North cards would open 1♦ and raise a 2♣ response to 3♣ (a rather trivial example, but it makes the point that there is no harm in playing at the three-level *when you have a trump fit*).

Both East and South would open 1♠ and raise a 2♥ response to 3♥. With the East cards it's obvious to raise Hearts, with the South cards less so.

“Hand” 4 continues the theme of bidding after 1♠ – 2♥.

The North and East cards correspond respectively to Examples 9 and 10 in the student notes.

In both cases there is an opening bid of 1♠ and a response of 2♥, which should be raised to 4♥. On the North cards that is justified by power (North would know of at least eight Hearts and 26+ points). On the East cards game is bid because of *fit* and *distribution*.

§20. Strong Rebids. Jump Raises.

<p align="center">“Hand” 1</p> <p>♠ A Q 6 3 ♥ 8 5 ♦ 9 6 ♣ A Q 8 6 4</p> <table border="0"> <tr> <td>♠ 5 2 ♥ 9 7 6 3 ♦ 10 8 7 5 2 ♣ 7 2</td> <td align="center"> <table border="1"> <tr><td>N</td><td></td></tr> <tr><td>W</td><td>E</td></tr> <tr><td></td><td>S</td></tr> </table> </td> <td>♠ J 10 8 ♥ A Q J 2 ♦ 4 ♣ K J 10 9 3</td> </tr> </table> <p>♠ K 9 7 4 ♥ K 10 4 ♦ A K Q J 3 ♣ 5</p>	♠ 5 2 ♥ 9 7 6 3 ♦ 10 8 7 5 2 ♣ 7 2	<table border="1"> <tr><td>N</td><td></td></tr> <tr><td>W</td><td>E</td></tr> <tr><td></td><td>S</td></tr> </table>	N		W	E		S	♠ J 10 8 ♥ A Q J 2 ♦ 4 ♣ K J 10 9 3	<p align="center">“Hand” 2</p> <p>♠ A 10 3 ♥ Q 10 8 5 ♦ A J 10 9 5 ♣ A</p> <table border="0"> <tr> <td>♠ 8 5 ♥ 6 2 ♦ 4 3 2 ♣ 7 6 5 4 3 2</td> <td align="center"> <table border="1"> <tr><td>N</td><td></td></tr> <tr><td>W</td><td>E</td></tr> <tr><td></td><td>S</td></tr> </table> </td> <td>♠ K Q J 9 ♥ A K J 7 3 ♦ 8 ♣ K Q 10</td> </tr> </table> <p>♠ 7 6 4 2 ♥ 9 4 ♦ K Q 7 6 ♣ J 9 8</p>	♠ 8 5 ♥ 6 2 ♦ 4 3 2 ♣ 7 6 5 4 3 2	<table border="1"> <tr><td>N</td><td></td></tr> <tr><td>W</td><td>E</td></tr> <tr><td></td><td>S</td></tr> </table>	N		W	E		S	♠ K Q J 9 ♥ A K J 7 3 ♦ 8 ♣ K Q 10
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§20. Strong Rebids. Jump Raises.

By the end of this chapter you should understand the following terms:

Jump Raise: After an opening bid and response opener may want to raise responder's suit. A simple raise denotes a minimum hand. (First explored in §14).
With a stronger than minimum hand opener may jump the bidding as, for example, in the bidding, 1♦ – 1♥ – 3♥ or even 1♣ – 1♠ – 4♠.
These second-round bids are called *jump raises*.

In earlier work we looked at opener's rebids with a minimum hand. If opener supported responder's suit with a minimum raise such as in the sequence below:

Opener	Responder	Rebid
1♣	– 1♥	– 2♥

then the opener is showing a hand in the 12-14 point range (give or take a little) with (probably) five Clubs and four Hearts. There are occasions, it must be said, where opener would only have three-card support to make a simple raise in Hearts.

This chapter is all about exploring sequences such as the following:

Opener	Responder	Rebid
1♣	– 1♥	– 3♥
1♣	– 1♥	– 4♥

Here, the opening bidder clearly likes responder's suit and clearly has a better (or much better) than minimum hand. To show such enthusiasm, opener simply has to have four-card support for partner's suit plus a fair few points. It's time to try to put (rough) limits on these rebids.

	Opener	Responder	Rebid	Opener is showing
A <i>single raise</i> , such as:	1♣	– 1♥	– 2♥	a minimum hand (12-14 points).
A <i>jump raise</i> , such as:	1♣	– 1♥	– 3♥	an intermediate hand (15-17 points).
A <i>jump raise to game</i> , such as:	1♣	– 1♥	– 4♥	a strong hand (18-19 points).

The following examples may help illustrate the point:

Ex 1.	Ex 2.	Ex 3.	Ex 4.
♠ A Q 6 3 ♥ 8 5 ♦ 9 6 ♣ A Q 8 6 4	♠ J 10 8 ♥ A Q J 2 ♦ 4 ♣ K J 10 9 3	♠ K 9 7 4 ♥ K 10 4 ♦ A K Q J 3 ♣ 5	♠ A 10 3 ♥ Q 10 8 5 ♦ A J 10 9 5 ♣ A

Examples 1 and 2 are interlopers from a previous chapter. Here, in both cases you would open 1♣. If partner responded 1♠ in Example 1 you would make a simple raise to 2♠, showing trump support and a minimum hand. Similarly, in Example 2 you would raise a 1♥ response to 2♥, again denoting Heart support and a minimum opener.

Examples 3 and 4 are illustrations of *intermediate* hands. In Example 3 you would open 1♦ and, should partner respond 1♠, you would raise to 3♠. In similar vein you would open 1♦ on Example 4 and raise a 1♥ response to 3♥. These jump raises are *invitational* bids – partner may bid on to game or Pass as he sees fit.

Example 5 shows a case where you are too strong to invite game – you must bid it yourself.

Ex 5.
♠ K Q J 9 ♥ A K J 7 3 ♦ 8 ♣ K Q 10

Here, after opening 1♥ and being fortunate enough to hear a 1♠ response, you must take the pressure off partner by raising to game immediately. With 19 points facing a minimum of 6 you know that your side has 25+ points between you and the all-important eight-card major-suit fit. Why hang around to pick the daisies?

Matters change somewhat after a two-level response. Firstly, a response at the two-level promises more than a one-level response and, secondly, there is less room for manoeuvre. Thus, for instance:

	Opener	Responder	Rebid	Opener is showing
A single raise, such as:	1♠	– 2♥	– 3♥	a minimum hand (12-14 points).
A jump raise, such as:	1♠	– 2♥	– 4♥	an intermediate/strong hand (15+ points).

There is a further complication here. For various reasons the sequence 1♠ – 2♥ shows a five-card suit. Thus, a raise in Hearts may readily be given on a three-card suit. Some examples may clarify this.

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

In Example 6 you'd open 1♦, intending to rebid 2♣. If, though, partner responded 2♣ you'd happily raise to 3♣. In similar vein, you'd open 1♠ on Example 7, intending to rebid 2♥. Should partner make the unexpected response of 2♥ you'd raise to 3♥, again showing trump support and a minimum hand.

Example 8 is similar, but here your trump support is not four cards. However, if you were to open 1♠ and partner to respond 2♥, your best rebid is 3♥. A 2♥ response promises a five-card suit, so three-card support is ample. With Example 9 you'd open 1♠ and raise a 2♥ response all the way to 4♥. As responder is promising 10+ points as well as five Hearts, you are safe in bidding game.

It's worth making the point (!) that points aren't everything. Distribution (singletons, voids and long suits) have a role to play as well. As one example amongst many, consider Example 10, below.

Ex 10.
♠ A Q 9 7 6 ♥ A Q 8 5 3 ♦ 7 2 ♣ 6

Here, you'd open 1♠, intending to rebid 2♥. However, suppose partner responded 2♥? Well, with the luxury of five-card trump support you'd be prepared to raise partner to 4♥, the attractive shape of your hand (5-5-2-1) compensating for anything missing in the points department.

It's time for a short Quiz. What is your best rebid as South after the following auctions?

<p>Ex 11.</p> <table border="1"> <tr> <td style="text-align: center;">N W E S</td> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>1♥</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>?</td> </tr> </table> <p>♠ K J 9 4 ♥ A K 10 8 3 ♦ A 9 7 ♣ J</p> <p>3♣. Just about dead centre for the bid. You know of a Spade fit (at least eight cards) so the only issue is what level to bid Spades. 2♣ would denote a minimum opening bid, and you are better than that. 3♣ is invitational to game – North can Pass or bid 4♣ as he wishes. The buck has been passed.</p>	N W E S	West	North	East	South		Pass	1♠	Pass	1♥					?	<p>Ex 12.</p> <table border="1"> <tr> <td style="text-align: center;">N W E S</td> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>?</td> </tr> </table> <p>♠ J ♥ K J 9 4 ♦ A K 7 ♣ A K 10 8 3</p> <p>4♥. With 19 points and a lovely 5-4-3-1 shape you have to have a bash at game. You are the one who knows that the partnership has 25+ points and at least an eight-card Heart fit. 2♥ would be a woeful underbid and 3♥ risks partner Passing and missing out on game. Don't shirk your responsibility!</p>	N W E S	West	North	East	South		Pass	1♥	Pass	1♣					?
N W E S	West	North	East	South																											
	Pass	1♠	Pass	1♥																											
				?																											
N W E S	West	North	East	South																											
	Pass	1♥	Pass	1♣																											
				?																											
<p>Ex 13.</p> <table border="1"> <tr> <td style="text-align: center;">N W E S</td> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>?</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>1♠</td> </tr> </table> <p>♠ A K 10 5 ♥ Q 9 ♦ 7 3 ♣ 9 8 6 4 2</p> <p>4♣. With 9 points, decent trumps and a valuable honour card in partner's suit you must have a bash at game. You have 24-26 points between you and a good trump fit – passing 3♣ would be trying to land on a pinhead. Note the 1♠ response, by the way, as you lack the strength for a 2♣ response.</p>	N W E S	West	North	East	South		Pass	3♣	Pass	?					1♠	<p>Ex 14.</p> <table border="1"> <tr> <td style="text-align: center;">N W E S</td> <td>West</td> <td>North</td> <td>East</td> <td>South</td> </tr> <tr> <td></td> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>?</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>1♠</td> </tr> </table> <p>♠ A 10 5 4 ♥ Q 9 ♦ 7 3 ♣ 9 8 6 4 2</p> <p>Pass. You have done your bit by responding on this abject minimum hand. Partner is inviting you to bid game, but you have nothing to spare. No extra points and nothing special in terms of attractive distribution (long trumps, singletons, voids, that sort of thing). Pass and hope to scramble nine tricks.</p>	N W E S	West	North	East	South		Pass	3♣	Pass	?					1♠
N W E S	West	North	East	South																											
	Pass	3♣	Pass	?																											
				1♠																											
N W E S	West	North	East	South																											
	Pass	3♣	Pass	?																											
				1♠																											

§20. Quiz A on Strong Rebids. Jump Raises

In each case you are **South**In Quiz A you are the **Opener**.
What is your best rebid?

1.

N
W E
S

West	North	East	South
Pass	1♥	Pass	1♣
Pass	1♥	Pass	?

♠ 4 2
♥ K J 10 8
♦ Q 8
♣ A Q 9 7 5

2.

N
W E
S

West	North	East	South
Pass	1♥	Pass	1♣
Pass	1♥	Pass	?

♠ 4
♥ K J 10 8
♦ A J 8
♣ A Q 9 7 5

3.

N
W E
S

West	North	East	South
Pass	1♥	Pass	1♣
Pass	1♥	Pass	?

♠ 4
♥ K J 10 8
♦ A K Q
♣ A Q 9 7 5

4.

N
W E
S

West	North	East	South
Pass	2♥	Pass	1♣
Pass	2♥	Pass	?

♠ A J 8 7 5
♥ K Q 9 6
♦ Q 7
♣ 8 4

5.

N
W E
S

West	North	East	South
Pass	2♥	Pass	1♣
Pass	2♥	Pass	?

♠ A Q 8 7 5
♥ K Q 9 6
♦ A 7
♣ 8 4

6.

N
W E
S

West	North	East	South
Pass	2♥	Pass	1♣
Pass	2♥	Pass	?

♠ A J 8 7 5
♥ K Q 9
♦ 10
♣ Q J 8 3

7.

N
W E
S

West	North	East	South
Pass	2♥	Pass	1♣
Pass	2♥	Pass	?

♠ A J 8 7 5
♥ K Q 9
♦ 10
♣ A J 8 3

8.

N
W E
S

West	North	East	South
Pass	1♣	Pass	1♥
Pass	1♣	Pass	?

♠ A Q 8 6
♥ A Q 8 6
♦ J 9 6
♣ K 10

9.

N
W E
S

West	North	East	South
Pass	1♣	Pass	1♥
Pass	1♣	Pass	?

♠ A Q 8 6
♥ A Q 8 6
♦ A 9 6
♣ K 10

10.*

N
W E
S

West	North	East	South
Pass	1♣	Pass	1♣
Pass	1♣	Pass	?

♠ A 10 8 5
♥ None
♦ 10 8 5
♣ A K Q 10 8 4

§20. Quiz A on Strong Rebids. Jump Raises Answers

1.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ 4 2		West	North	East	South			
♥ K J 10 8		Pass	1♥	Pass	1♣			
♦ Q 8					?			
♣ A Q 9 7 5								

2♥. With a minimum hand you should make a minimum raise. You have the bare 12 points and four-card Heart support, so should be content to raise to 2♥. What happens next is up to North as you have accurately defined your hand with what essentially is a *limit bid*.

2.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ 4		West	North	East	South			
♥ K J 10 8		Pass	1♥	Pass	1♣			
♦ A J 8					?			
♣ A Q 9 7 5								

3♥. Now, by contrast with Q1, you have 15 good points and an attractive 5-4-3-1 pattern to boot. 2♥ would be an underbid with this hand – partner could well Pass and leave you hanging short of a makeable game. 3♥ invites partner to bid game if he has anything to spare.

3.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A K Q		West	North	East	South			
♥ K J 10 8		Pass	1♥	Pass	1♣			
♦ 4					?			
♣ A Q 9 7 5								

4♥. With a near-maximum hand for a one-level opening bid you have to take the strain off partner by raising him all the way to game. Everything seems right about this – you have the points (at least 25 between the North-South hands) and a good, eight-card trump fit.

4.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A J 8 7 5		West	North	East	South			
♥ K Q 9 6		Pass	2♥	Pass	1♣			
♦ Q 7					?			
♣ 8 4								

3♥. With a minimum hand (and here you have 12 points) you should make a minimum raise in Hearts. True, this bid hoists the partnership to the three-level, but that's not so bad. Partner is known to have 10+ points and you do have a good, nine-card trump fit.

5.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A Q 8 7 5		West	North	East	South			
♥ K Q 9 6		Pass	2♥	Pass	1♣			
♦ A 7					?			
♣ 8 4								

4♥. With a combined 25 points (at least) and a good Heart fit you have easily enough to bid game. Partner's 2♥ reply, remember, promises 10+ points and at least five Hearts. A 3♥ call would put too much strain on partner, who might think you have a minimum opener.

6.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A J 8 7 5		West	North	East	South			
♥ K Q 9		Pass	2♥	Pass	1♣			
♦ 10					?			
♣ Q J 8 3								

3♥. When in doubt, support your partner! You know North has five Hearts, so you don't need four-card support to raise him. 3♥ shows a minimum hand (roughly 12-14 points) and Heart support. That's a decent description; the ball is now in North's court.

7.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A J 8 7 5		West	North	East	South			
♥ K Q 9		Pass	2♥	Pass	1♣			
♦ 10					?			
♣ A J 8 3								

4♥. With a combined 25+ points and a fair Heart fit (at least 5-3) you have enough to bid a game. Partner's 2♥ reply, as in Q5, promises 10+ points and at least five Hearts. A 3♥ rebid would show a minimum opener (you are too good for that) and what would 3♣ achieve?

8.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A Q 8 6		West	North	East	South			
♥ A Q 8 6		Pass	1♣	Pass	1♥			
♦ J 9 6					?			
♣ K 10								

3♣. With 16 good points you have to offer a game invitation with this hand. 2♣ would be an underbid here; North could well Pass and allow your side to miss a game. Note the tactic of opening 1♥ with 4-4 in the majors in a balanced hand too strong to open 1NT.

9.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A Q 8 6		West	North	East	South			
♥ A Q 8 6		Pass	1♣	Pass	1♥			
♦ A 9 6					?			
♣ K 10								

4♣. With 19 points you have to take a pot at game. For sure, this hand does not offer the *playing strength* of Q3 with its delightful 5-4-3-1 pattern. Nonetheless, you cannot shirk your duties and risk ending up short of game. It's your responsibility to bid 4♣, not partner's.

10.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
♠ A 10 8 5		West	North	East	South			
♥ None		Pass	1♣	Pass	1♣			
♦ 10 8 5					?			
♣ A K Q 10 8 4								

3♣. You may only have 13 points but you have lovely shape (6-4-3-0) and a fine *source of tricks* in the guise of that Club suit. 2♣ would not do justice to this hand; partner may easily Pass and miss an easy 4♣. Voids and long suits play an important role in this game.

§20. Quiz B on Strong Rebids. Jump Raises

In each case you are **South**

In Quiz B you are the **Responder**.

What is your best bid after your partner (North) has raised your suit?

1.

N
W E
S

West	North	East	South
	1♣	Pass	1♥
Pass	2♥	Pass	?

♠ 2
♥ A J 9 7 4
♦ K Q 10 2
♣ K 8 3

2.

N
W E
S

West	North	East	South
	1♣	Pass	1♥
Pass	3♥	Pass	?

♠ 2
♥ A J 7 5 2
♦ K Q 8 2
♣ 9 8 3

3.

N
W E
S

West	North	East	South
	1♣	Pass	1♥
Pass	3♥	Pass	?

♠ J 8 3
♥ A J 7 5 2
♦ 10 8 3 2
♣ 2

4.

N
W E
S

West	North	East	South
	1♥	Pass	1♠
Pass	2♠	Pass	?

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ 8 6 2

5.

N
W E
S

West	North	East	South
	1♥	Pass	1♠
Pass	3♠	Pass	?

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ 8 6 2

6.

N
W E
S

West	North	East	South
	1♥	Pass	1♠
Pass	3♠	Pass	?

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ A 8 6

7.

N
W E
S

West	North	East	South
	1♣	Pass	1♠
Pass	3♠	Pass	?

♠ Q 9 7 6 5 3
♥ A 10 6 3
♦ 2
♣ 7 5

8.

N
W E
S

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

♠ A J
♥ J 9 7 6 3
♦ A J
♣ Q 9 4 2

9.

N
W E
S

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

♠ 8 3
♥ A K Q 8 3
♦ J 10 5
♣ 9 7 4

10.*

N
W E
S

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

♠ 8 3
♥ A K Q 8 3 2
♦ J 10 5 3
♣ 9

§20. Quiz B on Strong Rebids. Jump Raises Answers

1.

N		E
W		S

♠ 2
♥ A J 9 7 4
♦ K Q 10 2
♣ K 8 3

West	North	East	South
	1♣	Pass	1♥
Pass	2♥	Pass	?

4♥. You know of an excellent Heart fit (presumably of nine cards) after partner has raised your 1♥ response. You have sufficient values for game (North has opened the bidding and you have 13 points). It would be craven to bid anything less than game at this point.

2.

N		E
W		S

♠ 2
♥ A J 7 5 2
♦ K Q 8 2
♣ 9 8 3

West	North	East	South
	1♣	Pass	1♥
Pass	3♥	Pass	?

4♥. Once again (cf Q1) you now know of a nine-card Heart fit and enough points for game (partner has jumped the bidding, so is showing 15-17 points). You have enough information to justify bidding 4♥; Passing 3♥ at this juncture would be a dereliction of duty.

3.

N		E
W		S

♠ J 8 3
♥ A J 7 5 2
♦ 10 8 3 2
♣ 2

West	North	East	South
	1♣	Pass	1♥
Pass	3♥	Pass	?

Pass. North is asking you to advance to game if you have any extras, anything above and beyond your minimum response. Well, you don't. True, you have the bonus of having five Hearts, but that is all. The rest of your hand is a desert. Pass lest worse befalls you.

4.

N		E
W		S

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ 8 6 2

West	North	East	South
	1♥	Pass	1♠
Pass	2♠	Pass	?

Pass. As quickly as you can. East-West probably have more points than you do, and 2♠ may well fail. You have no reason on Earth to bid again; Pass and hope the sun shines. Don't worry if 2♠ goes down, the enemy could surely have made something with their cards.

5.

N		E
W		S

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ 8 6 2

West	North	East	South
	1♥	Pass	1♠
Pass	3♠	Pass	?

Pass. Partner is inviting you to the ball but you lack the appropriate clothes and have no dancing shoes. Opposite 15-17 points you may be lucky to scrape nine tricks and ten would surely be out of the question. After an *invitational raise* you need extras to bid on.

6.

N		E
W		S

♠ J 9 7 6
♥ K 6
♦ Q 10 5 3
♣ A 8 6

West	North	East	South
	1♥	Pass	1♠
Pass	3♠	Pass	?

4♠. True, your trumps are tatty but the point-count suggests you have enough for game. Together your partnership has 25-27 points (you have 10, partner has indicated 15-17) and an eight-card Spade fit; that ought to be sufficient to have a decent chance in 4♠.

7.

N		E
W		S

♠ Q 9 7 6 5 3
♥ A 10 6 3
♦ 2
♣ 7 5

West	North	East	South
	1♣	Pass	1♠
Pass	3♠	Pass	?

4♠. You are being invited to bid game – do you have extras (having promised at least 6 points with your 1♠ response)? Sure you do – a six-card trump suit and a promising 6-4-2-1 pattern. *Man does not live by points alone* – distribution values are just as important.

8.

N		E
W		S

♠ A J
♥ J 9 7 6 3
♦ A J
♣ Q 9 4 2

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

4♥. Once again (cf Q6) you have a good hand but poor trumps. Still, with a known fit and 25+ points it would be spineless to back out now and play this one in a part-score. You must bid game and hope that dummy is useful. North did open the bidding, remember!

9.

N		E
W		S

♠ 8 3
♥ A K Q 8 3
♦ J 10 5
♣ 9 7 4

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

Pass. Partner is inviting you to 4♥ but you have nothing to spare. Your two-level response promised 10+ points and a five-card Heart suit. Where are your extras? There are too many losers to expect to make 4♥ with this hand – Pass and hope to make nine tricks.

10.

N		E
W		S

♠ 8 3
♥ A K Q 8 3 2
♦ J 10 5 3
♣ 9

West	North	East	South
	1♠	Pass	2♥
Pass	3♥	Pass	?

4♥. Yes, the same 10 points as in Q9, but here your hand is markedly better. You have an extra trump and an attractive 6-4-2-1 pattern, a hand with far fewer losers than a ghastly 5-3-3-2 shape. 4♥ may not make facing a minimum opener, but you have to give it a go.

§20. Example hands 1 to 4.

Hand 1 Dealer North

<p>♠ 8 6 5 ♥ 4 2 ♦ K J 9 7 ♣ A 9 5 4</p> <p>♠ Q J 3 2 ♥ K Q 10 9 8 ♦ A ♣ K 8 2</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ A K 7 4 ♥ J 6 ♦ 8 6 5 4 3 ♣ 7 3</p> <p>♠ 10 9 ♥ A 7 5 3 ♦ Q 10 2 ♣ Q J 10 6</p>
N		E									
W											
	S										

West	North	East	South
	Pass	Pass	Pass
1♥	Pass	1♠	Pass
3♣	Pass	4♠	All Pass
4♠ by East		Opening lead: ♣Q	

West opens 1♥ after three Passes and sees his partner respond 1♠ (much the best response when unable to bid at the two-level). West, with fine Spade support, has to decide just how many Spades to bid. 2♣ would suggest a minimum opener, 4♠ would exaggerate the worth of the hand. West should opt for the *invitational* raise to 3♣, allowing East a way out with a pitiful responding hand. Here, with decent trumps and a working Jack, East is just about worth 4♠. After the ♣Q lead the defenders cash two Clubs and try a third. Declarer should simply draw trumps and knock out the ♥A, making five Spades (that's four Spades and a Club ruff), four Hearts and the ♦A.

Hand 2 Dealer East

<p>♠ 6 ♥ Q 10 4 2 ♦ K Q 10 9 7 ♣ 10 6 4</p> <p>♠ A K 7 4 ♥ 8 ♦ 8 6 5 4 3 ♣ J 7 2</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ Q J 10 9 ♥ A J 9 7 6 ♦ A J ♣ A 3</p> <p>♠ 8 5 3 2 ♥ K 5 3 ♦ 2 ♣ K Q 9 8 5</p>
N		E									
W											
	S										

West	North	East	South
	Pass	1♥	Pass
1♠	Pass	3♣	Pass
4♠	Pass	Pass	Pass
4♠ by West		Opening lead: ♦K	

After East opens 1♥ we have a similar situation to Hand 1. After West's 1♠ response (forced upon him as he lacks the strength to bid 2♦ and 1NT would be grotesque) East has to decide just how many Spades to bid. 2♣ would be too cold and 4♠ too hot, so 3♣ is the Goldilocks bid – just about right. West has a marginal call now but can just about justify bidding game as he holds decent trumps and a pretty 5-4-3-1 pattern. North leads the ♦K and West's Count and Plan shows a lack of winners (four Spades and three Aces). To *extend the trump suit* West needs to trump three Hearts in hand, making **seven** Spades (four on table and three ruffs), and three Aces.

Hand 3 Dealer South

<p>♠ J 9 7 3 ♥ K Q 10 7 ♦ 10 5 ♣ 6 4 3</p> <p>♠ K 6 5 2 ♥ 4 3 ♦ J 8 4 2 ♣ A 8 2</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ A Q 10 4 ♥ 9 5 2 ♦ 9 6 ♣ J 10 9 5</p> <p>♠ 8 ♥ A J 8 6 ♦ A K Q 7 3 ♣ K Q 7</p>
N		E									
W											
	S										

West	North	East	South
			1♦
Pass	1♥	Pass	4♥
Pass	Pass	Pass	
4♥ by North		Opening lead: ♣J	

South opens 1♦ with his lovely 1-4-5-3 hand containing 19 points. North, holding two four-card suits, responds "up-the-line" by bidding 1♥ in preference to 1♠. South now knows of a 4-4 major-suit fit and simply has to decide how far to raise Hearts. With a minimum of 25 points between the hands (a one-over-one response promises 6 points, remember) it is clear to raise partner to game. After the ♣J lead North can count four Hearts, three Diamonds and a Club "on top". There are only three losers, though (a Spade and two Clubs). As is usual it is best to play on the side suit – declarer makes **five** Hearts, **four** Diamonds and a Club.

Hand 4 Dealer West

<p>♠ A 10 9 6 ♥ A 5 ♦ A 3 ♣ A 8 6 5 2</p> <p>♠ 5 3 2 ♥ K 9 6 ♦ K Q 10 7 4 ♣ 10 4</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ 4 ♥ Q 10 7 3 2 ♦ 9 5 2 ♣ K Q J 7</p> <p>♠ K Q J 8 7 ♥ J 8 4 ♦ J 8 6 ♣ 9 3</p>
N		E									
W											
	S										

West	North	East	South
	1♣	Pass	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♦K	

North opens 1♣ and South responds 1♠. With 16 points and four-card support it is just a question of how many Spades North should bid. 4♠ would be overcooking it, a mere 2♠ would be undercooking it. 3♠ is just about right, inviting South to bid on. With a marginal decision, but with better than a minimum 6 points, South accepts the challenge. West leads the ♦K (normal stuff from K Q 10) and South can see just three losers. However, without ten obvious winners it would be wrong to draw trumps prematurely. Best is to aim to trump a Heart and a Diamond in the North hand, aiming to make **seven** Spades (five in declarer's hand and two ruffs) and three Aces.

§20. Example hands 5 to 8.

Hand 5 Dealer North

♠ A 8 4 3 ♥ K J 6 3 ♦ Q J 8 ♣ A J	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">S</td></tr> </table>	N	E	W	S	♠ J 10 ♥ A Q 10 8 ♦ K 7 5 3 ♣ Q 5 3
N	E					
W	S					
♠ Q ♥ 9 7 5 2 ♦ A 10 6 2 ♣ 10 9 8 7		♠ K 9 7 6 5 2 ♥ 4 ♦ 9 4 ♣ K 6 4 2				

West	North	East	South
Pass	1♥	Pass	1♠
Pass	3♠	Pass	4♠
4♠ by South		Opening lead: ♠10	

North opens 1♥ (normal practice with 4-4 in the majors and a hand too strong to open 1NT). South responds with an obvious 1♠ and North has to raise Spades. As in previous deals, 2♠ would be too feeble and 4♠ would be a wild exaggeration. 3♠ is a middle-of-the-road call, inviting South to the party. Now, with only 6 points many would Pass on the South cards but distribution trumps the point-count every time. Six trumps in a 6-4-2-1 hand gives South every reason to bid game. West leads the ♠10 and South should make short work of this one. With ten trumps he can draw them quickly (they break 2-1) and then ruff two Club losers on table. He makes **eight** Spades (six in hand and two ruffs in dummy) and two top Clubs.

Hand 6 Dealer East

♠ J 9 ♥ 6 ♦ Q J 8 7 5 4 ♣ K 9 6 2	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">S</td></tr> </table>	N	E	W	S	♠ A Q 8 2 ♥ A 9 7 5 3 ♦ A ♣ Q J 4
N	E					
W	S					
♠ K 7 5 3 ♥ K 8 ♦ 10 9 6 3 2 ♣ 10 3		♠ 10 6 4 ♥ Q J 10 4 2 ♦ K ♣ A 8 7 5				

West	North	East	South
1♠	Pass	1♥	Pass
3♠ by West	Pass	3♠	All Pass
3♠ by West		Opening lead: ♥6	

East opens 1♥ and West responds 1♠ on his four-card Spade suit. Note, once again, that it is the right tactics to make the cheapest response on a hand such as West's; here he is well short of the strength to respond 2♦. East, holding 17 points, four trumps and a lovely 5-4-3-1 hand has to raise Spades. 2♠ would be an abject underbid, 4♠ an overbid. 3♠ is about right. West, holding a minimum response, has no temptation to bid game. North tries his luck with his singleton Heart as an opening lead and declarer has to play carefully (a common theme with 4-4 fits). He must draw all the trumps first, before playing to establish a slow Club trick. If he does this he makes **five** Spades (four plus a ruff), two Hearts and a Club.

Hand 7 Dealer South

♠ J 9 3 ♥ Q J 9 6 5 ♦ K 2 ♣ K 9 6	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">S</td></tr> </table>	N	E	W	S	♠ 8 7 ♥ 2 ♦ A 7 6 4 ♣ Q J 10 8 4 3
N	E					
W	S					
♠ A 4 2 ♥ 10 8 7 4 ♦ Q J 10 8 ♣ 7 5		♠ K Q 10 6 5 ♥ A K 3 ♦ 9 5 3 ♣ A 2				

West	North	East	South
Pass	2♥	Pass	1♠
Pass	4♥ by North	Pass	4♥
4♥ by North		Opening lead: ♣Q	

South has a clear-cut opening bid of 1♠ and North has just enough to respond 2♥. With 16 points South should raise his partner to game, knowing that a 2♥ response to 1♠ promises a five-card suit. The play in 4♥ is just a matter of North counting his tricks. East leads the ♣Q and declarer just has to see that he can make five Hearts, four (slow) Spades and two Clubs (for eleven winners). That's plenty, so a Club ruff on table would be overegging the pudding. Declarer should take the ♣K in hand, draw trumps (*playing the high cards from the short hand first*) and play the ♠J to knock out the ♠A. True, the ♦Q switch enables East-West to take two Diamonds and a Spade, but that's their lot – declarer makes ten tricks.

Hand 8 Dealer West

♠ A 10 ♥ A 7 3 ♦ 9 6 4 3 ♣ 10 7 5 2	<table border="1" style="margin: auto;"> <tr><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">S</td></tr> </table>	N	E	W	S	♠ 8 7 ♥ Q J 9 6 5 ♦ A 8 2 ♣ K 9 6
N	E					
W	S					
♠ K Q J 5 2 ♥ K 10 8 ♦ K 7 ♣ J 8 4		♠ 9 6 4 3 ♥ 4 2 ♦ Q J 10 5 ♣ A Q 3				

West	North	East	South
1♠	Pass	2♥	Pass
3♥	Pass	Pass	Pass
3♥ by East		Opening lead: ♦Q	

Although this is a set on strong rebids this deal is included to emphasise two points. One is that a 2♥ response to 1♠ promises a five-card suit and the other is that an invitational bid should be rejected if your hand is minimum for your bidding to date. Here, West opens 1♠ (better than 1NT with a good five-card Spade suit) and East has (just) enough to respond 2♥. West should raise Hearts now with three of them and a known fit. East, with a bare 10 points, has no reason to advance to game opposite a minimum opening bid. With a strong opener (15+ points) West would have bid 4♥ (see Hand 7). 3♥ is no cakewalk (4♥ is hopeless), but declarer should be able to scramble his nine tricks if he sets up Spades.