



# *MARTY BERGEN'S*

## SECRETS TO WINNING BRIDGE

Number 10

### Responder's Rebids

*Inside you'll find:* *page*

The Key Bid of the Auction	2
What Did Opener Promise?	2 - 3
Responder Evaluates His Hand	4
Essential Principles	5
When to Put On the Brakes	6
Responder's Weak Rebids	7 - 9
Responder Invites Game	10-12
Responder Jumps to Game	13 - 14
Splinter Bids	15
4th-Suit Game Forcing	16 - 19
Your Turn to Shine	20-23
Cruise, Online Lessons, and Books	24

## Overview of Responder's Rebids

1♦ – 1♥  
1♠ – ???

Responder's #1 priority is to tell opener ASAP:  
**“From my point of view, do we have a game?”**  
 The four possible answers are listed below, along with the points and bids that correspond to them.

Answer	Points	Appropriate Actions
No	5 -7	Pass (with 3-4 spades)
Unlikely	6 -10	1NT 2♦ 2♥ 2♠
Maybe	11-12	2NT 3♣ 3♦ 3♥ 3♠
Yes	13+	3NT 4♥ 4♠ 4♣ 4♦ (Splinter Bids) 2♣ (4th-Suit Game Forcing)

## Essential Principles for Responder's Rebid

1♦ – 1♥  
1♠ – ???

Principles 1-5 also apply on other 3-suit auctions.

1. Non-jump rebids show weak hands.  
The only non-jump that promises a good hand is 2♣, which is an artificial bid (4th-Suit Game Forcing).
2. Jumping 1 level shows an invitational hand.
3. Jumps to game show little interest in slam.
4. Double Jumps to both 4♣ and 4♦ are Splinter Bids (in support of spades).
5. With all other game-forcing hands, rebid 2♣. If you have slam interest, you must rebid 2♣, but rebidding 2♣ doesn't promise slam interest. A 2♣ rebid is often based on a hand where your only goal is to find the best game.