

## Lesson 4 Rebids

### 1. Score Basics

- Part Score Bonus 50
- Nonvulnerable Game Bonus 300
- Vulnerable Game Bonus 500
- Nonvulnerable Slam Bonus 750
- Vulnerable Slam Bonus 1500

### 2. As you can see there is considerable incentive to bid and make higher level contracts.

- However, you should not bid unmakeable games and slams.
- Generally, the total number of High Card Points between yourself and partner will help determine how high you should bid.

### 3. There are four bids that are key to determining how high to bid.

- The opening bid gives the general range (for suit bids 12-21)
- Responder's first bid gives opener an idea of responder's point range (at least 6 points)
- The opener's rebid narrows his range.
  - Rebid at lowest level usually shows 13-15
  - Jump to 3 in agreed suit shows 16-18
  - Jump to 4 in agreed suit shows 19-21
  - Jump to 2nt shows 18-19
  - Reverse shows 17+ and is **forcing**
- The responder's rebid also narrows his range.
  - Pass indicates minimum.
  - New suit is unlimited and **forcing**
  - Jump in no trump is invitational
  - Game in the agreed suit shows 13-16.

Example hand on page 28

S AKQ95

H KQ108

D 843

C 9

You open 1 spade partner bids 2 spades

You have 15 total points partner promises 6-9 your side has a maximum of 24. That is not enough for game so pass.

Change the KQ of hearts to AK

S AKQ95

H AK108

D 843

C 9

You now have 16-18

You open 1 spade partner responds 2s

You have 16-18. Bid 3s