

Responder's New Suit Bids

Responder's new suit bids

If a limit bid is not possible, responder can bid a new suit, looking for an alternative fit.

A **major** suit fit is by far the best.

It is important to bid your suits in the correct order.

The same rules apply to Responder as they do to Opener.

- Longest suit
- Lower available 4-card suit
- Higher ranking 5-card suit
- Try and keep the bidding as low as possible to give you room to find a **fit**.

Responder's bids

Important – Responder's **new suit** is **forcing**

They are **unlimited** bids and can have a wide range of points (6-28)

Responses to the opening bid with NO FIT

- Bid & change suit at 1-level 6+ 4+ suit
- Bid & change suit at 2-level 10+ 4+ suit (**don't jump**)
- Bid 1NT 6-9 denies a 4+ card suit at the 1-level

Examples

Opener	Responder
♠ 95	♠ J8764
♥ AQ854	♥ K2
♦ A954	♦ KQJ32
♣ K8	♣ 6
1♥	– 1♠

Opener	Responder
♠ 8	♠ AK54
♥ AQJ5	♥ 9876
♦ KJ542	♦ AQ3
♣ K87	♣ 54
1♦	– 1♥

Opener	Responder
♠ 8	♠ A43
♥ AQJ53	♥ 98
♦ KJ52	♦ AQ643
♣ K87	♣ Q32
1♥	– 2♦

Opener	Responder
♠ 85	♠ AK43
♥ AQ854	♥ K2
♦ A954	♦ 3
♣ K8	♣ AJ9432
1♥	– 2♣

Opener	Responder
♠ 8	♠ J76
♥ AQJ5	♥ 98
♦ KJ542	♦ AQ
♣ K87	♣ J95432
1♦	– 1NT

Opener	Responder
♠ 8	♠ A43
♥ AQJ53	♥ 982
♦ KJ52	♦ Q64
♣ K87	♣ Q932
1♥	– 1NT

Opener's rebids after a new suit response

- Support partner's suit 4+ in that suit
- Bid NT balanced
- Bid a new suit 4+ in the 2nd suit
- Rebid long suit 5+ in the suit

Opener supports Responder's Suit

It is important to support partner's suit if possible, particularly in a major

After 1♥ – 1♠			
2♠	12-15	4-card support	single raise
3♠	16-17	4-card support	invitational raise
4♠	18-19	4-card support	game raise

Opener rebids a new suit – showing an unbalanced hand

After 1♥ – 1♠	
2 new suit	12-17
3 new suit	18-19

Opener rebids their own suit – showing an unbalanced hand

After 1♥ – 1♠		
2♥	12-15	5+ suit
3♥	16-17	6+ suit
4♥	18-19	6+ suit

Opener bids Notrumps – showing a balanced hand

After 1♥ – 1♠	
1NT	15-17
2NT	18-19

After 1♥ – 2♣	
2NT	15-17
3NT	18-19