

2 over 1 QUIZ—RESPONDER REBIDS
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Partner opens 1♠. You respond 2♣. Partner rebids 2♦. What is your call?

1. ♠AQx ♥Kx ♦Jxx ♣AKJxx
2. ♠xx ♥x ♦AJ10x ♣AKJxxx
3. ♠xx ♥KQx ♦AJx ♣KQ10xx
4. ♠Kxx ♥Kxx ♦xx ♣AQJxx
5. ♠KQx ♥Jxx ♦Qx ♣AK10xx
6. ♠xx ♥KJx ♦K10x ♣AQxxx
7. ♠Ax ♥xxx ♦Kx ♣AKJxxx
8. ♠Qx ♥AJx ♦KJx ♣AQJxx

Partner opens 1♥. You respond 2♦. Partner rebids 2♥. Your call?

9. ♠xx ♥KJx ♦AQxxx ♣Qxx
10. ♠KQx ♥x ♦AQxxx ♣QJxx
11. ♠QJx ♥Kxx ♦AJxxx ♣Kx
12. ♠x ♥AJx ♦KQJxx ♣Kxxx

Partner opens 1♠. You respond 2♣. Partner rebids 2NT. Your call?

13. ♠K10x ♥AQx ♦xx ♣KJ10xx
14. ♠AJx ♥KJx ♦Qx ♣QJ10xx
15. ♠xx ♥Kxx ♦Qxx ♣AKJxx
16. ♠x ♥Axx Kxx ♣AKQxxx

Partner opens 1♥. You respond 2♦. Partner raises to 3♦. What now?

17. ♠xx ♥AQx ♦KQJxx ♣Qxx
18. ♠Kx ♥KQx ♦AQxxx ♣xxx
19. ♠AKx ♥xx ♦KQJxx ♣Jxx
20. ♠Kx ♥x ♦AKJxxx ♣KQxx

ANSWERS TO 2 over 1 Quiz—Responder's Rebids

1. 3S—showing good spade support and slam interest.
2. 3H—SPLINTER in support of partner's diamonds.
3. 3NT—showing stoppers in other suits and 15-17 HCP
4. 2S—showing spade support with an ordinary opening hand.
5. 4S—showing spade support and DENYING 1st OR 2nd round control in either red suit. (compare with hand #1.)
6. 2NT—you have stoppers and no fit. Partner canNOT pass. You are in a game force.
7. 3C—you cannot bid no trump with hearts wide open.
8. 2NT—you have stoppers. This is the 18-19 HCP hand that will make a slam try if partner just rebids 3NT. Partner canNOT pass. You are in a game force.
9. 4H—fast arrival and DENIES controls in both black suits.
10. 2NT—You are allowed to rebid NT with a singleton in partner's major. Most descriptive call. No reason to trot out second minor when you have spades well stopped in addition.
11. 3H—heart support and an ordinary opening hand.
12. 3S—SPLINTER in support of hearts. Partner will know you have ONLY 3 trumps on this auction.
13. 4S—fast arrival. Partner has limited his/her hand. Your hand is limited. Time to shut off communication. (If partner has the 18-19 hand, s/he will take control.)
14. 4S—fast arrival. (If partner has 18-19 hand, s/he will take further action.)
15. 3NT—logical game.
16. 3C—your suit is so good, it is worth making a very mild slam try. Partner can sign off in 3NT with no interest. (If partner has something like ♠Axxxx ♥KJx ♦AQ ♣xxx, should know that his/her cards are golden and go for club slam.)
17. 4H—Shows good diamonds and good hearts and DENIES controls in either of the black suits.
18. 3H—showing hearts support. You have a spade control, so do NOT use fast arrival to shut off in game.
19. 3S—this is a “concentration of values” bid looking for 3NT if partner has a club stopper. (3NT is cheaper game than 5D.)
20. 4NT—all you want to know are Aces at this point, so ASK. Partner has to have at least two for opening bid and may well have 3 since s/he often has extra values when raising your minor to 3 level.