

## L5 Opener's New Suit Rebid & Responder

|                |             |
|----------------|-------------|
| <b>Board 1</b> | Limit Rebid |
| North Deals    | ♠ K         |
| None Vul       | ♥ K Q J 5 4 |
|                | ♦ Q J 9 8   |
|                | ♣ 10 7 4    |
| ♠ 7 5 4 3      | ♠ J 10 9 8  |
| ♥ A 10 8       | ♥ 9 7 6 2   |
| ♦ A 5 2        | ♦ K 4       |
| ♣ Q 8 2        | ♣ A K J     |
|                | ♠ A Q 6 2   |
|                | ♥ 3         |
|                | ♦ 10 7 6 3  |
|                | ♣ 9 6 5 3   |

| West | North            | East | South             |
|------|------------------|------|-------------------|
|      | 1 ♥              | Pass | 1 ♠ <sup>1</sup>  |
| Pass | 2 ♦ <sup>2</sup> | Pass | Pass <sup>3</sup> |
| Pass |                  |      |                   |

1. 6-15 HCPs and 4+ spades,
2. 12-18 HCPs, 4+ diamonds and 5+ hearts
3. Preference Pass

2 ♦ by North

Lead: ♣ A

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit and at least four cards in his second suit. South has only a singleton heart but is happy with diamonds - an 8 card fit - but with only six points he passes partner's 2 ♦ (**a preference pass**).

West knows East has ♣ K and because he has ♣ Q he plays ♣ 8, the highest club he can afford, to encourage East to continue clubs. East continues with ♣ KJ. The defenders later take three red suit tricks to beat the contract.

## L5 Opener's New Suit Rebid & Responder

|                |             |
|----------------|-------------|
| <b>Board 2</b> | Limit Rebid |
| East Deals     | ♠ A 7 5 4 3 |
| N-S Vul        | ♥ A 10      |
|                | ♦ A 5 2     |
|                | ♣ 10 8 2    |
| ♠ K Q 6 2      | ♠ 8         |
| ♥ 8 3 2        | ♥ K Q J 5 4 |
| ♦ J 10         | ♦ K Q 9 8   |
| ♣ 9 6 5 3      | ♣ Q 7 4     |
|                | ♠ J 10 9    |
|                | ♥ 9 7 6     |
|                | ♦ 7 6 4 3   |
|                | ♣ A K J     |

| West             | North    | East             | South |
|------------------|----------|------------------|-------|
|                  |          | 1 ♥              | Pass  |
| 1 ♠ <sup>1</sup> | Pass     | 2 ♦ <sup>2</sup> | Pass  |
| 2 ♥ <sup>3</sup> | All pass |                  |       |

1. 6-15 HCPs and 4+ spades
2. 12-18 HCPs and 4+ diamonds and 5+ hearts
3. Preference. Could have only two hearts but preferring a 5-2 fit 4-3 diamond fit.

2 ♥ by East

Lead: ♣ A

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. West is minimum and prefers hearts to diamonds, hence 2 ♥ (**reluctant preference**).

North discourages with ♣ 2, so South switches suit, maybe to ♠ J. When North gains the lead he reverts to clubs and South can cash ♣ K and ♣ J. Two red aces now defeat the contract.

## L5 Opener's New Suit Rebid & Responder

|                |             |
|----------------|-------------|
| <b>Board 3</b> | Limit Rebid |
| South Deals    | ♠ A K Q 6 2 |
| E-W Vul        | ♥ A 3 2     |
|                | ♦ J 10      |
|                | ♣ 10 6 5    |
| ♠ J 10 9       | ♠ 7 5 4 3   |
| ♥ 9 7 6        | ♥ 10 8      |
| ♦ 7 6 4 3      | ♦ A 5 2     |
| ♣ K Q 3        | ♣ A 9 8 2   |
|                | ♠ 8         |
|                | ♥ K Q J 5 4 |
|                | ♦ K Q 9 8   |
|                | ♣ J 7 4     |

| West | North            | East     | South            |
|------|------------------|----------|------------------|
|      |                  |          | 1 ♥              |
| Pass | 1 ♠ <sup>1</sup> | Pass     | 2 ♦ <sup>2</sup> |
| Pass | 4 ♥ <sup>3</sup> | All pass |                  |

1. 6+ points - could have 15+ points
2. 12-18 HCPs, 4+ diamonds and 5+ hearts
3. 8+ card heart fit and points for game

4 ♥ by South

Lead: ♣ K

South is promising at least 5 hearts and at least four diamonds. With 14 points North must ensure game is reached and settles for the 5-3 heart fit.

West leads ♣ K, the top of a sequence in the unbid suit. East knows this must be from ♣ KQ so because he has ♣ A he plays a high club ♣ 9, a **positive attitude signal**, to encourage West to continue clubs. The defenders cash the first three clubs and ♦ A to defeat the contract.

## L5 Opener's New Suit Rebid & Responder

|                |             |
|----------------|-------------|
| <b>Board 4</b> | Limit Rebid |
| West Deals     | ♠ Q 10 7    |
| Both Vul       | ♥ Q J 9 7   |
|                | ♦ A 10 9 8  |
|                | ♣ Q 6       |
| ♠ 8            | ♠ A 9 6 3 2 |
| ♥ A K 5 3 2    | ♥ 6 4       |
| ♦ K Q J 2      | ♦ 6 4 3     |
| ♣ 7 5 4        | ♣ A K 10    |
|                | ♠ K J 5 4   |
|                | ♥ 10 8      |
|                | ♦ 7 5       |
|                | ♣ J 9 8 3 2 |

| West              | North | East              | South |
|-------------------|-------|-------------------|-------|
| 1 ♥ <sup>1</sup>  | Pass  | 1 ♠ <sup>2</sup>  | Pass  |
| 2 ♦ <sup>3</sup>  | Pass  | 2 NT <sup>4</sup> | Pass  |
| Pass <sup>5</sup> | Pass  |                   |       |

1. 12-19 HCPs and 4+hearts
2. 6+ points - could have 15+ for this bid.
3. 12-18 HCPs, 4 diamonds and 5 hearts
4. Invitation to 3 NT; stopper in the unbid suit, clubs.
5. Minimum opening values so declines the invitation

2 NT by East

Lead: ♣ 3

West is promising at least 5 hearts and at least four diamonds. With no likely fit in either of West's suits, East's 2 NT is a game try, showing 10- 12 points and values in the fourth suit (clubs). South leads ♣ 3, the fourth highest from his longest suit. North plays ♣ Q, (**third hand high**). Declarer wins ♣ A.

Declarer can count 5 top tricks, 1 in ♠, 2 in ♥ and 2 in ♣. He can make two diamonds tricks by force once the ♦ A is driven out, but provided the defenders give nothing away declarer may find he cannot make more than seven tricks.

If North gains the lead with ♦ A he should return ♣ 6, the suit his partner led at trick 1.

## L5 Opener's New Suit Rebid & Responder

**Board 5**

North Deals  
N-S Vul

Limit Rebid

♠ 8  
♥ A K Q 3 2  
♦ K Q J 2  
♣ 7 5 4

♠ K J 7 5 4  
♥ 10 8  
♦ 7  
♣ J 9 8 3 2

♠ Q 10  
♥ J 9 7 6 4  
♦ A 10 9 8  
♣ Q 6

♠ A 9 6 3 2  
♥ 5  
♦ 6 5 4 3  
♣ A K 10



| West | North             | East     | South             |
|------|-------------------|----------|-------------------|
|      | 1 ♥               | Pass     | 1 ♠ <sup>1</sup>  |
| Pass | 2 ♦ <sup>2</sup>  | Pass     | 2 NT <sup>3</sup> |
| Pass | 3 NT <sup>4</sup> | All pass |                   |

1. 6+ points unlimited, 4+ spades
2. 12-18 HCPs, 4 diamonds and 5 hearts
3. 10-12 HCPs invitational to 3 NT, no three hearts, clubs stopped
4. Non-minimum opener - 15 points, so accepts the invitation.

3 NT by South

Lead: ♣ 3

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. 2 NT is a game try, showing 10-12 points and values in the fourth suit (clubs). North is not minimum so bids on to game.

West leads ♣ 3, the fourth highest. He doesn't lead spades because South bid spades.

East plays ♣ Q and declarer takes ♣ A. Because of the bad diamond and heart breaks declarer will struggle to make nine tricks. If East gains the lead with ♦ A he should return ♣ 6, his partner's suit.

## L5 Opener's New Suit Rebid & Responder

**Board 6**

East Deals  
E-W Vul

Limit Rebid

♠ J 5 4  
♥ 10 8 2  
♦ 7 5  
♣ J 9 8 3 2

♠ A K 6 3 2  
♥ Q  
♦ 10 4 3  
♣ A 10 7 6

♠ 8  
♥ A K J 5 3  
♦ J 9 8 6  
♣ K 5 4

♠ Q 10 9 7  
♥ 9 7 6 4  
♦ A K Q 2  
♣ Q



| West              | North    | East             | South |
|-------------------|----------|------------------|-------|
|                   |          | 1 ♥              | Pass  |
| 1 ♠ <sup>1</sup>  | Pass     | 2 ♦ <sup>2</sup> | Pass  |
| 3 NT <sup>3</sup> | All pass |                  |       |

1. 6-15 HCPs and 4+ spades
2. 12-18 HCPs, 4+ diamonds and 5+ hearts
3. Game values (13 points) even if opener is minimum; clubs stopped

3 NT by West

Lead: ♣ 3

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. With 13 points West must ensure game is reached and with no fit and values in the unbid suit (clubs) 3 NT is obvious.

North leads ♣ 3, the fourth highest from his longest suit.

Declarer can count 8 top tricks: 2 in ♠, 4 in ♥ and 2 in ♣. His 9th trick will come from hearts (by length) provided the missing 7 hearts break a likely 4-3. Declarer wins ♣ A and cashes ♥ Q. Now he enters dummy with ♣ K and cashes ♥ A K J. The missing hearts break 4-3 so ♥ 5 is now declarer's ninth trick.

## L5 Opener's New Suit Rebid & Responder

**Board 7**  
 South Deals  
 Both Vul

Limit Rebid

♠ J  
 ♥ K 3  
 ♦ A K 6 3  
 ♣ Q 10 9 8 7 5

♠ 10 8 4  
 ♥ J 10 9 5  
 ♦ J 7  
 ♣ K 6 3 2

♠ Q 9 3 2  
 ♥ Q 4 2  
 ♦ Q 10 8 2  
 ♣ A 4

♠ A K 7 6 5  
 ♥ A 8 7 6  
 ♦ 9 5 4  
 ♣ J

| West | North             | East     | South            |
|------|-------------------|----------|------------------|
|      |                   |          | 1 ♠ <sup>1</sup> |
| Pass | 2 ♣ <sup>2</sup>  | Pass     | 2 ♥ <sup>3</sup> |
| Pass | 3 NT <sup>4</sup> | All pass |                  |

1. 12-19 HCPs and 4+ spades
2. 9+ HCPs (Rule of 14) and 4+ clubs
3. 12-18 HCPs and 4+ hearts and 5+ spades
4. Game values with diamonds stopped

3 NT by North

Lead: ♦ 2

With 13 points North must ensure game is reached and with no fit and values in the unbid suit (diamonds) 3 NT is obvious.

East leads ♦ 2, the fourth highest of the unbid suit. North wins ♦ A. North can count six top tricks, 2 in ♠, 2 in ♥, and 2 in ♦. The best potential source of extra tricks is in clubs, by force once the ♣ A and ♣ K have been driven out, so North tackles clubs first.

There is a twist here: he should play ♣ Q, swallowing up South's ♣ J. Because he has all the high clubs except ♣ AK he can afford to squander ♣ J, and just in case the defenders decide not to win the first club trick, the lead must remain with North so he can continue clubs.

## L5 Opener's New Suit Rebid & Responder

**Board 8**  
 West Deals  
 None Vul

Limit Rebid

♠ K 10 8 4  
 ♥ 9 5  
 ♦ K Q J 9  
 ♣ 6 3 2

♠ A 7 6 5 2  
 ♥ A 8 7 6  
 ♦ A 5 4  
 ♣ J

♠ Q  
 ♥ K Q J 3  
 ♦ 6 3  
 ♣ K Q 10 9 8 7

♠ J 9 3  
 ♥ 10 4 2  
 ♦ 10 8 7 2  
 ♣ A 5 4

| West             | North | East             | South    |
|------------------|-------|------------------|----------|
| 1 ♠              | Pass  | 2 ♣ <sup>1</sup> | Pass     |
| 2 ♥ <sup>2</sup> | Pass  | 4 ♥ <sup>3</sup> | All pass |

1. 9+ points (Rule of 14); 4+ clubs
2. 12-18 HCPs, 4+ hearts and 5+ spades
3. Heart fit and game values (16 points including shortage)

4 ♥ by West

Lead: ♦ K

West's bidding promises five spades and four hearts. With a heart fit and 13 points East must ensure game is reached, hence 4 ♥.

North leads ♦ K, top of a sequence.

West can count six top tricks, 1 in ♠, 4 in ♥, and 1 in ♦. Clubs will produce length tricks once the ♣ A is driven out.

West wins ♦ A and draws trumps. Now he should overtake ♣ J with ♣ K and carry on playing clubs to force out ♣ A. Because he has all the high clubs except ♣ A he can afford to squander ♣ J, and just in case the defenders decide not to win the first club trick, the lead must be with East so he can continue clubs.

## L5 Opener's New Suit Rebid & Responder

**Board 9**  
 North Deals  
 E-W Vul

Limit Rebid

♠ A 7 6 5 2  
 ♥ A 8 7 6  
 ♦ A 4 2  
 ♣ J

♠ J 9 3  
 ♥ Q 10 4 2  
 ♦ 10 8 7  
 ♣ A 5 4

♠ 10 8  
 ♥ J 9 5  
 ♦ K Q J 9  
 ♣ 7 6 3 2

♠ K Q 4  
 ♥ K 3  
 ♦ 6 5 3  
 ♣ K Q 10 9 8



| West     | North            | East | South            |
|----------|------------------|------|------------------|
|          | 1 ♠              | Pass | 2 ♣ <sup>1</sup> |
| Pass     | 2 ♥ <sup>2</sup> | Pass | 4 ♠ <sup>3</sup> |
| All pass |                  |      |                  |

1. 8+ HCPs Rule of 14 & 4+ clubs
2. 12-18 HCPs, 4+ hearts and 5+ spades
3. Delayed 3 card spade support, spade fit and game values

4 ♠ by North

Lead: ♦ K

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. With 13 points South must ensure game is reached and settles for the 5-3 spade fit.

East leads ♦ K, top of a sequence.

North wins ♦ A and draws trumps. Now he should overtake ♣ J with ♣ K and carry on playing clubs to force out ♣ A. Because he has all the high clubs except ♣ A he can afford to squander ♣ J, and just in case the defenders decide not to win the first club trick, the lead must be with South so he can continue clubs.

## L5 Opener's New Suit Rebid & Responder

**Board 10**  
 East Deals  
 Both Vul

Limit Rebid

♠ J 9 3  
 ♥ Q 10 4 2  
 ♦ 8 7 4  
 ♣ A 5 4

♠ K 4  
 ♥ 5 3  
 ♦ 9 6 5 3  
 ♣ K Q J 10 9

♠ A 7 6 5 2  
 ♥ J 8 7 6  
 ♦ A K 2  
 ♣ 8

♠ Q 10 8  
 ♥ A K 9  
 ♦ Q J 10  
 ♣ 7 6 3 2



| West             | North    | East             | South |
|------------------|----------|------------------|-------|
|                  |          | 1 ♠              | Pass  |
| 2 ♣ <sup>1</sup> | Pass     | 2 ♥ <sup>2</sup> | Pass  |
| 2 ♠ <sup>3</sup> | All pass |                  |       |

1. 8+ HCPs Rule of 14 and 4+ clubs
2. 12-18 HCPs; 4+ hearts and 5+ spades
3. Reluctant preference. Does not promise 3 spades.

2 ♠ by East

Lead: ♦ Q

When opener chooses to open with a suit and rebid a completely new suit he invariably has at least five cards in his first suit. West has no more than the nine points he has shown by bidding 2 ♣ and has a difficult choice. The best he can do is to choose the known 5-2 spade fit (**reluctant preference**).

South leads ♦ Q, top of a sequence.

East wins ♦ A. This is not a comfortable hand to play because declarer has only seven trumps. He must try to make some club tricks while ♠ K is still an entry to dummy so plays a club at trick 2. Perhaps North takes ♣ A and returns a diamond. Declarer wins ♦ K, cashes ♠ A, enters dummy with ♠ K and starts playing clubs, discarding red suit losers. He should make eight tricks.

## L5 Opener's New Suit Rebid & Responder

**Board 11**  
 South Deals  
 None Vul

Limit Rebid

♠ J 7 6 3 2  
 ♥ K J 3 2  
 ♦ 8 4  
 ♣ K 2

♠ A Q 9  
 ♥ A 6 5  
 ♦ Q 9 3  
 ♣ J 10 9 6

♠ K 10 4  
 ♥ 10 9  
 ♦ J 10 2  
 ♣ Q 8 7 5 3

♠ 8 5  
 ♥ Q 8 7 4  
 ♦ A K 7 6 5  
 ♣ A 4

| West | North            | East | South            |
|------|------------------|------|------------------|
|      |                  |      | 1 ♦              |
| Pass | 1 ♠ <sup>1</sup> | Pass | 2 ♦ <sup>2</sup> |
| Pass | Pass             | Pass |                  |

1. 6+ HCPs and 4+ spades
2. 12-15 HCPs and 5+ diamonds, denies four spades; too weak to bid 2 ♥, a reverse (forcing) that would require 16+ points

2 ♦ by South  
 Lead: ♣ J

South opens 1 ♦, his longest suit. North responds 1 ♠, his longest suit. South would like to show hearts, but 2 ♥ would be a **reverse**, a new suit above his 2 ♦ barrier, so he can only repeat the diamonds. 2 ♦ shows a minimum opening bid. The best contract in hearts is thus missed, but that only shows what a hard game bridge is!

West leads ♣ J, top of a sequence.

Declarer wins ♣ A and should play ♦ A K 5. He is in luck when they break 3-3. Later he forces out ♥ A, making three heart tricks when hearts break 3-2.

## L5 Opener's New Suit Rebid & Responder

**Board 12**  
 West Deals  
 N-S Vul

Limit Rebid

♠ A Q 9  
 ♥ 6 5 4  
 ♦ 9 6 3  
 ♣ J 10 9 6

♠ 8 5  
 ♥ A Q 8 7  
 ♦ A K Q J 5  
 ♣ 4 3

♠ J 7 6 3 2  
 ♥ K J 3 2  
 ♦ 8 4  
 ♣ A 2

♠ K 10 4  
 ♥ 10 9  
 ♦ 10 7 2  
 ♣ K Q 8 7 5

| West             | North | East             | South    |
|------------------|-------|------------------|----------|
| 1 ♦              | Pass  | 1 ♠ <sup>1</sup> | Pass     |
| 2 ♥ <sup>2</sup> | Pass  | 4 ♥ <sup>3</sup> | All pass |

1. 6+ HCPs unlimited; 4+ spades
2. Reverse, 16+ points unlimited; 4+ hearts and 5+ diamonds
3. Heart fit and game values

4 ♥ by West  
 Lead: ♣ J

West's 2 ♥ rebid is above the 2 ♦ barrier (a **reverse**), showing a strong hand (at least 16 points) and longer diamonds than hearts. The reverse is forcing. East knows the partnership has enough for game and bids game in the 8-card major fit.

North leads ♣ J, top of a sequence.

Declarer wins ♣ A and draws trumps. Next he cashes his five diamond winners, discarding two spades and his losing club from dummy. He can now ruff ♣ 4 and make 11 tricks.

## L5 Opener's New Suit Rebid & Responder

|                 |             |
|-----------------|-------------|
| <b>Board 13</b> | Limit Rebid |
| North Deals     | ♠ 8 5       |
| Both Vul        | ♥ Q 8 7 2   |
|                 | ♦ A K Q J 5 |
|                 | ♣ A 3       |
| ♠ K 7 4         | ♠ A 9 6 3   |
| ♥ A J 10 9 3    | ♥ 6 5       |
| ♦ 7             | ♦ 10 9 3    |
| ♣ 10 9 8 7      | ♣ K Q J 6   |
|                 | ♠ Q J 10 2  |
|                 | ♥ K 4       |
|                 | ♦ 8 6 4 2   |
|                 | ♣ 5 4 2     |

| West | North             | East | South            |
|------|-------------------|------|------------------|
|      | 1 ♦               | Pass | 1 ♠ <sup>1</sup> |
| Pass | 2 ♥ <sup>2</sup>  | Pass | 3 ♦ <sup>3</sup> |
| Pass | Pass <sup>4</sup> | Pass |                  |

1. 6+ HCPs unlimited, 4+ spades
2. Reverse, forcing; 16+ points unlimited; 4+ hearts and 5+ diamonds
3. Forced to bid; 3 ♦ shows preference for diamonds. Could be very weak.
4. Settles for a part score contract.

3 ♦ by North  
Lead: ♣ K

South shows his major suit before supporting the minor. North's 2 ♥ rebid is above the 2 ♦ barrier (**a reverse**), showing a strong hand (at least 16 points) and longer diamonds than hearts. The reverse is forcing so South must bid, but with just six points he chooses a bid that can be passed, 3 ♦.

East leads ♣ K, top of a sequence.

North wins ♣ A and draws trumps. Best play now is to play on spades: forcing out ♠ A K makes ♠ 10 a winner. Later, playing a top heart drives out ♥ A and makes the other top heart a winner. A heart ruff in dummy ensures nine tricks

## L5 Opener's New Suit Rebid & Responder

|                 |              |
|-----------------|--------------|
| <b>Board 14</b> | Limit Rebid  |
| East Deals      | ♠ K 7 4      |
| None Vul        | ♥ A J 9 3    |
|                 | ♦ 7          |
|                 | ♣ J 10 9 8 7 |
| ♠ Q J 3 2       | ♠ 8 5        |
| ♥ K 4           | ♥ Q 8 7 2    |
| ♦ 8 6 4         | ♦ A K Q J 5  |
| ♣ K Q 4 2       | ♣ A 3        |
|                 | ♠ A 10 9 6   |
|                 | ♥ 10 6 5     |
|                 | ♦ 10 9 3 2   |
|                 | ♣ 6 5        |

| West              | North    | East             | South |
|-------------------|----------|------------------|-------|
|                   |          | 1 ♦              | Pass  |
| 1 ♠ <sup>1</sup>  | Pass     | 2 ♥ <sup>2</sup> | Pass  |
| 3 NT <sup>3</sup> | All pass |                  |       |

1. 6+ points and 4+ spades
2. Reverse (forcing), 16+ points unlimited; 4+ hearts, 5+ diamonds
3. With game values and clubs stopped, preferring 3 NT to 5 ♦

3 NT by West  
Lead: ♣ J

East's 2 ♥ rebid is above the 2 ♦ barrier, **a reverse** showing a strong hand (at least 16 points) and longer diamonds than hearts. The reverse is forcing. With 11 points opposite 16 West knows there is enough for game. With values in the unbid suit (clubs) he prefers 3 NT to 5 ♦.

North leads ♣ J, top of a sequence.

East wins ♣ A, another example of the top card first from the shorter holding. Now declarer plays ♥ K to force out ♥ A, setting up ♥ Q as a winner. Nine tricks, made.

## L5 Opener's New Suit Rebid & Responder

|                 |              |
|-----------------|--------------|
| <b>Board 15</b> | Limit Rebid  |
| South Deals     | ♠ Q J 3 2    |
| N-S Vul         | ♥ K 4        |
|                 | ♦ 8 6 4      |
|                 | ♣ K Q 4 2    |
| ♠ A 10 9 6      | ♠ K 7 5 4    |
| ♥ A 10 6 5      | ♥ J 9        |
| ♦ 10 9 3        | ♦ 7 2        |
| ♣ 6 5           | ♣ J 10 9 8 7 |
|                 | ♠ 8          |
|                 | ♥ Q 8 7 3 2  |
|                 | ♦ A K Q J 5  |
|                 | ♣ A 3        |

| West | North             | East | South             |
|------|-------------------|------|-------------------|
|      |                   |      | 1 ♥               |
| Pass | 1 ♠ <sup>1</sup>  | Pass | 2 ♦ <sup>2</sup>  |
| Pass | 2 NT <sup>3</sup> | Pass | 3 NT <sup>4</sup> |

All pass

1. 6+ HCPs and 4+ spades, no four hearts
2. 12-18 HCPs, 5+ hearts and 4+ diamonds
3. 10-12 HCPs, no 3 hearts, stops in the unbid suit (clubs). Invitational to 3 NT
4. A combined 26+ points so accepts the invitation

3 NT by North

Lead: ♣ J

South has enough points to reverse by opening 1 ♦ and rebidding 2 ♥) but with five cards in each of the red suits he must open the higher ranked suit, hearts. He has values to spare for 2 ♦. 2 NT shows 10-12 points and South shows his extra values by pressing on to 3 NT.

East leads ♣ J, top of a sequence.

South wins ♣ A, another example of the top card first from the shorter holding. Now declarer plays ♥ K to force out ♥ A, setting up ♥ Q as a winner. Nine tricks made.

## L5 Opener's New Suit Rebid & Responder

|                 |              |
|-----------------|--------------|
| <b>Board 16</b> | Limit Rebid  |
| West Deals      | ♠ A 10 9 4   |
| E-W Vul         | ♥ A 10 5     |
|                 | ♦ 10 9       |
|                 | ♣ K Q 6 5    |
| ♠ 8             | ♠ Q 6 3 2    |
| ♥ Q 8 7 3 2     | ♥ K J 4      |
| ♦ A K Q J 5 4   | ♦ 8 6 2      |
| ♣ A             | ♣ J 3 2      |
|                 | ♠ K J 7 5    |
|                 | ♥ 9 6        |
|                 | ♦ 7 3        |
|                 | ♣ 10 9 8 7 4 |

| West             | North | East             | South    |
|------------------|-------|------------------|----------|
| 1 ♦ <sup>1</sup> | Pass  | 1 ♠ <sup>2</sup> | Pass     |
| 2 ♥ <sup>3</sup> | Pass  | 3 ♦ <sup>4</sup> | Pass     |
| 3 ♥ <sup>5</sup> | Pass  | 4 ♥ <sup>6</sup> | All pass |

1. 12-19 HCPs and 4+ diamonds
2. 6+ points; 4+ spades
3. Reverse - 16+ points unlimited; 4+ hearts and 5+ diamonds, forcing
4. Forced to bid - reluctant preference. Does not promise four diamonds.
5. Strongly encouraging, showing a 5th heart and therefore a 6th diamond.
6. With a double fit, preferring the major suit game

4 ♥ by West

Lead: ♣ K

When West rebids 2 ♥ (above the 2 ♦ barrier, a **reverse**) showing at least 16 points, at least four hearts, and longer diamonds than hearts. East gives **reluctant preference** to 3 ♦. West could pass but bids on because of his excellent shape. 3 ♥ shows a fifth heart, and therefore implies a sixth diamond. East prefers the 5-3 major suit game to the 6-3 minor suit game.

North leads ♣ K, top of a sequence. West wins ♣ A and provided he immediately turns his attention to drawing trumps he should make 11 tricks.