

Rebids by Opener and Responder after New Minor

Suggested Partnership Continuations after New Minor presented by Mike Savage

1D-1S-1NT-2H: Opener is expected to pass or correct, but could bid 3H with a fit and a supermax.

1D-1S-1NT-3C: Shows a weak hand with four spades and six clubs and is to play.

1D-1S-1NT-3H: Forcing with at least five-five in the majors.

New Minor:

1D-1S-1NT-2C: Invitational or better with five spades, five spades and four hearts, six spades and four hearts or forcing with a diamond fit with no specific major lengths.

2D = Minimum w/o 3 spades or 4 hearts; may have 4 diamonds & doesn't like NT.

2nd choice: Shows 5 diamonds, passable (then 2NT is catch-all w/o 3 spades).

2H = Invitational with five-five or six-five in the majors.

2S = To play with a minimum and 5 good or 6 spades (may have 4 hearts).

2NT = Mildly invitational with a hand that looks right to play in no-trump.

3C = Forcing with at least five-five in the blacks.

3D = Forcing with 4 or more diamonds (necessary to set diamonds as trumps).

3H = Splinter raise of diamonds (always with a *stiff* if 4H shows a void).

3S = Forcing with six or more spades and slam interest.

3NT = Shows game values with five spades (may have four hearts).

4C = Splinter raise of diamonds.

4D = RKC for diamonds.

4H = Splinter raise of diamonds with a *void* (*could be Exclusion instead*).

4S = To play, with six spades and usually four hearts.

4NT = Natural and invitational.

2H = Shows a minimum with four hearts and may have three spades.

2S = To play, with a minimum New Minor hand with five good or 6 spades.

2NT = Invitational with five spades and a hand suitable to play in no-trump.

3C = Forcing with at least five-five in the blacks.

3D = Forcing with 4 or more diamonds (necessary to set diamonds as trumps).

3H = Invitational with at least five spades and four hearts—pass or bid 4H.

3S = Forcing with six spades and slam interest.

3NT = Shows game values and five spades.

4C = Splinter raise of hearts.

4D = Splinter raise of hearts.

4H = To play.

4S = To play—perhaps interested in 6S if opener had super-accepted spades.

4NT = RKC for hearts.

2S = Shows a minimum with three spades and without four hearts.

2NT = Invitational, balanced with five spades—usually 5-3-2-3.

3C = Forcing with at least five-five in the blacks.

3D = Forcing with 4 or more diamonds (necessary to set diamonds as trumps).

3H = Forcing with at least five-five in the majors.

3S = Invitational with very close to game going values.

3NT = Choice of games with a balanced hand (probably two diamonds).

4C = Splinter, showing shortness in clubs and slam interest.

4D = Splinter showing shortness in diamonds and slam interest.

4H = Splinter, showing shortness in hearts (may have four clubs).

4S = To play.

4NT = RKC for spades.

2NT = Shows a full minimum opener w/o 3 spades or 4 hearts and likes no-trump.

1D-1H-1NT-3C: Shows a weak hand with four hearts and six clubs and is to play.

1D-1H-1NT-2S: Game forcing with five hearts and four spades and weakness in the minors.

1D-1H-1NT-3S: Forcing with six hearts and five spades.

New Minor:

1D-1H-1NT-2C: Invitational or better with at least five hearts or forcing with a diamond fit.

2D = Minimum w/o 3 hearts, may only have 4 diamonds & doesn't like no-trump.

2nd choice: Shows 5 diamonds, passable (then 2NT is catch-all w/o 3 hearts).

2H = To play, with a minimum New Minor hand and 5 good or 6 hearts.

2S = Artificial—*maybe showing a 2NT rebid without spade strength.*

2NT = Mildly invitational with a hand that looks right to play in no-trump.

3C = Forcing with at least five-five in hearts and clubs.

3D = Forcing with diamond support (necessary to set diamonds as trumps).

3H = Forcing, at least 6 hearts and slam interest opposite the right minimum.

3S = Splinter raise of diamonds (always with a stiff if 4S shows a void).

3NT = Shows game values, five hearts and is balanced or semi-balanced.

4C = Splinter raise of diamonds.

4D = RKC in diamonds.

4H = To play.

4S = Splinter raise of diamonds with a void (*could be Exclusion instead*).

4NT = Natural and invitational.

2H = Shows a minimum with three hearts and denies four spades.

2S = Invitational, balanced with five hearts and four spades or spade values.

2NT = Invitational, balanced with five hearts—usually 3-5-2-3.

3C = Forcing with at least five-five in hearts and clubs.

3D = Forcing with 4+ diamonds (necessary to set diamonds as trumps).

3H = Forcing with slam interest opposite the right minimum.

3S = Forcing diamond raise & shortness (if always a stiff, 4S shows a void).

3NT = Choice of games with a balanced hand (probably has two diamonds).

4C = Splinter raise of diamonds.

4D = RKC for diamonds.

4S = Splinter raise of diamonds with a void (*could be Exclusion instead*).

4NT = RKC for hearts.

2S = Shows a 2NT rebid without a spade stop and may be a minimum.

2NT = Minimum with at least one spade stopper as dummy.

3C = Forcing with at least five-five in spades and clubs.

3D = Forcing with 4+ diamonds (necessary to set diamonds as trumps).

3H = Forcing with six hearts and slam interest.

3S = Splinter raise of diamonds (if must be a stiff, 4S shows a void).

3NT = Natural, to play with stoppers and no slam interest.

4C = Splinter raise of diamonds.

4D = RKC for diamonds.

4H = To play.

4S = Splinter raise of diamonds with a void (*could be Exclusion instead*).

4NT = Natural and invitational.

2NT = Shows a full minimum opener w/o three hearts and likes no-trump.

Continuations by opener and responder after opening 1C should be basically the same, just adjusted to reflect that partner opened 1C instead of 1D. For instance after opening 1C, over New Minor w/o three of responder's major or four in the other, opener must rebid 2NT on all minimums.

1H-1S-1NT—You have two choices here if you play New Minor—2C and 2D. These are the two possibilities: Use **2C** as the default New Minor *whenever* you are 3-3 in the minors and thus bidding 2D shows a (usually weak) 4-card suit *or* with 3-3 in the minors *always* bid your stronger minor.

The advantages of making 2C the default New Minor is bidding 2D always shows a 4-card suit. It also allows opener to bid an artificial 2D over 2C when he doesn't like no-trump very much and usually has honor doubleton in responder's major & prefers to play in it—but only has two of them.

IMHO the advantages of playing 2C as the default New Minor choice when you are three-three are stronger than just bidding your stronger minor—so I will proceed under that assumption and that your partnership plays **1H-1S-1NT-3C** shows a weak hand with four hearts, six clubs and is to play.

New Minor

1H-1S-1NT-2C = The default New Minor & is bid with any 3-3 in the minors or with four or more.

- 2D** = A minimum, denies 3 spades and is looking to play in a 5-2 major fit.
- 2H = To play with a minimum and either 3 hearts or honor doubleton.
- 2S = To play with five good spades or a minimum with six.
- 2NT = Mildly invitational with a hand suitable to play in no-trump.
- 3C = Forcing with at least five-five in spades and clubs.
- 3H = Forcing with three hearts and five spades (may have slam interest).
- 3S = Forcing and may have slam interest.
- 3NT = To play with opening values, balanced with five spades.
- 4C & 4D = Splinter raises of hearts.
- 4NT = Natural and invitational with five spades (rare).
- 2H** = A minimum, denies three spades and has a good five-card heart suit.
See above for responses after **2H**.
- 2S** = A minimum opener with three spades.
- 2NT = Strongly invitational with a balanced hand.
- 3C & 3D = Help suit game tries.
- 3H = Forcing with three hearts and five spades (may have slam interest).
- 3S = Forcing and may have slam interest.
- 3NT = To play.
- 4C & 4D = Splinter raises of spades.
- 4NT = RKC for spades.
- 2NT** = A full minimum, denies three spades and wants to play in no-trump.
See 2D above for responses (3C through 3NT).
- 4C & 4D = Splinters with spades (?) presumed to be trumps.
- 4NT = Natural and invitational.
- 3S** = Shows a maximum (or a very good non-minimum) with three spades.
- 3NT = Choice of games with a balanced hand and good minor stoppers.
- 4C & 4D = Cue bids.
- 4H = Also a cue-bid since spades have been agreed upon.
- 4NT = RKC for spades.
- 3NT** = Shows a maximum 1NT rebid and denies three spades.
- 4C = Shows at least five-five in spades and clubs with slam interest.
- 4H = Shows 3-card heart support along with 5 spades and slam interest.
- 4NT = RKC for spades but may be planning to play no-trump.

1H-1S-1NT-2D = The responses when 2D is New Minor are the same as when 2C is New Minor, adjusted slightly. But when 2D is New Minor and you don't have three spades, these are your choices: 2H with a good suit or 2NT (but if you really hate 2NT, some might bid 2S on honor doubleton).

Entries highlighted in blue are ones that are important to discuss and agree upon in your partnership.