



In 2/1 Game Force;  
*The only relevant auctions are:*

1♦ - 2♣  
 1♥ - 2♣   1♥ - 2♦  
 1♠ - 2♣   1♠ - 2♦  
 1♠ - 2♥

## Lesson 3

TWO over ONE  
 Bidding System  
*more on the system*

### Introduction

Why use *Two over one*? One of the most popular bidding systems in the U.S. is the 2-over-1 Forcing-to-Game system. It's based on Standard American with 5-card majors. The main difference is in the meanings of 2-level responses to a major-suit opening.

The general approach is just as the name suggests: If responder's first bid is 2 of a new suit (1♠ by opener – 2♣, 2♦ or 2♥ by responder), it sets up a forcing auction; the partnership must bid on to game level. This is different from old-fashioned Standard American, where a 2-level response promises a good 10 or more points, but is **not** forcing to game.

The main advantage of the 2-over-1 system is that it saves bidding space. After making the initial 2-level response, responder doesn't have to jump to show forcing-to-game values. Because the auction can stay low, opener and responder have more room to exchange information below game level and more ways to evaluate slam possibilities.

One of the disadvantages is that there's no easy way to show many invitational hands of 10-11 pts. To describe these hands, you must use the [Forcing Notrump](#) convention, which is a key part of the 2-over-1 system.

The 2-over-1 system is more complex than it may seem. Even though the basic principle sounds fairly straightforward, the auctions can become quite complicated, especially when you're investigating slam contracts. Forcing Notrump auctions can also be difficult unless you have a clear understanding of all the possible follow-ups.

# Bidding



- Rebids by Opener.
- *4<sup>th</sup> Suit Forcing*
- Principle of Fast Arrival.
- Handling Interference.

**Two-Over-One Game Forcing** The concept of playing two-over-one as game forcing is introduced. The major advantage is that it removes any doubt for the partnership about which sequences are forcing and which are invitational after a two-over-one response. This part of the concept is straightforward.

**Principle of Fast Arrival** This section covers an important bidding principle: the faster the final contract is reached, the weaker the hand that places the contract. You have to take care in the practical application of this idea. It is a principle that isn't universally accepted.

**Handling Interference** This section covers the major exceptions to two-over-one game forcing. When there is interference over the opening bid, responder's two-over-one response is no longer game forcing. In addition, when responder is a passed hand, a two-over-one response is no longer forcing — to game or otherwise.

## Opener's Rebid after 1NT Forcing

N	Opener	1	N	Opener	2	N	Opener	3	N	Opener	4
♠	K 6 2		♠	K 6 2		♠	K 6 2		♠	K 6 2	
♥	K Q J 6 4		♥	K Q J 8 6 4		♥	K Q J 6 4 3		♥	K Q 6 4 3	
♦	4		♦	4		♦	4		♦	K 4	
♣	K Q 6 2		♣	K Q 6		♣	A K 6		♣	A K 6	
W	N	E	S	W	N	E	S	W	N	E	S
	1♥	P	1N		1♥	P	1N		1♥	P	1N
P	2♣			P	2♥			P	3♥		P
											P
											2N

After an opening major-suit bid, a response of 1NT is forcing. Finding a rebid is usually straightforward for opener, although there can be awkward situations.

1. North would open the bidding in the five-card major suit, 1♥. **Suppose South responds with a forcing 1NT.** Having already shown the major suit, North can show a second suit by bidding 2♣. This is the same call North would make even if the 1NT response were non forcing, since North has an unbalanced hand.
2. With 12 high-card points and a six-card suit, North would open 1♥. **Suppose South responds 1NT.** With an unbalanced hand and a six-card suit, North would rebid the hearts at the cheapest available level to show a minimum-strength opening bid. Again, this is the same rebid North would make if the 1NT response were non forcing.
3. If South responds 1NT, what call does North make? (3♥.) With 16 high-card points plus 2 points for the six-card suit, North has a medium strength hand which can be shown by jumping to 3♥. The forcing 1NT response hasn't changed the standard rebid with this hand.
4. With 18 high-card points and a five-card suit, North is too strong to open 1NT. Instead, North starts with 1♥. **Over South's forcing 1NT response, what call does North make? (2NT.)** North would raise the 1NT response to 2NT, inviting game. This is the usual way to show a balanced hand of 18 or 19 points.

## Opener's Rebid after 1NT Forcing *cont.*

N North		S	
♠	K 6 2	♠	K 6 2
♥	K Q 6 4 3	♥	K Q 6 4 3
♦	K 4	♦	K 4
♣	J 9 6	♣	J 9 6

W	N	E	S
	1♥	P	1N
P	2♣		

N North		S	
♠	K 6 2	♠	K 6 2
♥	K Q 6 4 3	♥	K Q 6 4 3
♦	K 4	♦	K 4
♣	J 9 6	♣	J 9 6

W	N	E	S
	1♥	P	1N
P	2♣	P	3♣
P	P		

N North		S	
♠	K 6 2	♠	K 6 2
♥	K Q 6 4 3	♥	K Q 6 4 3
♦	K 4	♦	K 4
♣	J 9 6	♣	J 9 6

W	N	E	S
	1♥	P	1N
P	2♣	P	2♦
P	P		

N North		S	
♠	K 6 2	♠	K 6 2
♥	K Q 6 4 3	♥	K Q 6 4 3
♦	K 4	♦	K 4
♣	J 9 6	♣	J 9 6

W	N	E	S
	1♥	P	1N
P	2♣	P	3♥
P	P		

**What call does North make if South responds 1NT? (2♣.)** Playing standard methods, North would pass the 1NT response, holding a minimum balanced hand. When the 1NT response is forcing, North has to take a second bid. Having already shown a five-card heart suit, North will have to manufacture a rebid on a three-card suit by bidding 2♣. Treat the clubs as a four-card suit. responder will be aware that you might occasionally have to bid a three-card minor suit in this situation, when you don't have a six-card major suit to rebid. North can't bid 2NT. As the previous example showed, a raise to 2NT is invitational, showing 18 or 19 points.

**Suppose North rebids 2♣, and South now raises to 3♣. What call does North make? (Pass.)**

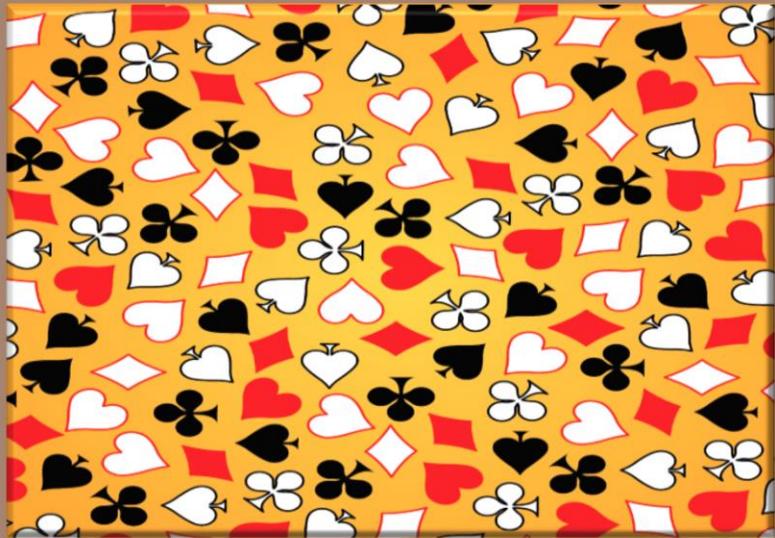
Don't panic. South is making an invitational raise, showing 11 or 12 points and club support. With a minimum opening bid, you should pass the invitation. South figures to have at least five clubs to raise in this position. South is aware that you might have to bid a three-card suit.

**Suppose North opens 1♥, South responds 1NT and North rebids 2♣. South now bids 2♦. What call does North make? (Pass.)** South is showing a hand with five or more diamonds that was too weak to respond 2♠. With a minimum hand, North should pass and leave the partnership in part score. South could have a very weak hand with six or seven diamonds.

**Suppose North opens 1♥, South bids 1NT and North bids 2♣. South now jumps to 3♥. What call does North make? (Pass.)** South's jump preference to 3♥ shows an invitational hand of 11 or 12 points with three-card support. South would have made an immediate limit raise with four-card support. With a minimum opening bid, decline the invitation by passing.

## Opener's Rebid after 1NT Forcing cont.

N North		6	
♠	K 7 6 2		
♥	K Q 6 4 3		
♦	K 4		
♣	Q 9		
W	N	E	S
	1♥	P	1N
P			



**What is North's rebid if South responds with a forcing 1NT? (2♥.)** This is very awkward. South didn't raise hearts right away. South also has fewer than four spades; otherwise South would have responded 1♠. North doesn't have a satisfactory call:

- You can't afford to bid 2♠, because that would be a reverse, showing at least a medium-strength hand, and it would be forcing for one round.
- You can't bid 2NT, since that would show 18 or 19 points.
- Manufacturing a bid on a two-card suit is also unappealing. Partner will assume you have at least a three-card suit, if you bid 2♣ or 2♦. Since you can't pass, your only option is to rebid 2♥.

That will sound to partner as though you have a six-card suit, but you don't have a better choice. This is a time when you would not be happy to be playing 1NT forcing.

**Would it make any difference if South had passed originally? (Yes.)** If South is a passed hand, the 1NT response is not forcing. You could simply pass and get out of this awkward rebid problem.

**Exercise 2A****Opener's Rebids after 1NT Forcing:**

What call does West make with these hands on the auction below?

Opener		Responder	
WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT	Pass
??			

W	West	1
♠	QJ9753	
♥	J4	
♦	A73	
♣	KJ	

2♠

W	West	2
♠	KQ983	
♥	4	
♦	AJ842	
♣	Q3	

2♦

W	West	3
♠	A10873	
♥	Q5	
♦	Q72	
♣	A93	

2♣

- 1) 2♠. West has an opportunity to show the sixth spade. This is the same rebid West would make if 1NT were not a forcing response.
- 2) 2♦. West should make a natural rebid, showing the second suit.
- 3) 2♣. If the 1NT response were not forcing, West could pass. using this convention, however, West has to manufacture a rebid. With no four-card suit, West bids 2♣ on the three-card suit. West can't raise to 2NT, since East might have a very weak hand.

## Exercise 2B

### Opener's Rebids after 1NT Forcing:

What call does West make with these hands on the auction below?

Opener		Responder	
WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT	Pass
??			

W West	4
♠ A Q J 8 3	
♥ K J 7	
♦ A J 6	
♣ Q 4	

2N

W West	5
♠ A Q J 7 4	
♥ A 9 4	
♦ 10 7 3	
♣ J 5	

2♦

W West	6
♠ A K Q 9 6	
♥ 8	
♦ K 6 4	
♣ A K 10 3	

3♣

- 4) 2NT. With a balanced hand too strong to open 1NT, West raises to 2NT. That bid shows this type of hand.
- 5) 2♦. ugly, but West doesn't want to rebid 2♠ with only a five-card suit or bid 2♣ with a doubleton. 2♦ is the lesser of evils.
- 6) 3♣. A response of 2♣ could be passed. Here West has enough to commit the partnership to game by making a jump

## Exercise 1

### Opener's Rebids:

What call does West make with these hands after the auction goes as shown?

W West 1	W West 2	W West 3	W West 4	W West 5
♠ AKJ873 ♥ 105 ♦ QJ9 ♣ J8	♠ KJ862 ♥ AQ83 ♦ 94 ♣ Q5	♠ 86 ♥ KQ10862 ♦ 94 ♣ AK5	♠ K10874 ♥ J83 ♦ K4 ♣ A75	♠ 106 ♥ KQ1085 ♦ AQJ3 ♣ 54
W N E S	W N E S	W N E S	W N E S	W N E S
1♠ P 2♥ P	1♠ P 2♦ P	1♥ P 2♦ P		1♥ 1♠ 2♣ P
2♠ P 3♠ P	2♥ P 2N P	2♥ P 3♥ P	1♠ P 2♥ P	2♦ P 3♣ P
4♠	3N	4♣	P	P

### Opener's Rebids

- 1) 4♠. East's 2♥ response committed the partnership to at least game. East's 3♠ bid is forcing, leaving room to explore slam possibilities. With nothing to add to the conversation, West settles for 4♠.
- 2) 3NT. The 2NT bid is forcing once East started with a two-over-one. West has shown a five-card spade suit and a four-card heart suit. If East doesn't want to support either of these suits, notrump looks like the spot.
- 3) 4♣. After the 2♦ response, the partnership is committed to at least game. East's 3♥ bid shows interest in a slam. With a minimum hand and heart support, East could have jumped to 4♣. West should cooperate with East by cuebidding 4♦. The first-round control of clubs may be what East needs to know about before bidding a slam.
- 4) Pass. Since East passed originally, the 2♥ response is not forcing. With a light opening bid, there's no need for West to bid again. Hearts should be a satisfactory trump suit.
- 5) Pass. After the interference, East's 2♣ bid is not game forcing. The 3♣ bid is only invitational so, with nothing else to say, West should stop in part-score.

# 4th Suit Forcing

Fourth Suit Forcing should be part of any player's arsenal. I wouldn't even think of it as a convention. It is really a necessity. Why? Because jumps by responder, in a previously bid suit are NOT forcing. In modern bidding, each bid below (on the second round by responder is INVITATIONAL *Larry Cohen*

W	N	E	S
	1♦	P	1♥
P	1♣	P	3♥

W	N	E	S
	1♣	P	1♥
P	1♣	P	3♣

W	N	E	S
	1♣	P	1♥
P	1♣	P	3♣

In each case Responder is inviting. What if he wants to force?

N	Opener
♠	A K 8 4 3
♥	K J 8 6 2
♦	J 3
♣	4
S	Responder
♠	Q 2
♥	Q 10 5
♦	6 4 2
♣	A K Q 7 3

W	N	E	S
	1♣	P	2♣
P	2♥	P	3♦
P	3♥	P	4♥

4th Suit Forcing By Responder

N	Opener
♠	A 8 5 4 3
♥	A J 6 2
♦	K Q 5
♣	4
S	Responder
♠	2 3
♥	5
♦	A J 10 7 3
♣	A Q J 8 5 3

W	N	E	S
	1♣	P	2♣
P	2♥	P	3♦
P	3N	P	4♦
P	6♦	P	P

4th suit forcing

REAL Suit

4th Suit Forcing is **Alertable**

Fourth Suit Forcing is used by the responder to establish a game force. So, after, say, 1-1-1, a bid of 2 is the 4th suit. Any time the auction starts: 1 grape-1 apple, and opener bids a 3rd suit, responder can bid the 4th suit (artificially) to set up a game force.

I recommend that the 4th suit is **100% forcing** to Game. Example: After 1♥-1♠-2♣, responder holds: ♠AQ432 ♥4♦Q32♣AKQ2. He bids 2 to set up a game force. The bid says absolutely nothing about the suit. It could be 432, it could be AKQ. It could be a singleton, it could be a five-card suit. If opener has the 4th suit stopped, he will usually bid notrump. Both players assume the 4th suit is unstopped until either player bids notrump. Opener's 3rd bid (after 4th suit forcing is used)

The opener bids naturally. He should have a stopper in the 4th suit in order to bid notrump. He is allowed to take a preference to responder's first suit with honor-doubleton. Example hands for opener after: 1♦-1♠-2♣-2♥:

♠53♥K2♦KQJ87♣A1076 Bid 2NT (hearts stopped)

♠Q5♥54♦KQJ87♣AJ74 Bid 2 (this does not guarantee 3-card support)

♠53♥Q♦AK765♣KQ1065 Bid 3 to show 5-5

Opener can jump raise responder's first suit with three cards and a maximum, such as: K Q 10 7

K 3 2 A Q J 4 3 2 (after 1-1-1-2, jump to 3).

**Notes:**

Only the responder can use 4th suit forcing (never the opener).

It has to be the 4th bid of the auction.

Fourth suit forcing is typically not used after a 2/1 GF response. The 4th suit would be natural in that case (1♠-2♦-2♥-3♣=clubs).

Fourth-Suit is NATURAL and non-forcing by a passed hand (P-P-1♥-P-1♠-P-2♣-P-2♦ = 5-5 or longer in♠/♦). If the opponents have made an early double, 4th suit forcing is still on. If they overcall, it is off.

Fourth Suit forcing is ***alertable***.

Some players use 2♠ as "4th suit forcing" after 1♣-1♦-1♥ in order to leave 1♠ available as natural (this is just a matter of partnership agreement).

Fourth Suit forcing is not used after a 1NT rebid by opener (new minor forcing is used).

## Principle of Fast Arrival

Although two-over-one game forcing can leave the partnership more room to search for the best contract, once you know where the partnership belongs, there's no advantage to any further exploration.

The principle of fast arrival is that the faster the final contract is reached, the weaker the hand that places the contract. Conversely, the slower the approach, the stronger the suggestion that a higher contract may be appropriate.

The diagram shows the following components:

- North's Hand:** ♠ K 4, ♥ Q 7 5, ♦ Q J 8 6 4, ♣ A 8 3
- South's Hand:** ♠ Q 3, ♥ A K 8 6 4 3, ♦ 9 7 3, ♣ K J
- Bidding Table:**

	W	N	E	S
P		2♦	P	1♥
P		4♥	P	2♥
P			P	P
- Callouts:**
  - Game Force:** Points to North's 2♦ bid.
  - Fast Arrival:** Points to North's 4♥ bid.
  - Limit with 6♥:** Points to South's 2♥ rebid.

What would South open? (1♥.) With 13 high-card points plus 2 length points for the six-card suit, South would start with 1♥.

What would North respond? (2♦.) With 12 high-card points plus 1 length point for the five-card diamond suit, North has enough to respond 2♦ and commit the partnership to the game level. North shouldn't raise hearts right away with only three-card support.

South's rebid? (2♥.) Although South has three-card support for diamonds, South will probably give priority to showing the sixth heart by rebidding 2♥.

After South's 2♥ rebid, what would be North's next call? (4♥.) North could show heart support at this point by bidding 3♥, which would be forcing. There's no need, however, for North to conserve any bidding room. North knows the partnership belongs in game in hearts. With a minimum for the game-forcing 2♦ response, North has no interest in looking for a possible slam contract. North can simply jump to 4♥.

The advantage of jumping to 4♥ is twofold. It tells partner that North isn't interested in going beyond game. It also gives no additional information to the opponents. With nothing to guide them, the opponents might lead a club, for example, making declarer's task easy, since one of South's diamond losers can then be discarded on an extra club winner in dummy.

If North were to bid only 3♥, South might make a move toward slam, since South holds a very good hand for the minimum-sounding 2♥ rebid. South might show some values in clubs, for example. The defenders may then get off to the best lead against 4♥, perhaps even getting a diamond ruff to defeat the contract. Worse, even if North stops at 4♥, South might consider taking another bid, which would get the partnership too high. North's jump to 4♥ in this situation — when 3♥ was available as a forcing bid — is sometimes referred to as the principle of fast arrival. Jumping directly to game shows no interest in looking for any other contract. Going slowly, would show interest in exploring other possibilities — perhaps getting to slam or doubt about whether hearts is the best denomination.

## Exercise 3

### Principle of Fast Arrival:

What call does East make with the these hands after the auction goes as shown?

E East 1	E East 2	E East 3	E East 4	E East 5
♠ A 4 ♥ Q 7 5 ♦ A K J 9 7 5 ♣ 6 4	♠ K Q 7 ♥ 8 4 3 ♦ 10 3 ♣ A Q J 8 5	♠ K 2 ♥ 7 3 ♦ K Q 8 3 ♣ A J 9 7 5	♠ K Q 10 ♥ 3 ♦ Q J 10 5 ♣ K Q 9 7 3	♠ 9 3 ♥ A J 6 ♦ K Q 3 ♣ A K 9 8 5
W N E S 1♥ P 2♦ P 3♥	W N E S 1♠ P 2♣ P 4♠	W N E S 1♥ P 2♦ P 3♦	W N E S 1♥ P 2♥ P 3N	W N E S 1♠ P 2♥ P 2N
Good Hand	Fast Arrival	Uncertain 5♦ or 3NT	Best Place Partner! Fast Arrival	Tell me what you got!

- 1) 3♥. The 2♦ response by East committed the partnership to at least game. There still could be a slam, if West has a good heart suit and first- or second-round control of clubs. East should raise to the three level to leave room to explore. West may be able to cuebid 4♣. If not, East can settle for game.
- 2) 4♠. If West has a minimum opening bid, East has no interest in going beyond game. By jumping to game, East uses the principle of fast arrival to send that message to West.
- 3) 3♦. East can't be certain that the best contract is 5♦. The partnership might still belong in 3NT, 4♥ — if West has six of them — or even 6♦. East should raise to 3♦, and see what partner has to say next.
- 4) 3NT. Without a fit in West's suit and strength in all of the other suits, East jumps to game in notrump. By using the principle of fast arrival, West gets the message that East doesn't have much interest in any other contract. By bidding 2NT first and then 3NT, East would be indicating interest in other contracts.
- 5) 2NT. No need to jump to 3NT when there is the possibility of bigger things. East leaves room for West to make a further descriptive bid. West might rebid 3♥, for example, showing a five-card suit, and slam might be possible.

## Handling 2/1 Interference

As with most conventions, interference by the opponents can affect the auctions. Let's look at some examples.

N	North	1
♠	7 6 3	
♥	6 4	
♦	A Q J 7 5 4	
♣	K 3	

W	N	E	S
			1♣
P	??	P	

Forcing for  
1 round

Maybe  
2NT or 3♣

Forcing for  
1 round

One level, partner's 2-level response in a new suit is forcing to game, unless partner is a passed hand or unless your LHO has overcalled. If your LHO passes, partner's two level response is game forcing, even if your RHO interferes.

**On Layout #1:** Suppose South opens 1♣, and West passes. What call does North make? (1♦.) No problem. North would show the diamond suit at the one level. A one-level response is forcing, but is not forcing to game.

Suppose South opens 1♣, and West overcalls 1♠? What call does North make? (Pass/2♦.) West's overcall creates a challenge for North. North doesn't have enough strength to commit the partnership to the game level. With a doubleton heart, North doesn't have the right type of hand to make a negative double. If South were to bid hearts, the auction might get out of control.

North could pass. South will get another opportunity to bid, holding more than a minimum opening. Passing is dangerous, however. East might raise spades to the two level or higher, and North-South may now have difficulty getting back into the auction. Even if South does make another bid, North will have difficulty catching up and showing this amount of strength. To get around this dilemma, a two-level response in a new suit after an overcall is not treated as forcing to game. It is forcing for one round. responder may have enough to force to game, but the partnership is not committed to game. In effect, it is as though the partnership has returned to standard methods where two-over-one responses are not game forcing. North can make the convenient response of 2♦ without being concerned about getting the partnership too high. If South makes a minimum rebid such as 2NT or 3♣, North can pass or make a non-forcing rebid of 3♦.

**On Layout #2:** Suppose South deals and opens 1♥. West overcalls 1♠. What call does North make? (2♦.) With 13 high-card points and a six-card diamond suit, North has more than enough to respond 2♦, which is forcing for one round.

Suppose East passes, and South rebids 2♥. West passes. Now what call does North make? (4♥.) North must be careful to get the partnership to a game contract. Because of West's interference, the 2♦ response is not forcing to game. South might pass, if North raises to only 3♥ or rebids 3♦. Instead, South should put the partnership in game by jumping to 4♥. South probably has a six-card heart suit for the 2♥ rebid.

Although it doesn't apply on this hand, North does have a forcing bid available. A cuebid of the opponent's suit, 2♠. This is one of the reasons that a new suit response at the two level isn't game forcing after an overcall. A cuebid of the opponent's suit is always available to show a game-forcing hand at some point in the auction. When the opponents don't interfere, there is no cuebid available, so the two-over-one game forcing concept is more useful.



On Layout #5: Double; Since the overcaller, East is on South's right, this double is clearly penalty oriented. North does not have to pass, but South suggesting that the partnership try to collect large penalty instead of continuing to game. South has no fit for responder's suit, and two or three sure trump tricks in the opponent's suit. A great hand to defend with, after partner has shown about 13 or more points.

On Layout #6: Double; South's 2♥ response created a game force, so North's pass over 3♦ overcall is still forcing. South does not have any clear cut action. Since the overcaller, West is on South's left, a double at this point is cooperative (takeout). It says "Partner, you can leave it in for penalty or take it out if you think we can get a better result by bidding.

On Layout #7: Pass; If East had passed, South would rebid 2NT to show the balanced hand. When East overcalls 2♠, South does not have to bid 2NT with no real ♠ stopper. Instead, South can pass, saying "I've got nothing particular to say at this point. Over to you partner!" The auction will not end at 2♠, since North's 2♣ response is still game forcing.

## Rebids by Opener

All auctions that begin with one of a major and a non-jump response in a new suit at the 2-level are game forcing. In order to change suits and change the level, the responder must have full opening bid values. All other hands fall into the forcing NT category.

A problem auction for the system is 1♦ - 2♣. There is no forcing NT option. The best treatment to allow you to play a part score on invitational hands is to use 1♦ - 3♣ or 1♦-2N to show the invitational hand. That way 1♦ - 2♣ is still a game forcing auction. The reasoning is to go slow with good hands and keep the 2/1 auctions consistent.

*After a 2/1 bid, opener rebids his hand naturally. To some extent the principle of fast arrival (no interest beyond game) is applicable, but most of opener's rebids are descriptive.*

rebid of the major suit	6 or more cards
raise of partner's suit	usually 4-card support, except for raising hearts
rebid of 2NT	balanced hand, may have extra values
rebid of a new suit	higher or lower ranking, natural, => 4 cards
rebid of 3 of the major suit	solid suit, no extra values
rebid of 4 of the major	7 or more cards in the suit and a minimum
jump rebid of a new suit	splinter for partner's suit

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- a rebid of the major suit - 6 or more cards
- a raise of partner's suit - usually 4-card support, except for raising hearts
- a rebid of 2NT - balanced hand, may have extra values
- a rebid of a new suit - higher or lower ranking, natural, => 4 cards
- rebid of 3 of the major suit - solid suit, no extra values
- a rebid of 4 of the major - 7 or more cards in the suit and a minimum
- a jump rebid of a new suit - splinter for partner's suit



- Responder's Rebids
- Handling Interference

## Next Week Lesson 4

TWO over ONE  
Bidding System

### **Responder's Rebid after a Forcing 1NT Response.**

The forcing 1NT response is quite straightforward to apply — responder bids 1NT with any hand unsuitable for a two-over-one response. The challenge arises at responder's second bid, after hearing opener's rebid. This section covers responder's options. It is important to emphasize that responder must bid again with an invitational-strength hand — the same type of hand that would have led to an invitational sequence, if the partnership was not playing 1NT forcing.

### **Handling Interference**

1. This section covers the major exceptions to two-over-one game forcing. When there is interference over the opening bid, responder's two-over-one response is no longer game forcing. In addition, when responder is a passed hand, a two-over-one response is no longer forcing — to game or otherwise.
2. The effect on 1NT forcing after interference by the opponents is discussed. A 1NT response becomes natural, if there is an immediate overcall or takeout double after the opening bid. Interference after a 1NT forcing response removes the obligation for opener to manufacture a rebid.