

Two over One game force agreements

New suit at 2 level (but not jump shift) is ALWAYS game forcing, showing 13+ hcp

1C responses are unchanged, iow, bid 4-card suits at 1-level "up the line", (or 4-card major if hand deserves only 1 bid)

1D responses:

- 1H/1S bid 4-card suits at 1-level "up the line"
- 1N 6-10 hcp balanced
- 2C game forcing, usually denies 4-card major
- 2D good support, 10+ hcp
- 2H/2S jump shift, weak with long suit
- 2N 11-12 hcp balanced
- 3C jump shift
- 3D really weak hand
- 3H/3S splinter
- 3N 13-15 hcp balanced
- 4C splinter
- 4D game invite

1H/1S responses (Two over One):

- 1S 4+ card spade suit, if holding longer minor, and have opening hand, bid the minor to show game force
- 1N forcing for one round, showing 6-12 hcp
- 2C either:
 - Game forcing with club suit, or
 - 3-card limit raise of opener's suit

Opener rebids 2D to inquire. Responder rebids 2 of opener's suit to show 3-card raise. Anything else shows game force. Thus, one can stop in 2 of major with 3-card limit raise.

- 2D game forcing, should be 4-card or better suit
- 2H over 1S, game forcing, should be 4-card or better suit
- 2H/2S raise of major is constructive 3+ card support, 7-9 hcp
- 2S over 1H, weak with long spades
- 2N Jacoby 2N
- 3C [Reverse Bergen] 4-card limit raise of major or better
- 3D [Reverse Bergen] 4-card invitational
- 3H/3S raise of opener's suit shows weak, pre-emptive hand
- 3S over 1H, splinter
- 3N balanced 13-15 hcp, denies 3-card support
- 4C/4D splinter
- 4H/4S raise of opener's suit, <9 hcp, preemptive

Forcing 1N responses by opener

- 2m 2nd suit, over 1H opener, may be minor
- 2M 6+ card suit
- 2H (over 1S - 1N) 4-card Heart suit
- 2S (over 1H - 1N) 4-card suit, reverse, strong hand
- 2N balanced 17-19 hcp
- 3x jump shift
- 3M 16+ hcp

Responder rebids to 1M - 1N - 2X:

Minimum hands (< 9hcp)

2 of original suit -- bad 3-card, or 2-card support

2 of new suit -- 5-card or longer

pass -- prefers opener's 2nd suit

Invitational (> 10hcp)

2N natural

3M **game-forcing** 3-card raise, see 1M-2C above for 3-card limit raise

3 of new suit -- 6-card or longer suit

3X 4-card support

2S (over original 2H) power raise of 2nd suit (aka, "impossible spade")

Summarizing 3- and 4-card limit- and game-forcing raises:

4-card raise:

Game force 1M - 2N (use Jacoby 2N responses)

Limit 1M - 3C

3-card raise:

Game force 1M - 1N
2m - 3M

1M - 2C/D/H (use this sequence to show 2nd suit)
2D/H/S - 3M

Limit 1M - 2C
2D - 2S