

## 2/1 Game Forcing

Following an opening of any suit other than Clubs, a bid at the 2-Level in a lower suit indicates an opening hand and is Game Forcing.

First of all, you do NOT make a 2/1 bid if:

1. You have 4-card support for a Major opening (use Jacoby 2NT)
2. You have a 4+ Card holding in a higher suit and your lower suits are not greater length (i.e. your partner bids  $1\heartsuit$  and you have 4 Spades and 4 Clubs with an opening hand – bid the Spades)

2/1 Bid – Responder bids:

Bid	Typical Meaning
$1\spadesuit > 2\heartsuit$	If Partner opens $1\spadesuit$ , a $2\heartsuit$ response indicates an opening hand and a 5+ Card Heart holding.
$1\heartsuit/\spadesuit/\diamonds > 2\text{-Level bid in a lower suit}$	Partner has an opening hand and the auction is Game Forcing (i.e., $1\heartsuit > 2\diamonds$ ). Opener should expect Responder to be showing a 4+ card suit.

Opener Rebids are as follows:

Bid	Typical Meaning
<b>Rebid original suit</b>	Rebidding the original suit shows a 6+ Card holding (this is not universal but appropriate for intermediate players).
<b>Jump in original suit</b>	Jump in original suit shows 7+ Card holding and a dominate suit (AKQJxxx).

Bid	Typical Meaning
<b>Raise partner's suit</b>	Raising partner's suit shows 3+ Card support in that suit.

Opener Rebids - continued:

Bid	Typical Meaning
<b>Bid a new suit</b>	A new suit by opener shows a 4-Card second suit.
<b>Jump in a new suit</b>	This is a splinter bid, showing 4-Card support for partner's suit and a singleton or void in the bid suit.
<b>Bid 2NT</b>	2NT shows a flat hand without support for partner's suit and without another 4-card suit.

Responder's rebid is intended to confirm or deny support for opener's original suit.

Bid	Typical Meaning
<b>Game in partner's suit</b>	Given room to show a lower level support in partner's opening suit, bidding game is a sign off (showing no interest in slam).
<b>Bid partner's suit below game</b>	This leaves room for cue bidding controls, allowing partner to further explore slam opportunity – typically promising a minimum hand.