

1 1 Opening bids

Major suit opening bids show 11-15 HCP and at least a five-card suit. The subsequent bidding is essentially Two-Over-One Game Force with inverted Bergen raises.

In third seat, major suit openings can be a four card suit if lead-directing.

Inverted Bergen Raises

Sequence	Support	Meaning
1♥-1♠ then 2♥	2 or 3	Weak
1♥-1♠ then jump to 3♥ or 4♥	3	Limit
1NT (forcing) then 2M	2-3	Weak three-card raise or two-card preference (possibly false)
1NT (forcing) then jump to 3M	3	Limit raise
Simple raise	3	Constructive
2NT	4	GF raise
3	4	Limit raise
3	4	Constructive raise
Jump raise	4	Preemptive raise
Game raise	4+	Signoff

Preemptive Jump Shifts

All jump shifts over 1M are preemptive and deny a fit.

Two Over One Game Force

Two-over-one game force applies only when responder is an unpassed hand and makes a non-jump response in a new suit on the two-level. Game is defined as 3NT or four of a major.

Lawrence-Style "Out Sequences"

The game force is cancelled when **BOTH** of the following apply:

- Opener has rebid his major on the two level or bid a lower-ranking suit
- Responder rebids three of his minor.

Opener can pass or make another bid, which reestablishes the game force.

For example, the sequence 1♠-2♣-2♦-3♣ shows an invitational hand with long clubs that is willing to play in 3NT opposite a minimum balanced hand with at least a tolerance for clubs. Opener can pass or bid 3NT.

Note that 1 -2 -2NT-3 is a slam try. Responder would sign off in 3NT with an invitational hand.

Opener's Rebids

Two of lower-ranking suit	Minimum and four+card suit
Two of own major	Minimum or maximum with no good rebid. Does not promise a six-card suit.
Reverse	Maximum and four+card suit GF
High Reverse	Maximum and four+card suit; GF
2NT	Minimum balanced with stoppers in unbid suits.
Simple raise of partner's suit	Maximum and 3+card support; GF
Jump raise of partner's suit	Maximum and good fit
Jump shift	Maximum, good support and a singleton in the suit bid (splinter) ; GF
Jump to three of own major	Maximum and a strong 6+-card suit.
3NT	Maximum with balanced distribution.
Jump to four of own major	Minimum (11-13 pts.) with a long, solid suit.

In most 2-over-1 auctions, responder is the "captain" because he has more information about opener's hand than opener has about his. When responder has a strong hand, he chooses forcing, low-level rebids to give opener maximum room to provide information. Responder tends to be the "asker" and opener is the "teller".

It's important for opener to communicate his strength as early as possible. To do this, opener makes value bids that show whether or not he has a minimum hand -- he bids less with less, and more with more.

Responder's Second Bid

Responder uses the principal of fast arrival. With a fit in partner's opening bid suit, responder:

- Bids the suit without a jump to show normal support
- Jumps in the suit to show strong support
- Jumps to game to deny interest in slam

Responder's rebid of 2NT shows a balanced hand or a one-suiter with game values and asks opener to bid 3NT with appropriate stoppers.

Responder's rebid of his own suit is invitational with a good six+card suit if "out sequences" apply, or game forcing when they don't.

Opener's Third Bid

Bid the fourth (unbid) suit as a Western Cue. The auction 1♠-2♦-2♠-3♣-3 asks partner for a heart stopper (if you had a heart stopper, you could have bid notrump yourself).

Two-Way Reverse Drury

When responder is a passed hand, two-way reverse Drury applies:

Response	Support	Strength
2♣	3	Limit
2♦	4	Limit

Opener rebids his major with a subminimum hand or a four-card major.