

Playing "Two Over One" Understandings

1. There is very little difference between 2 over 1 (2/1) and "standard" bidding. The real difference is that making a 2/1 bid is "game force".

2. Do not make a 2/1 bid merely to make the auction forcing. There are many other ways to make an auction forcing.

1H - P - 2C AQxx xx AJx QJXX ----- NO!!

3. If you make a 2/1 bid, be sure your suit is decent.

1S - P - 2D x AKx Jxxxx Axxx ----- NO!

1S - P - 2H xx AKxx Kxx Kxx ----- NO!

xx AKxxx Kx Kxx ----- YES!!

4. Since there are so many hands a responder has, a very often used bid over major suit openings is "1NT". Over a major suit opening 1NT is forcing 1 round. 1NT is announced as forcing. This understanding does not apply if you have Passed previously.

x AKx Jxxxx Kxxx Bid Forcing NT and "Game" later

x Kxx QJxxxx Qxx Bid Forcing NT first, then bid diamonds (weak)

P - P - 1S - P

1NT Not Forcing; Not Semi Forcing!!!!

5. Making a forcing 1NT bid is done with 6 - 20 HCP. Your next bid will state your intentions.

6. 1NT is not forcing if partner opens a minor suit.

Rebids by Major Suit opener if partner makes a forcing 1NT bid:

1. Rebid of suit - 6 card suit minimal

1S - P - 1NT - P

2S AQxxxx Kx A xxxx

2. Jump to 3 of own suit - 6 card suit (semi-solid) 16 - 18

1S - P - 1NT - P

3S AKJxxx Ax KJxx x

3. Jump to 4 of own suit - great hand and suit

1H - P - 1NT - p

4H

x AKQ10xxx Axx KQ

4. New suit 4 or longer (could be a 3 card suit if minor)

1S P - 1NT - P

2C KJxxx xx Ax KJxx or

KJxxx xxx Ax KJx

1S - P - 1NT - P

2H

**AQxxxx AQxx xx x (Even though you have a 6 card Spade suit,
be sure to bid 2H)**

1H - P - 1NT - P

5. 2NT - balanced 18 - 19

2NT Ax KQJxx KQx Kxx (18-19 no less, no more)

6. Jump to new suit - game force - unbalanced 19 - 20

1H - P - 1NT - P

3D Axx AQJxx AKJx x

Bonus:

1H - P - !NT DENIES A 4 CARD SPADE SUIT!

**1C - P - 1D DOES NOT DENY A 4 CARD MAJOR! If you and partner agree
 that it denies a 4 card Major, Alert it!!!**

1D- P - 1H - P

3NT Weird hand - running Diamond suit Distributional!!!

Kx ---- AKQxxxx Kxxx (Could be)

1H - P - 1NT - p

4H

x AKQ10xxx Axx KQ

4. New suit 4 or longer (could be a 3 card suit if minor)

1S P - 1NT - P

2C KJxxx xx Ax KJxx or

KJxxx xxx Ax KJx

1S - P - 1NT - P

2H

AQxxxx AQxx xx x (Even though you have a 6 card Spade suit, be sure to bid 2H)

5. 2NT - balanced 18 - 19

1H - P - 1NT - P

2NT Ax KQJxx KQx Kxx (18-19 no less, no more)

6. Jump to new suit - game force - unbalanced 19 - 20

1H - P - 1NT - P

3D Axx AQJxx AKJx x

Bonus:

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**1C - P - 1D DOES NOT DENY A 4 CARD MAJOR! If you and partner agree
that it denies a 4 card Major, Alert it!!!**

1D- P - 1H - P

3NT Weird hand - running Diamond suit Distributional!!!

Kx ---- AKQxxxx Kxxx (could be)