

Two Over One

Assorted Major Suit Raises

A review of hand types and bids

point range	3-Card Support	4-Card Support																																			
0 to 5-	Pass	Jump raise to 3 of agreed major																																			
5+ to 9-	Raise to 2 of agreed major	5+ to 7- Raise to 2 of agreed major																																			
		7+ to 9- Jump raise to 3 diamonds																																			
9+ to 12-	<p style="text-align: center;">1st bid: 1NT forcing 2nd bid: jump in suit of agreed major</p> <p style="text-align: center;">Examples:</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <tr> <td style="padding-right: 10px;"></td> <td style="padding-right: 10px;">partner</td> <td style="padding-right: 10px;">opp</td> <td style="padding-right: 10px;">you</td> <td>opp</td> </tr> <tr> <td style="text-align: center;">①</td> <td style="text-align: center;">1♠</td> <td style="text-align: center;">P</td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">P</td> </tr> <tr> <td></td> <td style="text-align: center;">2♣</td> <td style="text-align: center;">P</td> <td style="text-align: center;">3♠</td> <td></td> </tr> <tr> <td colspan="5" style="text-align: center;">-----</td> </tr> <tr> <td></td> <td style="text-align: center;">partner</td> <td style="text-align: center;">opp</td> <td style="text-align: center;">you</td> <td>opp</td> </tr> <tr> <td style="text-align: center;">②</td> <td style="text-align: center;">1♠</td> <td style="text-align: center;">P</td> <td style="text-align: center;">1NT</td> <td style="text-align: center;">P</td> </tr> <tr> <td></td> <td style="text-align: center;">2♠</td> <td style="text-align: center;">P</td> <td style="text-align: center;">4♠</td> <td></td> </tr> </table>		partner	opp	you	opp	①	1♠	P	1NT	P		2♣	P	3♠		-----						partner	opp	you	opp	②	1♠	P	1NT	P		2♠	P	4♠		<p style="text-align: center;">Jump raise to 3 clubs</p> <ol style="list-style-type: none"> 1. If you have no shortness, this is a limit raise, and you accede to partner's decisions. 2. If you do have shortness, this is a mini-splinter, and you will ensure that game is bid
	partner	opp	you	opp																																	
①	1♠	P	1NT	P																																	
	2♣	P	3♠																																		

	partner	opp	you	opp																																	
②	1♠	P	1NT	P																																	
	2♠	P	4♠																																		
9+ to 12- by a passed hand	Bid 2 clubs (Two-Way Reverse Drury)	Bid 2 diamonds (Two-Way Reverse Drury)																																			
12+ to 15-	<p>1st make a 2/1 bid then support the major suit (subject to 2-way and 3 way raise)</p> <p>2-way raises utilize principle of fast arrival to show or deny extra values</p> <p>3-way raises: cheapest raise = minimum values jump raise = 16 or more points jump to game = 15+ to 18- points, concentrated values, no shortness, and no controls in the two</p>	<p>with shortness Jump to 3 of the "other" major (announces shortness but conceals its location)</p>																																			
		<p>without shortness Jump to 4 diamonds OR Jump to 4 clubs with 2 of top 3 trump honors (if 5 trump, then Ace or King)</p> <p style="text-align: center;">unbid suits.</p>																																			
15+ & up	<p>The same as above. No distinction between 12+ to 15- and 15 + and up, except maximums as noted.</p>	<p>Jump to 2NT. (Jacoby 2NT)</p>																																			

Assorted Major Suit Raises

page two

5-card trump support

0 to 5 points	with singleton, jump to 4 of major
	with no shortness jump to 3 of major
5+ to 7-	with shortness, jump to 4 of major
	with no shortness, upgrade 1 trick and jump to 3 diamonds.
7+ to 9-	jump to 4 of major, with shortness or not
9+ to 12-	bid 3 clubs, as if holding 4-card support, but always make sure game is bid
12+ and up	Bid just as if you held 4-card support, but stay aware that your hand is better because of the 5th trump

Over opponent's overcalls

With less than 10 points our system raises remain on over overcalls (except for the jump to 3 diamonds). But all of our bids showing a good 9 points or more and 4-card support are OFF over an overcall.

Moreover, because the forcing notrump and two-over-one are also off, so too are the raises with 3 trump and a good 9 points or more.

When the opponent makes an overcall over the opening bid, turning all of the stronger raises off, then you cue bid to show a limit raise or better.

partner	opp	you	opp
1♥	1♠	2♠	

Partner will treat your bid as a limit raise. If you have greater strength, then you must consider bidding again.

Standard splinter bids turn ON
over the opponent's overcall

partner	opp	you	opp
1♥	1♠	4♦	

Standard splinter bids are ON. Here you have a singleton or void in diamonds, probably 4 trump, and 12+ or more points. Since you are going to game anyway, you show your shortness enroute.

The effect of competition

- Preemptive jump raise is.....ON
- Raise from 1 to 2 is.....ON
- Jumps to 3 of minor are....ON over double
OFF over overcall
- Jumps to "other major".....ON over double
OFF over overcall
- Jumps to 4 of minor.....On over double
OFF over overcall
- Jacoby 2NT.....OFF
- Forcing NT & 2/1 are.....OFF

Assorted Major Suit Raises

page three

Self-Test

Describe the hand that makes the last shown bid in each of the following auctions.

<p>①</p> <p style="text-align: center;">1♥ 4♦</p>	<p>⑧</p> <p style="text-align: center;">1♠ 1NT 2♦ 3♠</p>	<p>⑮</p> <p style="text-align: center;">P P 1♥ 2♣ 2♦</p>
<p>②</p> <p style="text-align: center;">1♠ 3♣</p>	<p>⑨</p> <p style="text-align: center;">1♥ 2♣ 2♦ 4♥</p>	<p>⑯</p> <p style="text-align: center;">1♠ 2♦ 3♦ P</p>
<p>③</p> <p style="text-align: center;">1♥ 1NT 2♦ 2♥</p>	<p>⑩</p> <p style="text-align: center;">P 1♥ 2♣</p>	<p>⑰</p> <p style="text-align: center;">1♥ 1NT 2♥ 4♥</p>
<p>④</p> <p style="text-align: center;">1♥ 3♥</p>	<p>⑪</p> <p style="text-align: center;">1♠ 2♣ 2♥ 2♠</p>	<p>⑱</p> <p style="text-align: center;">1♠ 2♣ 2♥ 3♠</p>
<p>⑤</p> <p style="text-align: center;">P 1♠ 2♦</p>	<p>⑫</p> <p style="text-align: center;">1♠ 2♦ 2NT 3♠</p>	<p>⑲</p> <p style="text-align: center;">1♥ 2♣ 2NT 4♥</p>
<p>⑥</p> <p style="text-align: center;">1♠ 2♠</p>	<p>⑬</p> <p style="text-align: center;">1♥ 2♦ 2♥ 4♣</p>	<p>⑳</p> <p style="text-align: center;">1♠ 4♣</p>
<p>⑦</p> <p style="text-align: center;">1♥ 3♠</p>	<p>⑭</p> <p style="text-align: center;">1♠ 3♦</p>	<p>㉑</p> <p style="text-align: center;">1♠ 4♠</p>

Assorted Major Suit Raises

page four

Answers to Self-Test

1. 12+ to 15- HCP, 4 trump, trump quality unremarkable.
2. 9+ to 12- HCP, 4 trump, may be a limit raise or possibly a mini-splinter.
3. 5+ to 9- points, 2 trump, a simple suit preference with no true fit.
4. 0 to 5- points, 4 trump, preemptive.
5. 9+ to 12- points, 4 trump.
6. Either 3 trump with 5+ to 9- points, or else 4 trump with 5+ to 7- points.
7. 12+ to 15- HCP, 4 trump, a concealed singleton or void.
8. 9+ to 12- HCP, 3 trump.
9. 16+ to 18- HCP concentrated in clubs and hearts. No shortness, no controls in Spades or diamonds.
10. 9+ to 12- points, 3 trump.
11. 12+ to 15- HCP, 3 trump.
12. 15+ and up HCP, 3 trump.
13. 12+ and up HCP, 3 trump, singleton or void in clubs.
14. 7+ to 9- HCP, 4 trump.
15. 9+ to 12 - points, 3 or more trump.
16. 9+ and up points, 3 or more trump. Treat as max of 12- unless stronger responses ensue.
17. 9+ to 12- points, 3 trump.
18. 15+ and up points, 3 trump.
19. 12+ to 15- HCP, 3 trump.
20. 12+ to 15- HCP, no shortness, very good trump quality, 2 of top 3 honors if 4 trump, or 5 trump to the ace or king.
21. 5 trump, maximum of 9- points, possibly as few points as zero points.