

“Two Way 2♣” Responses to a Major

After we Open 1♥ or 1♠, and the next hand passes.

A 2♣* Response has two meanings:

Clubs, Game Forcing, Or
Limit Raise in the Major 3+ trumps, and around 10 – 12 points.

Since it is conventional, it needs to be alerted.

(Opener)	(Responder)
1♥	2♣*

Responses by Opener

The simplest method is that Opener simply bids 2♦ with most hands*.

Then Responder can bid 2♥ (or 2♠) with the Limit Raise, and bid anything else to show 5+Clubs and a Game forcing hand.

(Opener)	(Responder)
1♥	2♣*
2♦*	2♥ = Limit Raise in Hearts, 3+♥, 10 – 12 TOTAL points

If Responder has shown a Limit Raise, then Opener now decides whether to pass, or bid to game.

Benefit: One advantage of this method is that you can invite game, and stop at the two-level.

(Opener)	(Responder)
1♥	2♣*
2♦*	3♦ = Game Forcing with Clubs , and Diamonds as the second suit. If Responder has shown Clubs and Game Force, then you keep bidding until you get to game.

*If Responder has a 5/5 shaped hand with good suits, they should not bid 2♦, but bid their second suit immediately.

A 5/5 shaped hand would accept an invite always, and should start showing their shape

(Opener)	(Responder)
1♥	2♣*
3♣ = 5+♥ and 5+♣, Game Forcing	

Responder bids 4♥ with a Limit Raise, or keeps bidding if they also have Clubs.

“Three Way 2♣” Responses to a Major

A 2♣* Response has ~~two~~ THREE meanings!

Clubs, Game Forcing, Or
Limit Raise in the Major 3+ trumps, and around 10 – 12 points., Or
A Game Forcing Balanced hand 13+

The Responses are as above, BUT also include, that Responder bids 2NT to show a Game Forcing balanced hand.

(Opener)	(Responder)
1♥	2♣*
2♦*	2NT = Game Forcing, Balanced

Opener now bids a second suit, even with 4 cards, or repeats their Hearts with six

Benefit: By lumping all balanced hands into the 2♣ Response, it means that when you respond with 2♦ or 2♥ it promises 5+ cards.

(Opener)	(Responder)
1♠	2♦ = Natural, promises 5+ cards, since balanced hands would bid 2♣*.

Bergen Raises – No longer needed, so what is 1♥ : 3♦?

A great use of a jump to 3-of-a-minor is that it shows a six-card decent quality suit and invitational strength, around 10 – 11 points, possibly 9 or 12 depending on the hand.

♠ 42
♥ K8
♦ AQT963
♣ J87

Here is an example:

Over partner's 1♠ Opening, you are not strong enough to bid 2♦ if you play 2-over-1 Game Forcing, but you will probably make 3NT if partner has a minimum hand, but has the ♦K84.
Bid 3♦ - Invitational with 6♦.

Opener will pass with minimums with no real Diamond fit, or bid game otherwise (preferably No-Trumps).

Even playing Standard, where 2♦ shows 10+ points, it is desirable to show the hand quickly, and accurately.

Optional: You could also play that a single jump-shift is an **Invitational Splinter**. Showing 4 of Opener's trumps, a singleton and around 8 – 9 HCP. Or perhaps a void, and around 6 – 8 HCP.

Giorgio 2♣ Raises After a 1-of-a-suit Overcall.

Against any one-level opening suit bid by the opposition.

After we overcall 1♦, or 1♥, or 1♠.

And the next opponent either Passes, OR Doubles.

If the bidding is below 2♣ when it gets to the Responder to the Overcaller, then we play **Giorgio 2♣**.

Giorgio applies after any suit Opening and Overcall, and through a Pass, or Double, so long as the bidding is below 2♣ when it gets to Responder to the Overcall.

The Giorgio 2♣ bid shows 11+ points and a 3+ card fit for the overcall.

(Giorgio 2♣ replaces Cue Raises if you normally play them)

Note: we don't play Cue Raises if Giorgio 2♣ is available.

If the auction gets higher than 2♣ when it gets to Responder to the Overcall, then Giorgio is OFF. And the Cue Bid reverts to being a Cue Raise (Fit and 11+ points).

Responses to Giorgio 2♣:

If the opener passes, then there are TWO minimum responses:

2-of-our-suit: Really minimum, typically less than 11 points.

2♦: Artificial, minimum, but not real bad. Around 11-13 points. Not accepting the Invite, but partner might want to go on.

Partner then signs off in 2-of-the-suit, or bids anything else.

New suits are Game Tries below 3-of-our-suit.

A Cue Bid is Game forcing.

Jumps are splinters, with the suit already agreed.

With most hands of (13)14+ points, the overcaller will accept the Giorgio Raise, and bid to game.

Jumps are splinters.

Cue Bids are Game Forcing.

New suits are forcing.

Here are some examples:

(Your Opponent opens 1♥), and you Overcall 1♠
(Opponent Passes), Partner bids 2♣* Giorgio Raise.

Example 1:

♠ KQ986

♥ A8

♦ AJ92

♣ 82

Example 2:

♠ AQ982

♥ 32

♦ K97

♣ Q76

Example 3:

♠ AQJ97

♥ 765

♦ J87

♣ 65

Bid 4♠

Accept the Invite

Bid 2♦*: 11-13

Minimum, but OK

Bid 2♠:

Really minimum

Showing Clubs If 2♣ Would Be A Giorgio Raise.

If 2♣ would be Giorgio, then the Responder would use the **Cue Bid to show a good hand with Clubs**.

Eg.

(Opponent) Partner	(Opponent) You
	(1♦) 1♥

(P) ??

2♣*: Giorgio, 3+♥, 11+ points

2♦: 5+ CLUBS, good hand, around 10+ points

1♠: 4+♠, forcing one round, denies Heart fit.

1NT: around 8 – 11, no fit, with a Diamond stopper.

2♥: Normal Raise (3-4 trumps, 6 – 10 points)

3♥: Weak Jump Raise (4 trumps, less than 10 points)