

GENERAL PRINCIPLES TO REMEMBER in TWO OVER ONE
by Maritha Pottenger

1. A two-over-one bid requires 13 or more HCP.
2. Fast arrival denies extra values—whether done by responder or opener.
3. Jumping to game in a major (after a 2 over 1) shows minimum values and denies controls in unbid suits when they exist in the auction.
4. Jumping to 3NT (after a 2 over 1) shows 15-17.
5. Rebidding 2NT (after a 2 over 1) shows 12-14 OR 18-19. If the latter, you will make a slam try later.
6. Rebid of major by opener is a default bid. Does NOT guarantee 6 cards. (Partnership agreement: Some people play 2NT as default bid)
7. Jump rebid of major shows slammish values.
8. Jump to game in major (by Opener) shows self-sufficient suit, but denies controls for slam.
9. After a two over 1 response, & a new suit by Opener, a simple preference by Responder shows ordinary opening hand. A jump preference by Responder shows extras (16+) & is slam try. THIS IS PARTNERSHIP AGREEMENT. Many people always GO SLOW with extras.
10. A high level reverse (at 3 level) shows extras (at least a King extra) by Opener.
11. **Jump shift by Opener (over 2 over 1 bid) shows two GOOD 5-card (or longer) suits OR is a splinter in support of Responder's suit.** (Partnership Agreement—Maritha prefers splinter)
12. After a jump rebid of major by Opener, a new suit by Responder (often at 4 level) is a cue bid.