



Two-suiters

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A hand is a two-suiter if it contains: one suit of at least five cards and another of at least four

To describe his two-suiter, the opener must bid his second suit at level 2 (or 3).

S	W	N	E
1 ♣	Pass	1 ♥	Pass
1 ♠	Pass	3 ♠	Pass
Pass			



Problème E4673

1 spade The second suit bid by the opener at level 1 doesn't promise a two-suiter. He doesn't have a 5-card suit

S	W	N	E
1 ♦	Pass	1 ♥	Pass
1 ♠			



Problème E1212

1 spade The opener calls a second suit, not a two-suiter. The responder cannot know there are five diamonds.



Two-suiters

There are three types of two-suiter:

The minimum two-suiter, non-forcing with 12-17HCP. This allows the responder to stay at the two level when returning to the opening suit.

The reverse, forcing for a round with 17HCP or more. The second suit, bid at level 2, is higher-ranking than the first. The responder is thus obliged to jump a level to return to the opening suit.

The jump reverse, game-forcing, as from about 20HCP.

S	W	N	E
1 ♦	Pass	1 ♥	Pass
2 ♣			

6	4	7	4	K	J	9	7	A	K	J	10	9
♠	♠	♥	♥	♣	♣	♣	♣	♦	♦	♦	♦	♦

Problème E1195

2 clubs A minimum two-suiter. The responder can return to diamonds (the opener's first suit) at level 2

S	W	N	E
1 ♦	Pass	1 ♠	Pass
2 ♥			

J	9	4	A	K	J	9	5	A	K	Q	9	8
♠	♠	♠	♥	♥	♥	♥	♣	♦	♦	♦	♦	♦

Problème E4829

2 hearts Opener's reverse. The responder will have to go to the three level to return to the opener's first suit.



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S	W	N	E
1 ♦	Pass	1 ♠	Pass
1 NT			



Problème F4830

1NT It's impossible to announce hearts. Two hearts would mean at least 17HCP...