



3rd suit forcing

The 3rd suit is a forcing bid which the Responder uses on the 2nd round of bidding after a rebid by the Opener of his opening minor suit.. at the 2 level.

When Opener rebids his opening suit all suit shifts from Responder (3rd suit) is forcing. Opener's team has the point majority. Generally, Responder's suit shifts on the 2nd bidding round are natural except on a certain bidding sequence :

- opening in a minor suit
- Second response bid in the suit ranked one level higher than that of the Opener (If opening suit is ♣ then that means ♦ or if opening suit is ♦ then it's ♥) .

In this case, the 3rd suit is an artificial bid : doesn't guarantee a long or points

S	W	N	E
		1 ♣	Pass
1 ♥	Pass	2 ♣	Pass
2 ♦			



Problem E20169 : 2 ♦ (suit ranked one level higher than Opener's suit) is an artificial bid promising nothing in the bid suit.



3rd suit forcing

In which situations does the Responder use the 3rd suit forcing convention?

Responder who bids a 3rd suit has 11-12HCP ; he can use this convention in several situations.

- no bid to show his strength
- a forcing bid to show a fit
- problem with a suit so can't bid NT
- can't bid NT as needs to protect an honor

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	2 ♣	Pass
2 ♥	Pass		

K	Q	9	6	4	A	K	8	6	9	A	Q	6
♠	♠	♠	♠	♠	♥	♥	♥	♥	♣	♦	♦	♦

Problem 20772 : 2 ♥ is a natural that the responder can use with around 10HCPs. It is forcing, but not auto-forcing

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	2 ♦	Pass
2 ♠			

A	7	4	A	J	7	5	3	2	7	6	A	9
♠	♠	♠	♥	♥	♥	♥	♥	♥	♣	♣	♦	♦

Problem 9893 When the responder bids a new suit, higher than the first, it makes the sequence forcing to game :he has at least 12HCPs



3rd suit forcing

When the 3rd suit is bid with a jump

the responder guarantees a 5-5 two-suiter: The camp will not stop before game



S	W	N	E
1 ♣	Pass	1 ♠	Pass
2 ♣	Pass	3 ♥	Pass
4 ♦	Pass	4 NT	Pass
5 ♦	Pass	6 ♥	Pass
Pass			



Problem E6269 The 3rd suit, bid with a jump promises a 5-5 two-suiter: This bid is forcing to game



3rd suit forcing

Cas particuliers

Après l'ouverture mineure, le répondant annonce une mineure et nomme la 3ème couleur après la répétition de la mineure d'ouverture. En fait il n'y a que deux séquences correspondant à cette définition : 1♣ - 1♦ - 1♣ - 2♣ - 2♣ - ? 2♦ - ?

Toutes ces

séquences sont forcing de manche que la 3ème couleur soit collée ou non : le répondant doit posséder au moins 12H pour utiliser cette enchère qui enclenche une séquence forcing de manche

S	W	N	E
		1♣	Pass
1♦	Pass	2♣	Pass
2♦			



Problem 20185 If you had bid 1♠ on the first round, there would be no possible rebid ! Now, the sequence is forcing to game and you can describe your hand