



- b) Any change of suits after one has been agreed-to, e.g., **1D – 2D**  
2S
- c) A Reverse by Opener at his/her second chance to bid, e.g., **1D – 1S**  
2H
- d) Responder's bid of a new suit or "2-NT" after Opener's Pre-empt, e.g., **2D – 2S**

**Certain bids qualify as forcing to game, because:**

- 1. The least number of points they promise, opposite Partner's known points, provide enough for a game contract or better, e.g.,
  - a) A Jump-shift by the Opener – Promises 19-21 HCP's which combines with the six or more shown by the Responder
  - b) Any new suit bid at the 3-Level before the Partnership has been agreed upon one, e.g., **1H – 2D**  
3C
- 2. When the bid happens to be defined that way, e.g.,
  - a) 4<sup>th</sup> Suit forcing, e.g., **1H – 1S**  
2D – "3C"
  - b) A Reverse by a Responder, e.g., **1C – 1H**  
2C – 2S

**C.** An **invitational** bid is one that suggests a game but denies the necessary strength to insist upon it. Invitational bids, by their very nature must be non-forcing. In general, invitational bids carry the auction to the threshold of game, announcing enough points to play safely there and leaving the final decision up to the invited Partner. They usually appear in one of two forms:

- a) Bids at the 3-level in a previously mentioned suit, e.g., **1S – 2S**  
3S
- b) Bids of -2NT

**D.** A **shutout** bid is one that commands Partner to pass. Only the "Captain" may make a shutout bid. Shutout bids, by definition, are non-forcing. The captaincy principle makes it clear that neither Partner has the right to make a shutout bid during the descriptive phase of the auction. Thus, game bids as part of the description are **not**, shutout bids, e.g., **1D – 1H**      **1C – 1H**  
**4H**                      **1S – 3-NT**