

Other Advancer re-bids

- Moderating bid after a reverse: The more economical of 2NT or the 4th suit.
 - 1C-1S-2D-2H
 - 1C-1H-2D-2S
 - 1D-1S-2H-2NT
 - 1C-1S-2H-2NT

- All other 4th suit bids (4th Suit Forcing). Forcing to game if a reverse or at level 3, for 1 round otherwise. either looking for a stopper or preparing a forcing raise in partner's suit.
- All other 1/2/3NT: Not forcing
- New suit forcing after opener's suit re-bid. Forcing to Game at level 3, for 1 round at level 2. The most economical new suit **may not be natural** at all! Opener gives priority to showing a 3-card fit in advancer's first suit. For example:
 - 1C-1H/S-2C-2D: Round forcing, may not be natural
 - 1C-1S-2C-2H: Round forcing, natural
 - 1D-1S-2D-2H: Round forcing, may not be natural
 - 1H-1NT(5+ spades)-2H-3C: Game forcing, may not be natural
 - 1H-1NT(5+ spades)-2H-3D: Game forcing, natural
 - 1D-1H/S-2D-3C: Game forcing, natural
 - 1C-1D-2C-2H/S: Game forcing, natural

- Jump to new suit at level 3 after opener's suit re-bid: 5+5+, **non forcing**. These are the possibilities:
 - 1C-1S-2C-3D/H
 - 1D-1S-2D-3H
 - 1C-1H-2C-3D

- Return to opener's suit (**except clubs**) after a NT re-bid by opener: Forcing if after 2/1, Limit otherwise. For example:
 - 1D-1S-1NT-2/3D: Limit
 - 1S-2C-2NT-3S: Forcing

- Jump to advancer's suit at level 3: 6+ suit, non-forcing. In order to force the game with a 6+ suit the advancer must transit via 4SF, Checkback Stayman or "New suit forcing after opener's suit re-bid". For example:
 - 1C-1S-2C-3S
 - 1D-1H-1NT-3H

- 1C-1D-1H/S-2H/S: Forcing (French Walsh)
- 1H-1NT(5+ spades)-3D-3H: Moderating (because 4th suit is above 3NT)
- All other raises or preferences (simple or double) of opener's suit: Forcing if after 2/1, Limit otherwise. For example:

- 1C-1H-1S-2/3S: Limit
 - 1H-2C-2D-3D: Forcing
 - 1C-1D-2C-3C: Limit
 - 1D-2C-2H-3D: Forcing
 - 1C-1S-2H-3C: Forcing (2NT would be moderating)
- Double jump to a new suit: fit in opener's suit (the second if such a suit was bid), Splinter