Forcing and Limit Bids

Acol consist of two types of natural bids - forcing and limit.

A limit bid is one which has an upper limit on the points it can contain, a forcing bid does not.

Forcing bids require partner to bid, usually for just one round but sometimes until game is reached

Sometimes limit bids can also be forcing bids.

Standard forcing bids:

New suit initial response at the lowest level $(1 \blacklozenge -1 \heartsuit, 1 \blacklozenge -2 \clubsuit$, but not $1 \blacklozenge -1 \bigstar -2 \diamondsuit -2 \heartsuit)$, forcing for one round.

Reverse (rebid of new suit at higher level than two of the first suit, but without jumping, showing at least 4 points more than minimum), forcing for one round. Reverses can be opener (1 - 1 - 1 - 2) or responder (1 - 1 - 2 - 2)

Bids of opponent's suit

Take out doubles (although they may be passed for penalties)

New suit after transfer (akin to a reverse: $1NT - 2 \Leftrightarrow (Trf) - 2 \bigtriangledown - 2 \spadesuit$)

Jump Preference $(1 \lor - 1 \spadesuit - 2 \diamondsuit - 3 \lor)$

Strong opening bids $(2 \clubsuit, 2 \blacklozenge)$

Sometimes a situation may be forcing even if a bid is not, so 1 - 2 = -2NT is forcing to game as you have at least 25 points between you (and is why you rebid 2NT even with 19 points).

Non-Forcing Bids

Opener's minimum rebid $(1 \lor -1 \bigstar -2 \diamondsuit)$

Simple Preference $(1 \lor - 1 \bigstar - 2 \diamondsuit - 2 \lor)$

Suit Rebids $(1 \lor -1 \bigstar -2 \lor, 1 \lor -1 \bigstar -3 \lor)$ or Raises $(1 \lor -2 \lor, 1 \lor -3 \lor)$

NT bids (except unusual!)

Agreed forcing bids / situations

Some partnerships play additional forcing bids, for example:

A 2 over 1 response $(1 \lor - 2 \diamondsuit)$ is forcing to 2NT

In protective position, after 1n - 2n by opponents, you may not pass.