

2 over 1 Game Forcing – Author: Ed L'Heureux

2	♠ Q9	Dir: E																															
	♥ 43	Vul: N-S																															
	♦ Q642																																
	♣ 108632																																
♠ 10		♠ AJ7632																															
♥ AQ10652		♥ J7																															
♦ K1093		♦ J7																															
♣ KJ		♣ AQ9																															
	♠ K854	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>2</td><td>4</td><td>5</td><td>4</td><td>5</td></tr><tr><td>W</td><td>2</td><td>4</td><td>5</td><td>4</td><td>5</td></tr></table>			♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	4	5	4	5	W	2	4	5	4	5
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13	♦ A85																																
	♣ 754																																
10																																	

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
		1S	P
2H	P	2S	P
3H	P	4H	& 3 passes

Bidding: Opener shows 6 spades. Responder has only 1, so bids 6 card heart suit again. Opener with 2 hearts can see 8 card fit & supports hearts.

Opening lead: 8C, high from nothing, looks best.

Play: At suit contract, count losers. Can lose AD & QD. But then TD & 9D are good. Only other possible loser is KH. Lead hearts twice from dummy towards AQT to avoid losing to the KH and thus making 5H.

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3		♠ 10 ♥ AQ65 ♦ K10532 ♣ K87		<i>Dlr: S</i> <i>Vul: E-W</i>																															
♠ K854 ♥ K1098 ♦ A98 ♣ 54		♠ Q9 ♥ 432 ♦ Q64 ♣ J10632																																	
12		♠ AJ7632 ♥ J7 ♦ J7 ♣ AQ9		<table> <tr> <td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr> <td>N</td><td>2</td><td>4</td><td>2</td><td>4</td><td>3</td></tr> <tr> <td>S</td><td>2</td><td>4</td><td>3</td><td>4</td><td>3</td></tr> <tr> <td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr> <td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>			♣	♦	♥	♠	NT	N	2	4	2	4	3	S	2	4	3	4	3	E	-	-	-	-	-	W	-	-	-	-	-
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<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
			1S
P	2D	P	2S
P	3NT	& 3 passes	

Bidding: Opener rebids a 6 card suit. Minimum responder has only 1 spade, bids 3NT game (fast arrival).

Opening lead: Perhaps 4H, hoping partner has long hearts. Or 3C, 4th from longest suit. But you have no entries to cash them if they set up.

Play: AT NT, count winners. There are only 5 at first, AKQ clubs + 2 Aces. This will be hard to make. Must first set up either spades or diamonds for 3 extra tricks, then finesse QH.

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4		♠ A83 ♥ Q82 ♦ J9632 ♣ Q7		<i>Dlr: W</i> <i>Vul: Both</i>																															
♠ KQ10765 ♥ A95 ♦ A5 ♣ 98		♠ J ♥ 1074 ♦ KQ104 ♣ AKJ32																																	
9		♠ 942 ♥ KJ63 ♦ 87 ♣ 10654		<table> <tr> <td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr> <tr> <td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr> <td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr> <td>E</td><td>3</td><td>3</td><td>3</td><td>4</td><td>4</td></tr> <tr> <td>W</td><td>3</td><td>3</td><td>3</td><td>4</td><td>4</td></tr> </table>			♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	3	3	4	4	W	3	3	3	4	4
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<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
1S	P	2C	P
2S	P	3D	P
3NT	P	P	P

Bidding: Opener rebids 6 card suit. Responder bids 5-card clubs then 4-card diamonds. No fit anywhere. Opener bids 3NT game.

Opening lead: When opponents have bid 3 suits, lead the unbid suit. Lead 2H.

Play: At NT, count immediate winners. Have 0S, 1H, 3D, 2C = 6 tricks. Duck hearts twice. Then knock out AS to set up spades for 5 tricks. Lose 2 hearts and AS, making 4.

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5	♠ QJ1096	Dir: N																															
	♥ A5	Vul: N-S																															
	♦ Q1082																																
	♣ A6																																
♠ A2	♠ 854																																
♥ 10972	♥ QJ83																																
♦ AJ9	♦ 7543																																
♣ 7542	♣ Q3																																
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9 5	♥ K64																																
13	♦ K6																																
	♣ KJ1098																																

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
	1S	P	2C
P	2D	P	2S
P	4S	& 3 passes	

Bidding: Responder bids 2 over 1 to set up a game force, then shows spade support on the next bid. Opener is minimum, bids the game right away (fast arrival).

Opening lead: QH, top of touching honors.

Play: Losers: 1S, 0H, 3D, 0C = 4 total. Can play off diamonds and ruff one in dummy before pulling trump. Or can set up dummy's clubs and pitch losing diamonds on good clubs (better).

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6		♠ J543 ♥ K93 ♦ 8543 ♣ 53	Dir: E Vul: E-W																															
♠ KQ ♥ QJ42 ♦ K7 ♣ K10986			♠ A10976 ♥ A1085 ♦ QJ ♣ Q7																															
4 14 13 9		♠ 82 ♥ 76 ♦ A10962 ♣ AJ42	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>4</td><td>-</td><td>5</td><td>4</td><td>2</td></tr><tr><td>W</td><td>4</td><td>-</td><td>5</td><td>4</td><td>2</td></tr></table>			♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	4	-	5	4	2	W	4	-	5	4	2
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<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
		1S	P
2C	P	2H	P
4H	& 3 passes		

Bidding: Opener promises 4 cards in the 2nd suit. Responder with 4 hearts can see the 8 card fit. Responder is not quite strong enough to bid a slower 3H, so bids a fast arrival 4H.

Opening lead: No good leads. Leading an unsupported Ace is usually bad. Under-leading an Ace is also bad. Lead a trump (neutral).

Play: Declarer loses only 2 Aces. Lead QH towards AH. Let it ride if not covered by KH. Repeat with JH.

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7		♠ Q6 ♥ A87 ♦ AK9843 ♣ 84		<i>Dir: S</i> <i>Vul: Both</i>																															
♠ J984 ♥ K942 ♦ 107 ♣ A105			♠ 107 ♥ 10653 ♦ J52 ♣ KJ72																																
13			♠ AK532 ♥ QJ ♦ Q6 ♣ Q963																																
8	5																																		
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E	-	-	-	-	-																														
W	-	-	-	-	-																														

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
			1S
P	2D	P	3C
P	3NT	& 3 passes	

Bidding: Opener shows spades and clubs.
 Responder has the 4th suit stopped, bids 3NT.

Opening lead: Usually best to lead the unbid major. Lead 3H.

Play: If opponents lead a club, hold off QC as long as possible. Opponents get 3 clubs. but you get the rest. On any other lead, you get 3S, 1-2H, 6D = 10-11 tricks.

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8		♠ Q10 ♥ J7653 ♦ 432 ♣ A65		<i>Dir: W</i> <i>Vul: None</i>																															
♠ K9764 ♥ A10 ♦ AQ95 ♣ 74			♠ AJ ♥ Q98 ♦ J76 ♣ KQJ92																																
7			♠ 8532 ♥ K42 ♦ K108 ♣ 1083																																
13	14																																		
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S	-	-	-	-	-																														
E	6	6	4	6	6																														
W	6	6	4	6	6																														

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
1S	P	2C	P
2D	P	2NT	P
3NT	P	P	P

Bidding: When no fit found, responder bids NT. Responder has 14 HCP + 1 length point. Would be willing to cooperate towards slam, so goes slowly, bids 2NT. Basic opener settles for 3NT.

Opening lead: Lead the unbid suit, 2H. You do find partner with 5 hearts and AC as an entry. But declarer can always make the contract.

Play: Knock out AC early & try diamond finesse early, while you still have all suits stopped. Makes 6NT with tricky play, but ignore that.

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9		<p>♠ AQJ32 ♥ K83 ♦ K96 ♣ 106</p>		<p><i>Dlr: N</i> <i>Vul: E-W</i></p>																															
<p>♠ 106 ♥ J1054 ♦ AQJ2 ♣ J85</p>		<p>♠ K975 ♥ 9762 ♦ 1075 ♣ Q2</p>																																	
<p>13 9 5 13</p>		<p>♠ 84 ♥ AQ ♦ 843 ♣ AK9743</p>																																	
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W	-	-	-	-	-																														

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
	1S	P	2C
P	2NT	P	3C
P	3NT	& 3 passes	

Bidding: Opener has no 2nd suit, so bids 2NT. Responder shows 6+ clubs. Opener knows 3NT is preferable to 5C, 9 times out of 10.

Opening lead: Not S or C, the 2 suits bid. Try 9H or TD, top of nothing. You have few points. Partner has more points and might have H or D.

Play: At NT focus on tricks. Play clubs first to set up 5 club tricks. Also have AKQ hearts & AS.

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10		<p>♠ 84 ♥ 1083 ♦ A10952 ♣ Q54</p>		<p><i>Dlr: E</i> <i>Vul: Both</i></p>																															
<p>♠ Q3 ♥ Q94 ♦ KQ7 ♣ KJ1073</p>		<p>♠ AJ962 ♥ K75 ♦ J86 ♣ A9</p>																																	
<p>6 13 13 8</p>		<p>♠ K1075 ♥ AJ62 ♦ 43 ♣ 862</p>																																	
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<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
		1S	P
2C	P	2NT	P
3NT	& 3 passes		

Bidding: Opener with no 2nd suit bids 2NT. Does not jump to game. Does not yet know the best spot. Responder might have spade support. Responder, without spade support, bids 3NT.

Opening lead: 2H. (Not S or C, the 2 suits bid.)

Play: At NT focus on tricks. Work on clubs first to set up 4 club tricks while you have other suits stopped. Ditto with spades. Should be able to make 2-3S + 1H + 2D + 4C = 9-10 tricks.

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11		♠ 93 ♥ AQJ92 ♦ Q65 ♣ KQ5	<i>Dlr: S</i> <i>Vul: None</i>
♠ 1084 ♥ 85 ♦ A832 ♣ A862		♠ QJ7 ♥ 643 ♦ J94 ♣ J943	
14 8 5 13	♠ AK652 ♥ K107 ♦ K107 ♣ 107	♣ ♦ ♥ ♠ NT N 2 3 5 4 4 S 2 3 5 4 4 E - - - - - W - - - - -	

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
			1S
P	2H	P	4H
P	P	P	

Bidding: Responder 2H bid promises 5+ H. Opener can see 8+ major suit fit. Minimum opener jumps to game, fast arrival.

Opening lead: Should lead an unbid suit, 4D or 3C, low from an honour.

Play: Count losers from hand with longer trump. North counts 0S, 0H, 2D, 2C = 4, 1 too many. Plan to set up the spade suit to pitch 1 or 2 losers. Alternatively, ruff a club before pulling trump.

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12		♠ KJ82 ♥ A103 ♦ 8 ♣ 109743	<i>Dlr: W</i> <i>Vul: N-S</i>
♠ A105 ♥ KQ942 ♦ A654 ♣ 2		♠ Q96 ♥ J5 ♦ KQJ1072 ♣ A6	
8 13 13 6	♠ 743 ♥ 876 ♦ 93 ♣ KQJ85	♣ ♦ ♥ ♠ NT N 1 - - - - S 1 - - - - E - 5 5 1 2 W - 6 6 3 2	

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
1H	P	2D	P
3D	P	4D	P
5D	& 3 passes		

Bidding: Opener shows support for responder. Responder considers 3NT versus rebid 6 card minor. Short clubs & low spades are worrisome for NT. Not quite strong enough for 5D. Bids 4D, invitational. Opener's singleton is worth 3 points in support of diamonds, bids game.

Opening lead: KC, top of touching honours.

Play: Losers: 2S+1H+0D+1C=4. Pull trump. Knock out AH. Pitch a spade on dummy's good hearts. Ruff the club. Lose only 1S & 1H.

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13		♠ Q72 ♥ 3 ♦ AQ932 ♣ KQ92	Dlr: N Vul: Both																															
♠ 106 ♥ 10765 ♦ KJ6 ♣ J654			♠ J85 ♥ A982 ♦ 1075 ♣ A103																															
13 5 9 13	♠ AK943 ♥ KQJ4 ♦ 84 ♣ 87	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>4</td><td>4</td><td>3</td><td>5</td><td>4</td></tr><tr><td>S</td><td>4</td><td>4</td><td>3</td><td>5</td><td>4</td></tr><tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>				♣	♦	♥	♠	NT	N	4	4	3	5	4	S	4	4	3	5	4	E	-	-	-	-	-	W	-	-	-	-	-
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W	-	-	-	-	-																													

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
	1D	P	1S
P	2C	P	2H
P	2S	P	4S & 3 passes

Bidding: Not 2 over 1. Second suit by responder is forcing (opener should not pass) and also promises 5 cards in first suit. Opener shows 3 card spade support. Responder bids spade game.

Opening lead: Opponents bid all 4 suits. Lead “thru” dummy's 2nd suit, 4C, low from Jack.

Play: South sees 4 losers: 0S, 2H, 1D, 1C. Use KH to knock out AH and ruff small heart before pulling trump. This is how you lose only 1 heart. The diamond finesse avoids the diamond loser.

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14		♠ QJ1063 ♥ J6 ♦ 73 ♣ J1095	Dlr: E Vul: None																															
♠ 72 ♥ KQ872 ♦ A965 ♣ A3			♠ A984 ♥ A95 ♦ 102 ♣ KQ42																															
5 13 13 9	♠ K5 ♥ 1043 ♦ KQJ84 ♣ 876	<table><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>NT</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr><tr><td>E</td><td>3</td><td>3</td><td>5</td><td>2</td><td>4</td></tr><tr><td>W</td><td>3</td><td>3</td><td>5</td><td>2</td><td>4</td></tr></table>				♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	3	5	2	4	W	3	3	5	2	4
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<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
		1C	P
1H	P	1S	P
2D	P	2H	P
4H	P	P	P

Bidding: Not 2 over 1. Responder skips D to show H. Opener bids up the line 1S. Responder 2D shows 10+ points, 5H, 4D. Opener shows 3 card heart support. Responder can now bid game.

Opening lead: QS top of touching honors.

Play: West sees 4 losers (1S, 0H, 3D, 0C). Pitch a losing diamond on the extra good club in dummy to make 4H.

2 over 1 Game Forcing – Author: Ed L'Heureux

15		♠ AK6 ♥ 1082 ♦ A10532 ♣ K8	<i>Dlr: S</i> <i>Vul: N-S</i>
♠ Q1098 ♥ 54 ♦ K98 ♣ 7654	♠ 5432 ♥ Q9 ♦ Q64 ♣ J1032		
14 5 5 16	♠ J7 ♥ AKJ763 ♦ J7 ♣ AQ9	♣ ♦ ♥ ♠ NT N 3 5 6 3 6 S 3 5 6 3 6 E - - - - - W - - - - -	

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
			1H
P	2D	P	3H
P	4NT (ask for Aces & on to 6H)		

Bidding: Opener jumps to 3H on 2nd bid to show 16+ points and 6+ hearts. Responder can see 9 card fit and also has a bit extra. Bids 4NT to check on missing Aces on the way to 6H.

Opening lead: Against slam, lead an Ace if you have one. K from KQ is also great. Here 7C top of nothing looks best.

Play: With 9 trump, odds favor playing A&K to drop the Q rather than taking the finesse. Here, either would work. Only 1 D loser, making 6.

2 over 1 Game Forcing – Author: Ed L'Heureux

16		♠ Q52 ♥ 653 ♦ Q1096 ♣ 1053	<i>Dlr: W</i> <i>Vul: E-W</i>
♠ K10763 ♥ AK94 ♦ A8 ♣ A9	♠ J4 ♥ Q872 ♦ K3 ♣ KQJ82		
4 18 12 6	♠ A98 ♥ J10 ♦ J7542 ♣ 764	♣ ♦ ♥ ♠ NT N - - - - - S - - - - - E 6 2 6 5 6 W 6 2 6 5 6	

<u>W</u>	<u>N</u>	<u>E</u>	<u>S</u>
1S	P	2C	P
3H	P	4H	P
4NT (ask for Aces & on to 6H)			

Bidding: E/W find their 8 card heart fit. East bids 4H, fast arrival, minimum. West has enough to explore for slam opposite a minimum East.

Opening lead: QD, top of touching honours in the unbid suit.

Play: If trumps break 3-2, which they do about 70% of the time, there are no trump losers. There are 2 possible spade losers. Lead low towards KS, hoping AS is on the correct side, which it is.