

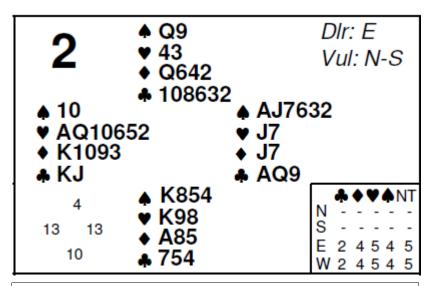
N	<u>S</u>	
1H	2D	2/1 GF
2H 6-cd suit	3H	heart sprt plus extras
3S spade A or K	4NT	Ace asking
5H 2 Aces	5NT	King asking
6C No kings	6H	

**Bidding**: South has extras, bids only 3H, not 4H. North's 3S shows A or K of spades. South can now bid 4NT knowing they will not lose the first 2 tricks in spades.

**Opening lead**: QS, top of touching honours.

**Play**: Win opening lead. Pull trump. Cash QC & AC. Pitch the spade loser on KC. Lose only KD.

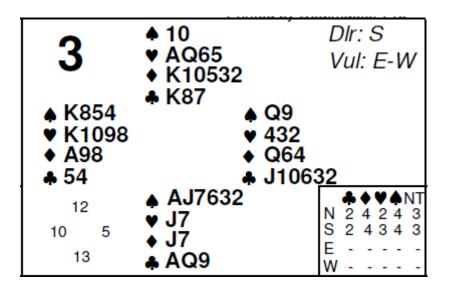
### 2 over 1 Game Forcing - Author: Ed L'Heureux



**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.

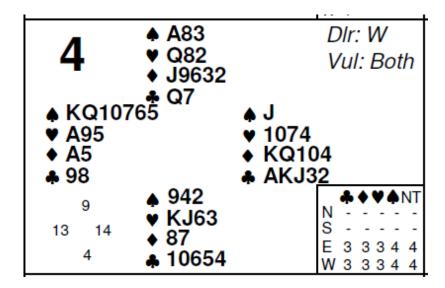


**Bidding**: Opener rebids a 6 card suit. Minimum responder has only 1 spade, bids 3NT game (fast arrival).

**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.

# 2 over 1 Game Forcing - Author: Ed L'Heureux



 W
 N
 E
 S

 1S
 P
 2C
 P

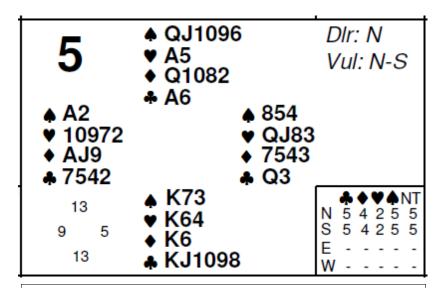
 2S
 P
 3D
 P

 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.



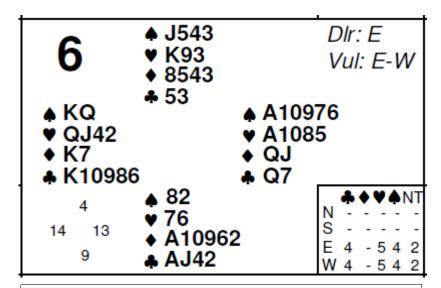
$$\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ 1S & P & 2C \\ P & 2D & P & 2S \\ P & 4S & \& 3 \text{ passes} \end{array}$$

**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).

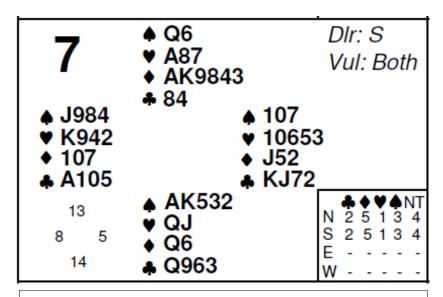
### 2 over 1 Game Forcing - Author: Ed L'Heureux



**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.

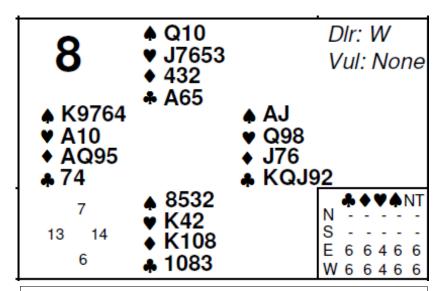


**Bidding**: Opener shows spades and clubs. Responder has the 4th suit stopped, bids 3NT.

**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.

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

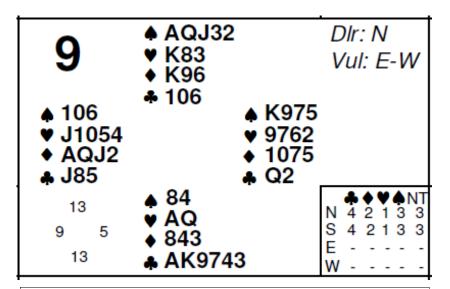


$$\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ 1S & P & 2C & P \\ 2D & P & 2NT & P \\ 3NT & P & P & P \end{array}$$

**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.

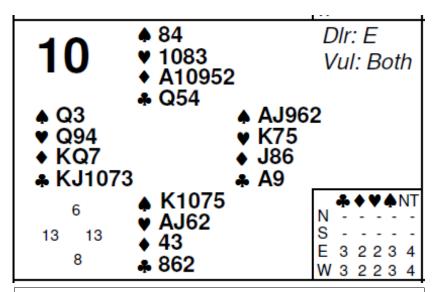


**Bidding**: Opener has no 2nd suit, so bids 2NT. Responder shows 6+ clubs. Opener knows 3NT is preferable to 5C, 9 times out of 10.

**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.

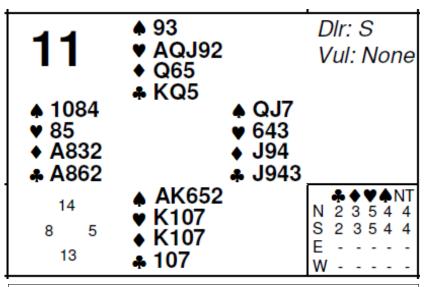
# 2 over 1 Game Forcing – Author: Ed L'Heureux



**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.)

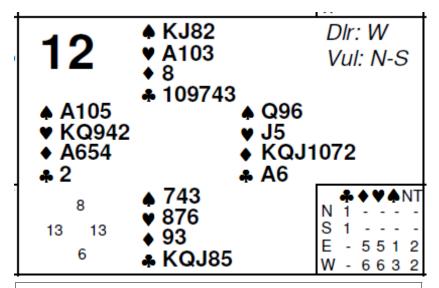
**Play**: At NT focus on tricks. Work on clubs first to set up 4 club tricks while you have other suits stopped. Ditto with spades. Should be able to make 2-3S + 1H + 2D + 4C = 9-10 tricks.



**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.



 W
 N
 E
 S

 1H
 P
 2D
 P

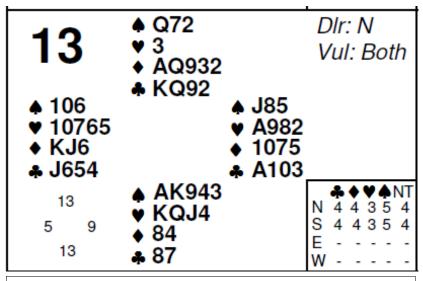
 3D
 P
 4D
 P

 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.

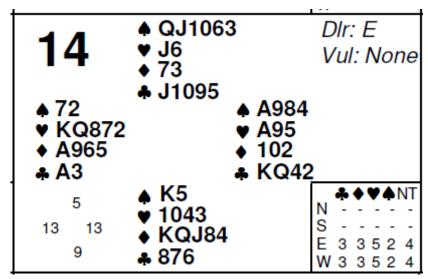
**Play**: Losers: 2S+1H+0D+1C=4. Pull trump. Knock out AH. Pitch a spade on dummy's good hearts. Ruff the club. Lose only 1S & 1H.



**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.

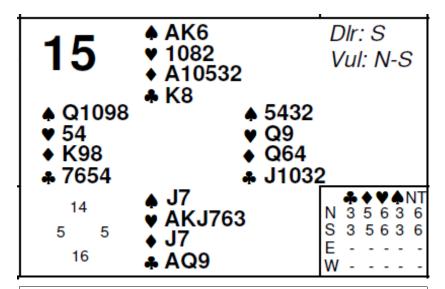
**Play**: South sees 4 losers: 0S, 2H, 1D, 1C. Use KH to knock out AH and ruff small heart before pulling trump. This is how you lose only 1 heart. The diamond finesse avoids the diamond loser.



**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.



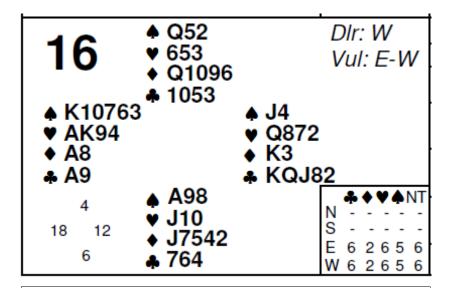
$$\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ & & 1H \\ P & 2D & P & 3H \\ P & 4NT (ask for Aces \& on to 6H) \end{array}$$

**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



 $\begin{array}{cccc} \underline{W} & \underline{N} & \underline{E} & \underline{S} \\ 1S & P & 2C & P \\ 3H & P & 4H & P \\ 4NT (ask for Aces \& on to 6H) \end{array}$ 

**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.