

Forcing NT no more

What, why and how.

Not sure where to begin, Hate, despise, or maybe I just think its stupid....

Before I start tearing down the forcing NT we need to take a look at first responses over 1M and then focus on alternative bidding sequences

Ground rules

- I open all 11 hcp with a 5 card major or a 5 card minor
- All 14-16 hcp with 5332 I open 1NT
- All 19-20 hcp with 5332 I open 2NT
- All 17 hcp with 5332 I open 1M and plan to rebid 2N
- **I only pass the response of 1NT when I have 5332 or 45(31) or 4522 and 11-13**
- With an unbalanced hand I will ALWAYS bid again

So my general approach is to upgrade every time I have a 5 card suit, life is all about upgrades.

1H - 1S = natural 4+s and 6+hcp

1H - 1NT = 6-11 (12)

1H - 2C = 3way

1. 2+ clubs forcing to game
2. Natural forcing to game
3. Limit 3 card heart raise

1H - 2D = game force with 5+diamonds

1H - 2H = 6-10 with 3+h usually a 9 loser hand

1H - 2S = 2-5 hcp with 6+s and usually 0-1 heart

1H - 2N = Jaboby JR! Limit raise of better with 4+trumps - 8 or less losers.

1H - 3C = 6+clubs, good suit, 9-11 hcp, usually 0-1 hearts

1H - 3D = 6+diamonds, good suit, 9-11 hcp, usually 0-1 hearts 1H - 3H =

“Mixed raise” less then limit but better then a pre emptive bid 1H - 3S and higher can be played in various ways - two tier splinters - or 3n

could be used to show a 3244 hand with 13-15.

1S - 1NT = 6-11 (12)

1S - 2C = 3way

4. 2+ clubs forcing to game

5. Natural forcing to game

6. Limit 3 card spade raise

1S - 2D = game force with 5+diamonds

1S - 2H = game force with 5+hearts

1S - 2S = 6-10 with 3+s - usually a 9 loser hand

1S - 2N = Jaboby JR! Limit raise of better with 4+trumps - 8 or less

losers. 1S - 3C = 6+clubs, good suit, 9-11 hcp, usually 0-1 spades

1S - 3D = 6+diamonds, good suit, 9-11 hcp, usually 0-1 spades 1S

- 3H = 6+hearts, good suit, 9-11 hcp, usually 0-1 spades

1S - 3S = "Mixed raise" less than limit but better than a pre-emptive bid 1S -

NT and higher can be played in various ways - two tier splinters - or 3n

could be used to show a 2344 hand with 13-15

The biggest advantage playing a forcing NT was that we could show a weak hand with 1 minor wanting to play at the 2 or the 3 level and this used to be the way to show a limit 10-12 hcp with exactly 3 card support.

I somewhat agree with the first part but totally disagree with the second part. So let's analyze the first part: partner opens the bidding 1M and you have a long minor with 6-9 hcp and you want to play that minor either at the two level if you can but willing to play your suit at the 3 level if you have to. You still can do that if partner does not pass 1NT.

The second part is total BS. Why play 3 when you can play 2. If you are anything like me and you like to open a lot of 11 counts with a 5 card major, you should also hate to go down in an invitational bidding sequence.

1S - 1NT old school forcing one round

2C - 3S = limit raise with 3 pieces

Result down 1, sometimes even down 2 when things are bad. No one did anything bad, The opener had her bid and the responder had her bid as well, so you just shrug your shoulders and carry on to the next hand. HELL NO - There is a solution and here it is:

The solution is to play the 2C bid by responder as 2 way or 3 way. I like the 3 way version and that is the one I will show.

1H/1S - 2C = 3way

1. 2+ clubs forcing to game - All game forcing balanced hands start here
2. Natural forcing to game
3. Limit 3 card heart/spade raise

1H - 2C

2D = Either natural, any strength or any hand that is NOT accepting a 3 card limit raise. This is the only bid that allows us to stop in a part score contract 2H = 6+h game forcing

2S = 5+h and 4+s forcing to game

2NT = natural forcing to game, usually 17 with 5h and any 332

3C = natural forcing to game

3D/3S = splinter in support of clubs

3H = Setting hearts as trumps

1S - 2C

2D = Either natural, any strength or any hand that is NOT accepting a 3 card limit raise.

2H = Natural, does not promise more than 11hcp

2S = 6+s game forcing

2NT = natural forcing to game usually 17 with 5s and any 332

3C = natural forcing to game

3D/3H = splinter in support of clubs

3S = Setting spades as trumps

1H - 2C

2D - 2H = I have a 3 card limit raise

2S = Natural and forcing to game, I have longer clubs than spades

2NT = Natural and forcing to game, allowing partner to show her hand

3C = Natural and forcing to game

3D = Natural and forcing to game

3H = Slammish in hearts

1S - 2C

2D - 2H = Natural and forcing to game I have longer clubs than hearts

2S = I have a 3 card limit raise

2NT = Natural and forcing to game, allowing partner to show her hand

3C = Natural and forcing to game

3D = Natural and forcing to game

3S = Slammish in spades

I understand that you will need to change your way of thinking when it comes to playing new conventions, and some of this stuff that I preach may not be easy to understand but if you adopt this method I promise you will like it.