

Two way new minor forcing....

When I first saw this convention some 25 years ago, I read it, understood most of it, and literally thought I found God. Today I understand it was an illusion. But it still is one of the best conventions I play.

When playing bridge, you need tools to handle all sorts of hands (auctions), And if those hands come up often you need to have a very sharp tool. So based on frequency you need better tools for common hands, for hands that come up every four years or so you don't need complicated stuff to deal with those hands.

First of all we need to discuss the 1NT rebid by opener, It shows 11-14 hcp and a balanced hand, it does not deny a 4 card major, and in theory you can have 4 cards in each major when the bidding goes, 1c - 1d, 1NT now just says I have a balanced hand. When I bid 2 suits at the one level I have two suits...

So the theory is: The responding hand can use both minors to show different types of hands. The 2D bid by the responder is a random game forcing bid and the 2C bid by responder either shows an invitational hand with 5+ of responder first bid suit or a weak hand planning to play 2D or 3C.

All 5-5 and 6+ first bid suit are solved by jumps to the 3 level:

1C - 1H

1NT - 3C = 5H and 5C forcing
3D = 5H and 5D forcing
3H = 6+H forcing

1D - 1S

1NT - 3C = 5S and 5C forcing
3D = 5S and 5D forcing
3H = 5S and 5H forcing
3S = 6+S forcing

So now we have taken all 5-5 and 6+ first bid suit with game forcing + values out of the equation, now let's deal with the rest 😊

All other game forcing hands start with 2D (except 5332 choice of games) Bidding priorities after the 2D bid are:

1. 4 cards in other major
2. 3 cards in partner's major
3. 5 cards in a minor
4. NT

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1C - 1H

1N - 2C = forces 2D
2D = random game force
2H = to play
2S = 4s and 4h invitational
2N = invit with 4h

1C - 1S

1N - 2C = forces 2D
2D = random game force
2H = to play either 2h or 2s less than invitational
2S = to play
2N = invit with 4s

1D - 1H

1N - 2C = forces 2D
2D = random game force
2H = to play
2S = 4s and 4h invitational
2N = invit with 4h

1D - 1S

1N - 2C = forces 2D
2D = random game force
2H = to play either 2h or 2s less than invitational
2S = to play
2N = invit with 4s

The 2C bid by the responder forces 2D either to play 2D, 3C or to show an invitational hand, good 10 - 12

1C - 1H

1N - 2C

2D - Pass = great tool to be able to play 2d
2H = invit with 5h
2S = invit with 5h and 4s
3C = to play
3N = Choice of games with 5332

1C - 1S

1N - 2C

2D - Pass = great tool to be able to play 2d
2H = invit with 5s and 4h
2S = invit with 5s

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3C = to play

3N = Choice of games with 5332

1D - 1S

1N - 2C

2D - Pass = great tool to be able to play 2d

2H = invit with 5s and 4h

2S = invit with 5s

3C = to play

3N = Choice of games with 5332

1D - 1S

1N - 2C

2D - Pass = great tool to be able to play 2d

2H = invit with 5s and 4h

2S = invit with 5s

3C = to play

3N = Choice of games with 5332

Now all we have left is to go over the 2D game forcing bid by responder and openers 3rd bid

1C - 1H

1N - 2D

2H = 3h and not 4s

2S = 4s may have 3h

2N = 3-2-3-5

3C = X-2-X-6

3D = 2-2-4-5 with values in short suits

1C - 1S

1N - 2D

2H = 4h may have 3s

2S = 3s not 4h

2N = 2-3-3-5

3C = 2-X-X-6

3D = 2-2-4-5 with values in short suits

1D - 1H

1N - 2D

2H = 3h and not 4s

2S = 4s may have 3h

2N = 3-2-4-4

3C = 2-2-5-4 with values in short suits

3D = 3-2-5-3

Advanced bidding 1/3/2025

1D - 1S

1N - 2D

2H = 4h may have 3s

2S = 3s not 4h

2N = 2-3-4-4

3C = 2-2-5-4 with values in short suits

3D = 2-3-5-3

Two way new minor forcing is also in use after 1H - 1S, 1N

1H - 1S

1N - 2C

2D - PASS = great system partner

2H = invit with 3h and some reason to bid spades

2S = invit with 5s

2N = invit with 4s

3C = to play

But not when the bidding starts 1C - 1D, 1N

1C - 1D

1N - 2C = to play

2D = to play

2H/2S = Naturalish 3+ and game forcing

2N = invit