

# 2 Over 1 Game Forcing



Tom Snow  
(805) 305-5035  
coinerbop@gmail.com

# Time for Some Jokes

**My wife apologized today for the very first time since we got married.**

**She said, “I’m sorry I ever married you.”**

**\*\*\*\*\***

**My wife texted me a selfie of her in a new dress and asked, “Does this make my butt look big?”**

**I texted back, “Noo!”**

**My phone autocorrected my response to “Moo!”**

**Please send help!**

Playing "2 Over 1", South would respond 1NT\* to partner's 1H bid and rebid 3C, but then it's NOT forcing.

# One Problem with the Old Method

Is this forcing or not, using the Old Method?

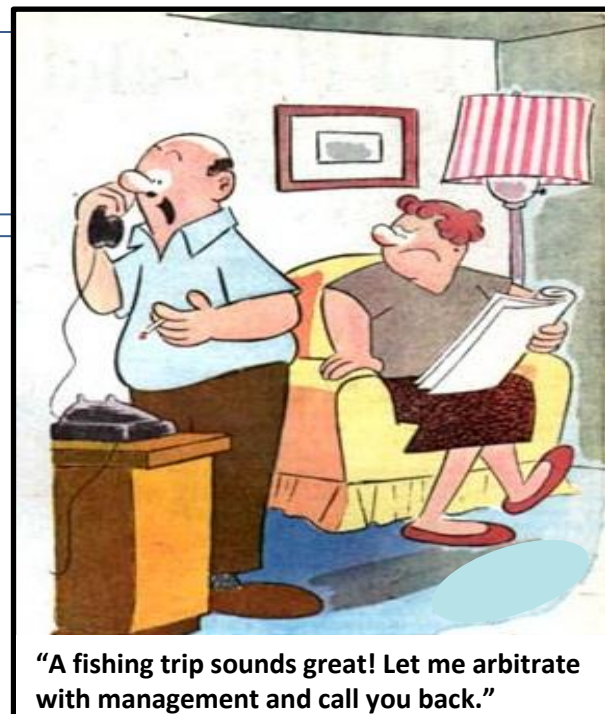
	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1)	1H	Pass	2C	Pass
	2D	Pass	3C	
South	♠A42 ♥3 ♦K8 ♣K1098753			

But this is also a 3C rebid in the Old Method.

2)	South	♠A4 ♥Q3 ♦J2 ♣AQJ8753		
----	-------	----------------------	--	--

HELP! I'm in no man's land!

Playing "2 Over 1", South would respond 2C to partner's 1H bid and rebid 3C, but now it's forcing to game.



## Other advantages of 2 Over 1 Game Forcing:

- ➔ Makes the bidding of invitational hands (10-11 HCPs) easier and
- ➔ Gives you and your partner bidding room with two opening bids (or more) to find your correct fit and level.
- ➔ Allows you to open 1H or 1S with a 5-card major, 15-17 HCPs and a flat hand.

# 2 Over 1 Game Forcing



Not forcing. Partner did not open a major.

Not forcing in competition.

Playing "2 Over 1 Game Forcing" just means that if:

- 1) Your partner opens (not overcalls) one of a major (1♥ or 1♠) and
- 2) You are not a passed hand and
- 3) The opponents are not in the bidding, then:
  - Bidding a new suit at the two level promises 12+ HCPs (instead of the old-fashioned 10+) and is forcing to game.
  - **OR: Bidding 1NT is forcing one round (only).**

Not forcing by a passed hand.

1)

	North	East	South	West
	1C	Pass	1NT	
South	♠K95 ♥Q65 ♦Q863 ♣Q65			

2)

	North	East	South	West
	1H	1S	1NT	
South	♠K1095 ♥Q5 ♦Q863 ♣Q65			

3)

	North	East	South	West
	1H	Pass	Pass	Pass
	1H	Pass	1NT	
South	♠K1095 ♥3 ♦QJ753 ♣QJ5			

4)

	North	East	South	West
	1H	Pass	1NT	1C
South	♠985 ♥3 ♦QJ543 ♣AJ95			

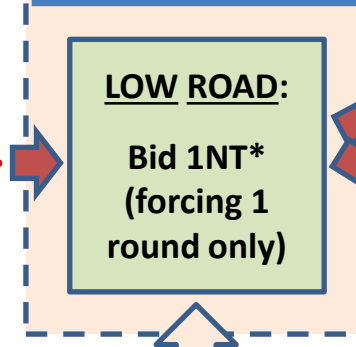
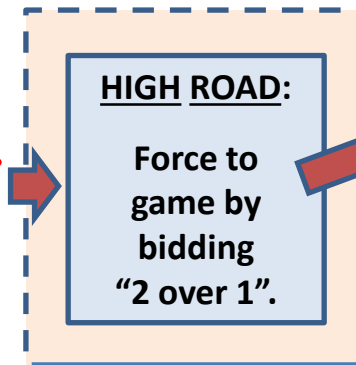
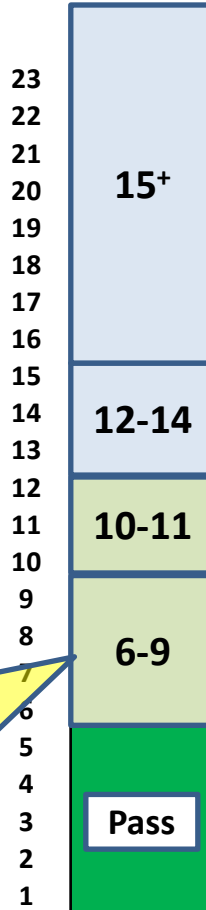
Not forcing in competition.

# 2 Over 1 Game Forcing



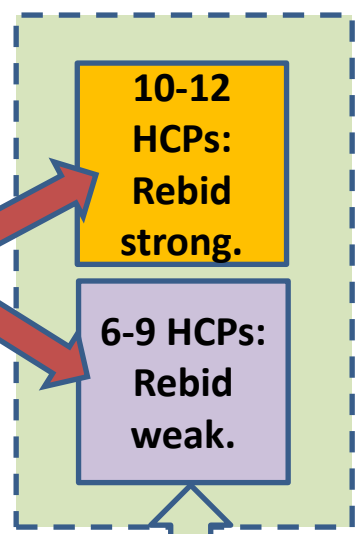
## Responder Ranges:

North	East	South	West
1S	Pass	???	



Decision #1  
High or Low?

HIGH ROAD:  
Look for slam using Fast Arrival.



Decision #2  
Invite or Drop?

N.B.: When Responder has only 6-9 HCPs, you often have an auction like this: **Forcing one round.**

1S – P – 1NT\* – P  
2C\* – P – 2S

Responder may only have 2 spades in his hand, but a 5-2 fit is safer than a 4-3 fit.

This could be a 3-card suit.

# Possible 2/1 GF Auctions



There are only 10 possible starts to HIGH ROAD (2/1 GF) auctions:

- 1) 1S Pass 2C\*      2) 1S Pass 2D\*      3) 1S Pass 2H\*
- 4) 1H Pass 2C\*      5) 1H Pass 2D\*

(Plus these same 5 auctions, but with one PASS before the opening bid)

There are only 4 possible starts to LOW ROAD (2/1 GF) auctions:

- 1) 1S Pass 1NT\*      2) 1H Pass 1NT\*

(Plus these same 2 auctions, but with one PASS before the opening bid)



# Time for Another Joke



"No doubt about it, captain ...  
it's definitely an Italian sub."

# Decision #1

## High or Low Road?



1)

	North	East	South	West
	1H	Pass	???	
2D*				
South	♠K1095	♥3	♦AQ1053	♣AQ5

A jump to 3S right away would invite with 4-card support.

When you have enough for game, show your long suits 1<sup>st</sup>.

2)

	North	East	South	West
	1H	Pass	???	
2D*				
South	♠KQ2	♥Q65	♦AK53	♣964

Or use Jacoby 2NT\* to force to game.

A jump to 4H would show 5+ hearts and about 2-6 HCPs.

3)

	North	East	South	West
	1S	Pass	???	
1NT*				
South	♠94	♥A4	♦KJ10872	♣K52

4)

	North	East	South	West
	1S	Pass	???	
1NT*				
South	♠KQ3	♥104	♦QJ1082	♣Q93

Then jump to 3S next bid.

5)

	North	East	South	West
	1H	Pass	???	
1S				
South	♠KQ53	♥2	♦KQ92	♣A654

Not a 2 over 1 GF auction.

6)

	North	East	South	West
	1S	Pass	???	
1NT*				
West	♠2	♥QJ65	♦KQ953	♣K64

When in doubt, take the Low Road.



# Playtime

