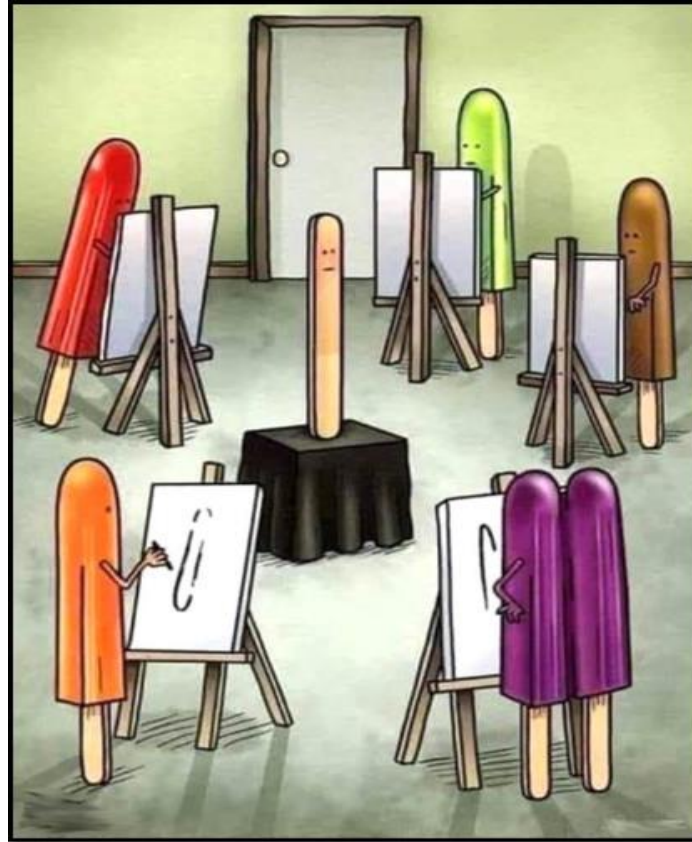


Two Over One Game Forcing - Bidding the Good Hands



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Time for A Joke

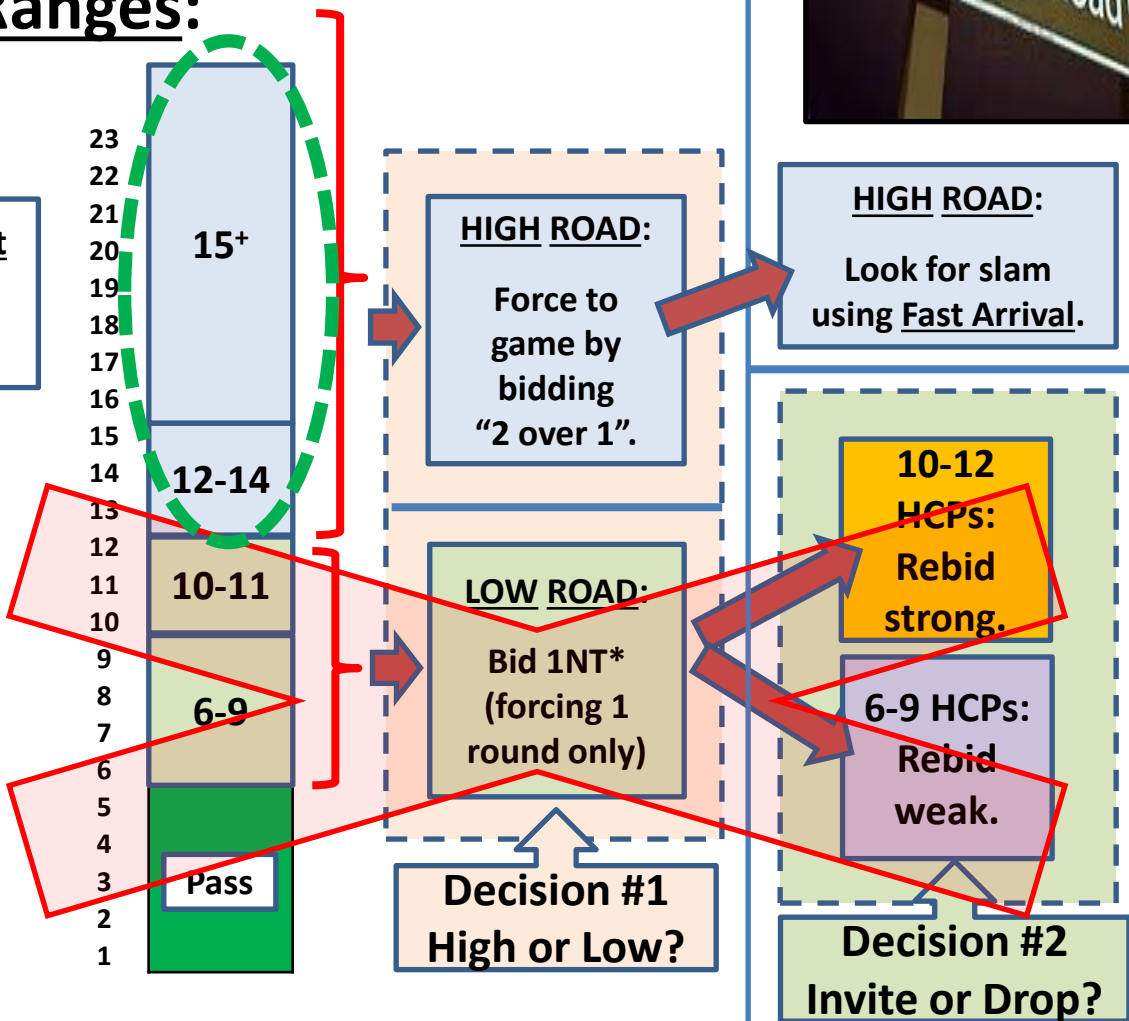


2 Over 1 Game Forcing



Responder Ranges:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	???	



Possible High Road Auctions



In 2/1 GF, there are only 10 possible starts to HIGH ROAD auctions:

1) 1H Pass 2C*

2) 1H Pass 2D*

3) Pass 1H Pass 2C*

4) Pass 1H Pass 2D*

5) 1S Pass 2C*

6) 1S Pass 2D*

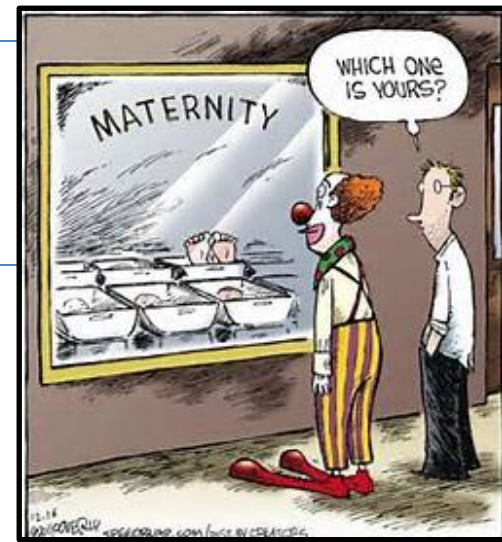
7) 1S Pass 2H*

8) Pass 1S Pass 2C*

9) Pass 1S Pass 2D*

10) Pass 1S Pass 2H*

When is 2/1 Game Forcing Used?



Requirements:

1. One person must open one of a major.
2. The opponents must NOT be in the auction yet.
3. It must be the responder's FIRST chance to bid.

2/1 GF doesn't apply here.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
Pass	Pass	1H	Pass
???			

Question:

What does North respond if he passed this hand?:

North

♠3 ♥KJ42 ♦AQJ1043 ♣85

- a) If he bids 4H, it's pre-emptive (3-7 HCPs with 5 hearts), and they could easily miss a slam.
- b) If he jumps to 3H, it's invitational, and they could easily miss a cold game.
- c) If he bids 2D, it's not forcing, since 2/1 GF is not used here.

Answer: He bids 2C*, which shows major suit support and 10+ HCPs. Then he bids game.

The Drury Convention.

Don't forget you have the option of using Jacoby 2NT* with 4 trumps. It's more powerful than 2/1 GF.

Taking the HIGH ROAD



1)

	North	East	South	West
	1H	Pass	???	

2D*

South	♠K1095 ♥3 ♦AQ1053 ♣AQ5
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2)

	North	East	South	West
	1S	Pass	2H*	Pass
	???			

2NT

North	♠AKJ72 ♥52 ♦KQ3 ♣765
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3)

	North	East	South	West
	1H	Pass	2D*	Pass
	2NT	Pass	???	

3D

South	♠4 ♥A4 ♦AKQ10872 ♣Q52
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Or 3NT.

Quantitative, not Blackwood.

4)

	North	East	South	West
	1H	Pass	2D*	Pass
	2NT	Pass	???	

4NT*

South	♠KQJ ♥104 ♦AQ1082 ♣AQ3
-------	------------------------

5)

	North	East	South	West
	1H	Pass	2D*	Pass
	2H	Pass	???	

2S

South	♠KQ53 ♥2 ♦KQ9652 ♣A4
-------	----------------------

And 1 Low Road question.

6)

	North	East	South	West
	1S	Pass	1NT*	Pass
	???			

2NT

North	♠Q6543 ♥AQ ♦AK3 ♣K102
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FAST ARRIVAL is used when you are declaring the final STRAIN, or when the final STRAIN is already known.

The Concept of Fast Arrival



In a GF auction, no jump shows extra values.

A jump shows no extra values.

1)

North	East	South	West
1H	Pass	2D*	Pass
3H	2NT	Pass	???

2)

North	East	South	West
1H	Pass	2D*	Pass
4H	2NT	Pass	???

South ♠84 ♥AQJ ♦AQ8753 ♣A3

South ♠84 ♥AQ2 ♦KQJ32 ♣873

3)

North	East	South	West
1S	Pass	2H*	Pass
4H	???		

4)

North	East	South	West
1S	Pass	2D*	Pass
2S	2H	Pass	???

North ♠A7542 ♥KQ3 ♦83 ♣K42

South ♠AK4 ♥J75 ♦AQJ1062 ♣J

5)

North	East	South	West
1S	Pass	2H*	Pass
4H	2NT	Pass	???

Not a reverse

6)

North	East	South	West
1H	Pass	2D*	Pass
2S	Pass	3H	Pass
4H	3S	Pass	???

South ♠4 ♥AKJ10842 ♦95 ♣A64

South ♠64 ♥KQ3 ♦KQJ832 ♣KJ3

FAST ARRIVAL means in a game forcing auction, the higher you bid, the less you have.

3H = I have extra values. Followed by 4H = but I only have a little extra values.

3S = a control showing bid (A♠ or K♠) and some interest in slam.

More On Fast Arrival

FAST ARRIVAL
means in a game forcing auction, the higher you bid, the less you have.

In a GF auction, no jump shows extra values.

1)

3H

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1NT	Pass	2D*	Pass
	2H	Pass	3C	Pass
	???			
South	♠KQ3 ♥K63 ♦AKQ53 ♣63			

Time for More Jokes

I very quietly confided to my best friend that I was having an affair.

She turned to me and asked, "Are you having it catered?"

And that, my friend, is the sad definition of "OLD"!

Reporters interviewing a 104-year-old woman:

"And what do you think is the best thing about being 104?" the reporter asked.

She simply replied, "No peer pressure."

Take your time. Try not to jump.

Opener's Rebids After a 2/1 Response



1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
2H				
North	♠A ♥KQ10432 ♦AJ3 ♣K95			

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
3C				
North	♠72 ♥QJ1052 ♦A3 ♣AQ75			

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
2S				
North	♠AKJ4 ♥AQ742 ♦984 ♣2			

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
2D				
North	♠AQ8 ♥KJ754 ♦K642 ♣3			

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
2NT				
North	♠QJ3 ♥Q5432 ♦Q92 ♣AQ			

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2C*	Pass
	???			
2H				
North	♠3 ♥AK6432 ♦2 ♣AK962			

Remember your priority of contracts?



Time to Play