Forcing 1NT

And The Meckstroth Adjunct

Forcing 1NT

What is it?

* A **convention** used by **responder** to distinguish game forcing and part-score hands

* Used after partner's 1st or 2nd seat **major opening**, NOT in competition

* Only 2 Forcing Sequences:
  * 1♥-(P)-1NT-
  * 1♠-(P)-1NT-

* NOT Forcing 1NT:
  * 1♦-(P)-1NT-
  * 1♥-(1♠)-1NT-
  * (P)-(P)-1♠-(P)-1NT-

Forcing 1NT

Why should it be forcing?

* In SAYC, responder's 1NT means:
  * better than a pass
  * not enough strength to bid higher
  * no support
  * NOT forcing

* In 2/1, responder's 1NT includes all of the SAYC 1NT hands and **all** invitational hands

* Responder has 6-12 HCPs and **any** shape

* In 2/1, responder's 1NT is forcing because responder may be invitational and may not be balanced

Forcing 1NT

Opener's rebids

* Auction: 1♥-(P)-1NT-(P)- ???

* 1: ♠xxx ♥AQxxx ♦KQx ♣Qx
  * rebid 2♦
  * NOT 2♥, NOT 2NT

* 2: ♠x ♥AQxxx ♦KQxxx ♣Qx
  * rebid 2♦, NOT 3♦

* 3: ♠xx ♥AQxxxx ♦KQx ♣Qx
  * rebid 2♥

* 4: ♠AQx ♥AKxxx ♦Kxx ♣Kx
  * rebid 2NT, NOT 3NT

* 5: ♠x ♥AQJxxx ♦AQx ♣KQx
  * rebid 3♥

Forcing 1NT
Responder's rebids

* Auction: 1♠-(P)-1NT-(P)- 2♣-(P)-???
* 1: ♠xx ♥Qxxx ♦KQxx ♣xxx * rebid 2♠ to play
* 2: ♠x ♥xxx ♦KJxxxx ♣Qxx * rebid 2♦ to play
* 3: ♠xxx ♥Qxxx ♦KQxx ♣Kx * rebid 3♠ invite
* 4: ♠x ♥Qxx ♦KQxx ♣Kxxxx * rebid 3♣ invite
* 5: ♠xx ♥Qxx ♦KQxx ♣Kxxx * rebid 2NT invite
* 6: ♠xx ♥AQxxx ♦KQx ♣xxx * rebid 3♥ invite

Forcing 1NT

Awkward hands

* 1: ♠Axxx ♥QJxxx ♦Kx ♣Ax

  * 1♥-(P)-1NT-(P)- ???   * rebid 2♥,2♣,??

* 2: ♠QJ ♥xx ♦KTxxx ♣JTxx

  * 1♥-(P)-1NT-(P)- 2♣-(P)-???   * rebid 2♥

* 3: ♠Axx ♥QJxxx ♦x ♣AKxx

  * 1♥-(P)-1NT-(P)- 2♣-(P)-2♦-(P)- ???   * rebid pass

* 4: ♠xxx ♥xx ♦Axxx ♣Kxxx

  * 1♥-(P)-1NT-(P)- 3♣-(P)-???   * 3♦,3♥,4♣,??

* 5: ♠AJx ♥AKJxxx ♦x ♣AQJ

  * 1♥-(P)-1NT-(P)- ???   * 3♣,3♥,??

Forcing 1NT
The Meckstroth Adjunct

* After partner's forcing 1NT, use the Meckstroth Adjunct to force to game

* Eliminates uncertainty because opener accurately describes his hand

* The Meckstroth Adjunct begins with:
  1 ♥-(P)-1NT-(P)- 2NT!-

* Forcing (to game) and Alertable

Forcing 1NT

The Meckstroth Adjunct (with responder fit)

* **The Meckstroth Adjunct begins with:**
  1 ♥-(P)-1NT-(P)- 2NT!-

* **With ♥ support, responder:**

  * bids 4♥, if weak

  * bids 3♥, with a limit raise, slam investigation begins

* **Without support, responder bids 3♣! regardless of his holding (alertable).**

Forcing 1NT

The Meckstroth Adjunct (without responder fit)

* After: 1 ♥-(P)-1NT-(P)- 2NT!-(P)-3♣!-(P)- Opener:

* Rebids his suit with a single suited hand

* Bids a new 4 card suit
    * With ♣, 1 ♥-1NT- 2NT!-3♣!- 3NT means 5♥/4♣
    * And 1 ♥-1NT- 2NT!-3♣!- 4♣ means 6♥/4♣

* With 5/5 shape, jumps directly after 1NT
    * 1 ♥-(P)-1NT-(P)- 3♣ means 5♥/5♣ (game forcing)

Forcing 1NT

The Meckstroth Adjunct (with big balanced hand)

* Opener: ♠AQx ♥AKxxx ♦Kxx ♣Kx

* Auction: 1♥-(P)-1NT-???

* Bid 2♦ planning to rebid NT over any responder action

* If responder passes, you may miss game, but probably not, e.g.:

* Responder: ♠Jx ♥x ♦Jxxxx ♣Axxxx