

Forcing Bids

Bob Fisk: May the Force be with You

https://drive.google.com/file/d/1leLJpE6vUJBa8CVA0vN_mvGM_2skr9XN/view?usp=sharing

Forcing Bids

What does it mean to force partner?

- * The Auction: a sharing conversation to find the best contract
 - * 1♥-2♥-4♥ (I have some ♥, me too, that's all I needed to know)
- * It's a 4-way conversation, but not always polite 😇
- * 1♥-(4♠) (How rude!)
- * Any bid that requires action by partner is called **forcing**,
 - * 2♣-? (partner must bid)

Forcing Bids

Why would we want to?

- * During the auction, we try to describe our hand to partner (and listening opponents)
- * If we need info from partner or multiple bids, force partner to make all our bids
- * Usually forcing bids show extra strength in an attempt to get to game or slam
- * ♠ Kx ♥ Qxxx ♦ KQxx ♣ Axx
1 ♠ -2 ♦ -2 ♥ -3 ♥ -??. slam try below game

Forcing Bids

4 Players, 4 Roles, 4 Sets of Bidding Rules

- * Opener: 1st player to bid (not pass)
- * Responder: Opener's partner
- * Overcaller: 1st opponent to bid (not pass)
- * Advancer: Overcaller's partner
- * In each role, different things are known, and the bidding rules are different for each

Forcing Bids

Opener's Forcing Bids

* Opener has just a few forcing options:

* Opening 2♣, GF (20+ HCPs)

♠KQJx ♥xx ♦AQJ ♣AKQx

* Jumpshift: 1♠-1NT-3♣, GF (19-21 HCPs)

♠KQJxx ♥x ♦AQ ♣AKxxx

* Reverse: 1♣-1♠-2♥, F1 (17-20 HCPs)

♠xx ♥AKJx ♦Ax ♣KQxxx

* Splinter: 1♦-1♠-3♥/4♣, GF

♠KQJx ♥x ♦AKxx ♣KQxx

* Jump Raise: 1♦-1♠-3♦/3♠, NF (16-18)

♠KQJx ♥xx ♦AQxx ♣Axx

Forcing Bids

Responder's (Many) Forcing bids

- * New Suit (unpassed hand), **F1**, except after:
 - * INT by opener or opponents
1 ♥ (INT) 2 ♣
1 ♥ -1 ♠ -INT-2 ♣ (NF unless NMF)
 - * opener rebids their suit
1 ♦ -1 ♠ -2 ♦ -2 ♥
 - * (X) then 2+ level suit bids
1 ♥ (X) 2 ♣
 - * weak jump shift, **altable**
1 ♣ -2 ♥
- * 2/1 Bids, **F1** or **GF**

Forcing Bids

Responder's (Many More) Forcing bids

- * Artificial bids, **F1 alertable**
 - * 1NT forcing: after 1M, not GF
 - * new minor forcing, XYZ: after m-M-NT, inv⁺
 - * Jacoby 2NT: after 1M, great fit & GF⁺
 - * Drury: after P-1M, fit & limit raise
 - * Bergen raise: after 1M, 4 card support
 - * splinter raise: fit, inv⁺, shortness
 - * 2NT after opener pre-empt: after 2M, fit & inv⁺
 - * (& many, many more)

Forcing Bids

Overcaller's (Very Few) Forcing Bids

* Take-out Double, F1

- * (1 ♥)X, overcaller: 12+ HCPs, <3 ♥, & 3+ supt all else

♠Kxxx ♥xx ♦Axx ♣KQxx

- * (1 ♥)X-1 ♠-2 ♦, overcaller: 17+ HCPs & 6+ ♦

♠Ax ♥x ♦AKJxxx ♣KQxx

- * (1 ♥)X-1 ♠-2 ♠, overcaller: 17+ HCPs, <3 ♥, & 4+ ♠

♠KQxx ♥x ♦AKJxxx ♣Ax

* Artificial Bids, F1

- * Michaels: (1 ♥)-2 ♥, 0M+minor (usually 5/5)

- * Unusual 2NT: (1 ♥)-2NT, 2 lower unbid (usually 5/5)

Forcing Bids

Advancer's (One) Forcing Bid

- * Cuebid: **F1**

- * (1 ) 1  - 2 

- *  Kxxx  KQxx  Ax  xxx (usually limit+)

- *  xx  KQxxxx  A  Kxxx (or own good hand)

- * New suits: partnership agreement, usually **NF** & constructive,

- * (1 ) 1  - 2 

- *  xx  KQxxxx  Ax  xxx