

It's just come to my attention, that none of the previous weekly Youtube links work. Deb, our wonderful Webmaster, has come up with a solution. It will take some time, but I guarantee it will be worth the wait!

TIP OF THE WEEK: BLASTING AWAY IN TWO-OVER-ONE

Two-over-One Forcing to Game is “on” when your side opens 1D, 1H, or 1S in first or second seat, the next person passes, and Responder makes a **non-jump bid of 2 in a new suit**.

1S (P) 2D

Responder promises at least an opening bid of their own which is 100% forcing to game. Their bid promises at least a good quality 4-card suit, except for 2H's which promises at least 5 hearts

2/1 Game Forcing refers to the following 6 bids:

1D - 2C 1H - 2C 1H - 2D 1S - 2D 1S - 2H

A 2/1 Game Force response **denies** 4-card support for openers major.

Holding 4-card support and Opening values, Responder can use other conventional tools that can be described in one call.

1H/S - 2NT	Jacoby 2NT Convention promises 4 - card support and opening values
1S - 4H	Splinter Bid
1H - 3NT	Choice of Game (Partnership Agreement)

Once your are in a 2/1 Game Forcing auction, you do **NOT** jump to show extra HCPs.

Responder's second bid should always confirm or deny a fit.

- . **Fast Arrival** shows a lack of additional values (12-14 HCPs).

1S - 2C
2H - 4S

- . **Slow Arrival** shows additional values (15+ HCPs).

1S - 2C
2H - 2S

Opener's or Responder's Auctions That Are Not Game Force

You open in 3rd or 4th seat	P - (P) - 1S	
You open 1C		
Responder is a passed hand	P - (P) 1S - (P) 2H	
If the opponents make an intervening bid. Most 2/1 partnerships advocate "systems off".		
	1H (1S) 2C	1H (X) 2D
Responder's new suit at the 2-level is a jump	1H - (P) 2S - (P)	1C - (P) 2D

Rob Barrington shares the 'Nuts and Bolts' of Two-over-One in the following Youtube videos.

What does the 2/1 bid mean?

- It is Game Forcing
 - Meaning we must have 13+ total points to make a 2/1 bid
 - This guarantees that our side has at least 25 points together
 - Both sides of the partnership know that **they can not Pass below the game level.**
- 2/1 in a minor suit shows 4+ cards in that suit
- 2 Hearts over a 1 Spade opening bid shows 5+ cards in that suit.

4+ Clubs
13+ Total Points

4+ Diamonds
13+ Total Points

5+ Hearts
13+ Total Points
This is the only 2/1 bid that shows a 5 card suit

4+ Clubs
13+ Total Points

4+ Diamonds
13+ Total Points

4+ Clubs
13+ Total Points

13.33 x 7.50 in

<https://youtu.be/WV924hcDCoo>



<https://youtu.be/GY9FUCy5QKI>

ONE NOTURMP FORCING

After partner opens a Major suit in first or second seat, the response of 1NT shows 6-12 total points and is forcing for one round.

RESPONDING TO THE FORCING NO – TRUMP BID

The screenshot shows a bridge bidding interface. At the top, it lists the players: WEST (obot), NORTH (1NT), EAST (nycpro), and SOUTH (6+). The bidding sequence is: Pass, 1NT, Pass. Below the bidding, the hand for the South player (nycpro) is shown: ♠ Q6542, ♥ J7, ♦ KJ9, ♣ AJ3. The hand is displayed in a row of cards with their respective suits and values.

Rule: When responding to 1NT Forcing, the opener is allowed to bid a 3 card minor suit when they have no other options.

<https://youtu.be/aN0dD0MJkjs>

One more tip...

1D (P) 2C (P)

? -----> A2 AQ65 KJ765 64

If opener holds 5 diamonds, they should rebid them on the second round. If Responder holds hearts, they'll bid them.

Click, on the following links to read about Two-over-One Game Force:

<https://www.larryco.com/bridge-learning-center/detail/435>

[https://static1.squarespace.com/static/5127d3d2e4b0b304f0b6db24/t/60aaa7ea25c8aa6d5ba223c8/1621796842705/3+\(371\)+2+over+1+GF+Auctions+-+Opener's+Rebids.pdf](https://static1.squarespace.com/static/5127d3d2e4b0b304f0b6db24/t/60aaa7ea25c8aa6d5ba223c8/1621796842705/3+(371)+2+over+1+GF+Auctions+-+Opener's+Rebids.pdf)

<https://www.larryco.com/bridge-articles/two-over-one-gf-part-11-responders-rebid>

<http://bakerbridge.coffeecup.com/2over1/deal00.html>

Advanced Learners

Two-over-One bid and then a jump to 3 of Opener's major

1H - 2C

2D - **3H** --> This jump shows 3 good hearts, and 16+ support points. This alerts partner that a Slam might be possible

542 AQJ K4 KQT65

According to Larry Cohen...

1S - 2C

2S - ? --> A spade raise should promise 3 to help partner evaluate his hand in case he's interested in exploring Slam. Holding only 2 spades, Responder should make a different call (i.e 2NT w/a balanced hand). Later, he can raise spades to show a preference. Now, Opener knows they only have a 6-2 fit.

1H (P) 2D (P)
2NT (P) ?-----> KQJ T3 AQT84 AQ5
Bid 4NT (Quantitative)

Check, out “Unifying Two-over-One Game Force,” by Larry Cohen.

<https://www.larryco.com/bridge-articles/unifying-21-gf>

According to Mike Lawrence....

When opener rebids his Major after a 2/1 response, he show 5 or more when he doesn't have a better bid. 1S - 2D 2S ----> KJ873 873 KJ AJT
Opener's suit: K43 AT872 4 KQ97 Opener's Rebid: --> 2H, not 3C. If partner has clubs, they will bid them on their next turn. A bid of a new suit at the 3 level should be 5+ cards and better than minimum.
1S - 2H 4H ----> The reason Opener jumps to 4H is that most of his values are in H's and S's. He's also denying a control in the unbid suits.
1H - ? ----> K74 KQJ QJ J7653 Bid: 1NT forcing The reason you bid this ways instead of bidding 2C first is that you have an OK hand for game but a lousy hand for slam.
1D - 2NT --> Play this hand as a boring 12 point or a very good 11 points with good spot cards QJ3 KJ8 J32 KJ84

OPENER'S REBIDS AFTER RIGHT HAND OPPONENT INTERFERES

(Source: Marty Bergen)

If Opener has nothing to say --> Pass Responder still has a chance to bid or double with a balanced hand.
Free bids don't promise extra values. They only say you have something worth sharing.
Opener's double is Penalty 1S (P) 2D (2H) X -----> The opener is suggesting defending 2H doubled
If RHO doubles partner's Two-over-One game force bid, Opener can redouble to warn Responder that he's short (0/1) in their suit.

Two-Over-One

by Eric Rodwell



Frequently Asked Questions

not be forcing. East doesn't want to jump to 3NT with nothing — *no stopper* — in diamonds. East doesn't want to support hearts with only two, since West has only shown a five-card suit, and East doesn't want to support clubs with only three cards, since West's second suit may be a four-card suit.

East needs a forcing bid to get more information, and the popular agreement is that a bid of 2♦, the fourth suit, is **artificial but forcing** — forcing to game in most partnerships. That makes the rest of the auction much more comfortable.

On the actual deal, West now bids 2NT with a stopper in diamonds. West isn't relying on responder to have anything in diamonds, since the 2♦ bid was artificial. East can now comfortably rebid the spades. The 3♠ bid is forcing because the 2♦ bid created a game force. With an invitational hand and six spades, East would simply have jumped to 3♠ on the previous round. West can now show some support for spades, and the partnership lands in the best contract.

Note that the bidding would go the same way even if the partnership is playing 2/1 game force. The 1♠ response was not a 2/1 bid, so the auction was simply following along standard lines.

But what if responder's initial bid is a 2/1 game forcing response? Now it would be redundant for responder's fourth suit bid to be an artificial game force. The partnership is already committed to at least game. So it now takes on one of two meanings:

The following questions are discussed in the context of the 2/1 game forcing approach, but many of the ideas can be applied to standard methods.



What does a bid of the fourth suit mean when it's no longer required as fourth suit forcing?

First, in standard methods, the bid of the fourth suit by responder is commonly used as an artificial game forcing bid ★. For example:

WEST	EAST
♠ J 5	♠ K Q 9 4 3 2
♥ K 8 7 6 3	♥ A 4
♦ A J	♦ 7 4
♣ K J 5 4	♣ A 9 6

WEST	EAST
1♥	1♠
2♣	2♦ ★
2NT	3♠
4♠	Pass

After West opens 1♥, East responds 1♠, and West rebids 2♣, East has a dilemma. With 13 high-card points plus 2 length points, East knows the partnership has enough combined strength for game, but which game?

East doesn't want to jump to 4♠ and find West with a singleton or void, and a jump to only 3♠ would

FOURTH SUIT AFTER 2/1

Responder's bid of the fourth suit after an initial 2/1 Game Forcing response says either:

- Responder doesn't know what else to bid ... or
- Responder has a legitimate two-suited hand.

Responder's next bid will clarify the situation.

Consider this hand ♠ Q 2
for the responder, ♥ Q 10 5
East, after the auction ♦ 6 4 2
begins this way: ♣ A K Q 7 3

WEST	EAST
1♠	2♣ ★
2♥	?

East's 2♣ response commits the partnership to game, but East still doesn't know *which* game after hearing opener's first two bids. The partnership may belong in spades, hearts, clubs, or notrump.

East doesn't want to bid 2♠, since that might put the partnership in a seven-card fit. Similarly, East doesn't want to bid 3♥, since that might be a seven-card fit. East doesn't want to rebid 3♣, since that would tend to show a six-card suit. And East doesn't want to bid notrump with no strength in diamonds.

So responder bids 3♦ as a 'punt' — "I don't know what else to do." Opener's next bid should help the partnership find its best spot. Let's see how the auction might continue.

WEST	EAST
♠ A K 8 4 3	♠ Q 2
♥ K J 8 6 2	♥ Q 10 5
♦ J 3	♦ 6 4 2
♣ 4	♣ A K Q 7 3

WEST	EAST
1♠	2♣ ★
2♥	3♦
3♥	4♥
Pass	

Once West rebids hearts, East knows exactly what to do.

