

# NMF or 2-Way NMF!

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Playing 2/1 many partnerships play New Minor Forcing (NMF). What is NMF?

Partner opens a minor say  $1\clubsuit$  = at least 3 (better minor) and partner next bids a major say  $1\spadesuit$  = 4+ spades; opener bids 1NT and responder bids  $2\spadesuit^*$  = NMF (I have a game invitational hand in spades (10-12 HCP) - do you have at least 3 spades or some other game-forcing hand)?

A bid of  $2\spadesuit$  says yes, I have at least 3 and 2NT denies a fit! Welcome to the 3-level with no fit! – a bad idea why? With many weak hands that do not produce game, you often will not play in a safe 2-level suit contract! To fix this problem one must replace NMF with 2-way NMF. How?

When partner opens a minor and responder bids a major after the opening bidder bids 1NT, **a bid of  $2\clubsuit^*$  = invitational values and a bid of  $2\spadesuit^*$  = game forcing values independent of the initial minor suit opening bid. So sometimes it may not be a “new” minor but the same opening minor suit (e.g.,  $1\clubsuit - 1\spadesuit - 1NT - 2\clubsuit^*$  = 10-12 points – not a game force or  $1\spadesuit - 1\clubsuit - 1NT - 2\spadesuit^*$  = 13+ GF NMF bid).**

How does it work? What follows is a basic sequence for 2-way NMF (not playing the Walsh Club):

$1\clubsuit/1\spadesuit$	$1\spadesuit$
1NT	Pass less than 10 HCP
	$2\clubsuit^*$ weak artificial relay to diamonds 10-12HCP
	$2\spadesuit^*$ artificial GF 13+HCP
	$2\heartsuit$ pass or correct to $2\spadesuit$ 10-12HCP
	$2\spadesuit$ to play
	$2NT^*$ relay to $3\clubsuit$ (responder has 4 spades and 5 hearts 10-12HCP)
	Pass = clubs
	$3\spadesuit$ = 5 of major, 4 of minor
	$3\heartsuit$ = 5 of major, 4 of minor
	$3\clubsuit$ = 4 of major, 5 of minor
	3NT = 4 of major, 5 of minor
	$3\clubsuit/3\spadesuit/3\heartsuit/3\clubsuit$ Natural jump GF bids 13+HCP (slam interest)
	3NT to Play

Two-way NMF also applies over the bidding sequences:

$1\heartsuit - 1\spadesuit - 1NT$ ??

$1\clubsuit/1\spadesuit - 1\heartsuit - 1NT$ ??

but is off in competition (partnership agreement)

**In summary responder may have three types of hands: (1) weak, (2) Invitational, (3) game - forcing. With a weak hand you play in 2M or 2♦ or 3♣; with an invitational hand you use the bid of 2♣\* and with a game-forcing hand you use the bid of 2♦\*.**

**Playing 2-way NMF one may also employ “picture” bids!**

These are used in place of 2♦\* as 3-level GF jump bids! And are used to explore slam!

(1) A single suited strong hand with support (e.g., 1♣ -1♠- 1NT-3♠= 5-card suit)

(2) A very good 2-suited hand (e.g., 1♣ -1♠- 1NT-3♣/3♦=5-cards with 5♠).

For more on 2-Way NMF visit the site:

<https://www.lajollabridge.com/LJUnit/Education/2-WayNewMinorForcing.pdf>

**XYZ is somewhat like** Two-way New Minor Forcing. Here is how it works: Over any (x-y-z) sequence of bids when opener rebids at the one level.

Here is the basic structure after a 1-level rebid by opener if you play this version of XYZ:

2♣ = Forces opener to bid 2♦ which responder may pass or follow up with an invitational bid.

2♦ = Game forcing, responder’s hand pattern is not yet disclosed, leaving a lot of bidding space.

After 1X-1M

1Z-2♦: opener should show 3-card major support or without it, bid 2NT, if appropriate.

2♥ or 2♠ = Not invitational if responder is rebidding his major or bidding 2♥ after having bid 1♠.

2NT = Invites 3NT.

3♣ = It’s always to play—a signoff bid whether it’s opener’s minor or not.

3♦/3♥/3♠ = Game forcing, good suit quality with slam potential whether a new suit or a suit rebid.

To invite game in opener’s suit after bidding his own, responder rebids 2♣ over Z and after the forced 2♦ response by opener, responder bids two of opener’s suit with support and invitational values.

To invite game in his major, responder rebids 2♣ over Z and after 2♦ by opener, responder rebids two of his suit with a good 5-card (or poor to fair 6-card) suit and jumps to three with a good 6-card suit.