

# 2 Over 1 Game Forcing



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# **Time for Some Jokes**

**Two blonde women, Mary and Jane, who have been friends since grade school, meet once a month at a coffee shop to stay in touch.**

**One day they meet up, and Jane has a gauze bandage on each of her ears.**

**Mary asks, “Oh my gosh, what happened!?”**

**Jane replies, “Oh, I’m so dumb. I was rushing around the house, doing the ironing and getting bills paid, when the phone rang. I mistakenly picked up the iron instead of the phone and burnt my ear.”**

**“Oh my, that must have been very painful!” Mary exclaimed.**

**“But what happened to your other ear?”**

**“Duh...” Jane replied, “I had to call the doctor.”**

# One Problem with the Old Method

Playing "2 Over 1", South would respond 1NT\* to partner's 1H bid and rebid 3C, but now it's forcing.

Is this forcing or not using the Old Method?

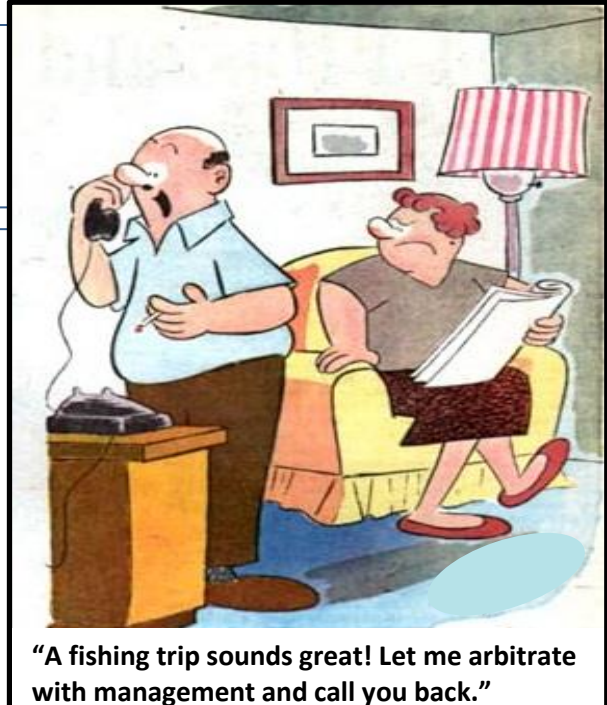
|       | <u>North</u>          | <u>East</u> | <u>South</u> | <u>West</u> |
|-------|-----------------------|-------------|--------------|-------------|
| 1)    | 1H                    | Pass        | 2C           | Pass        |
|       | 2D                    | Pass        | 3C           |             |
| South | ♠A42 ♥3 ♦K8 ♣K1098753 |             |              |             |

But this is also a 3C rebid in the Old Method.

|    |       |                      |  |  |
|----|-------|----------------------|--|--|
| 2) | South | ♠A4 ♥Q3 ♦J2 ♣AQJ8753 |  |  |
|----|-------|----------------------|--|--|

HELP! I'm in no man's land!

Playing "2 Over 1", South would respond 2C to partner's 1H bid and rebid 3C, but now it's forcing to game.



## Other advantages of 2 Over 1 Game Forcing:

- ➔ Makes the bidding of invitational hands (10-11 HCPs) easier and
- ➔ Gives you and your partner bidding room with two opening bids (or more) to find your correct fit and level.
- ➔ Allows you to open 1H or 1S with a 5-card major, 15-17 HCPs and a flat hand.

# 2 Over 1 Game Forcing



Not forcing. Partner did not open a major.

Not forcing in competition.

Playing “2 Over 1 Game Forcing” just means that if:

- 1) Your partner opens (not overcalls) one of a major (1♥ or 1♠) and
- 2) You are not a passed hand and
- 3) The opponents are not in the bidding, then:
  - Bidding a new suit at the two level promises 12+ HCPs (instead of the old-fashioned 10+) and is forcing to game.
  - **OR: Bidding 1NT is forcing one round (only).**

Not forcing by a passed hand.

1)

|       | North                | East | South | West |
|-------|----------------------|------|-------|------|
|       | 1C                   | Pass | 1NT   |      |
| South | ♠K95 ♥Q65 ♦Q863 ♣Q65 |      |       |      |

2)

|       | North                 | East | South | West |
|-------|-----------------------|------|-------|------|
|       | 1H                    | 1S   | 1NT   |      |
| South | ♠K1095 ♥Q5 ♦Q863 ♣Q65 |      |       |      |

3)

|       | North                 | East | South | West |
|-------|-----------------------|------|-------|------|
|       | 1H                    | Pass | Pass  | Pass |
|       | 1H                    | Pass | 1NT   |      |
| South | ♠K1095 ♥3 ♦QJ753 ♣QJ5 |      |       |      |

4)

|       | North                | East | South | West |
|-------|----------------------|------|-------|------|
|       | 1H                   | Pass | 1NT   | 1C   |
| South | ♠985 ♥3 ♦QJ543 ♣AJ95 |      |       |      |

Not forcing in competition.

# Time for Another Joke

Teacher: "Johnny, if I gave you two cats and another two cats and another two, how many would you have?"

Johnny: "Seven."

Teacher: "Let me put it to you differently. If I gave you two apples, and another two apples and another two, how many would you have?"

Johnny: "Six."

Teacher: "Good. Now if I gave you two cats, and another two cats and another two, how many would you have?"

Johnny: "Seven!"

Teacher: "Johnny, where in the heck do you get seven from?!"

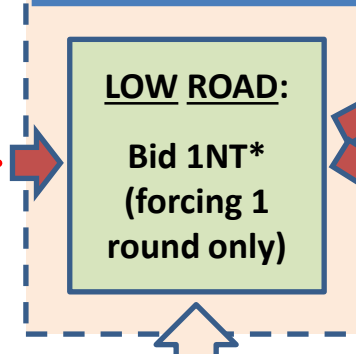
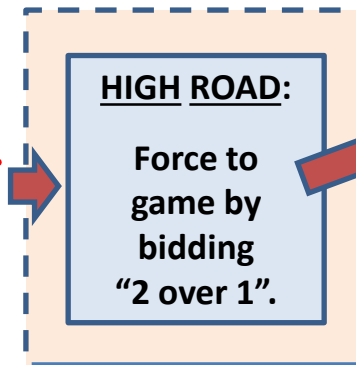
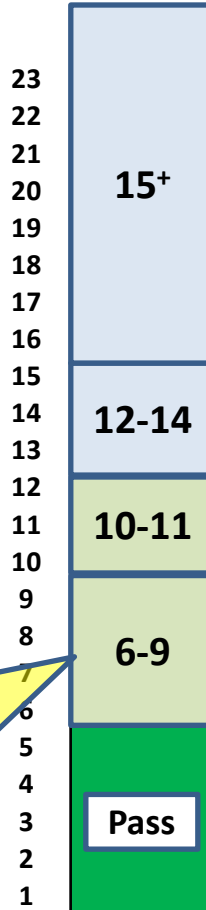
Johnny: "Because I've already got a freaking cat!"

# 2 Over 1 Game Forcing



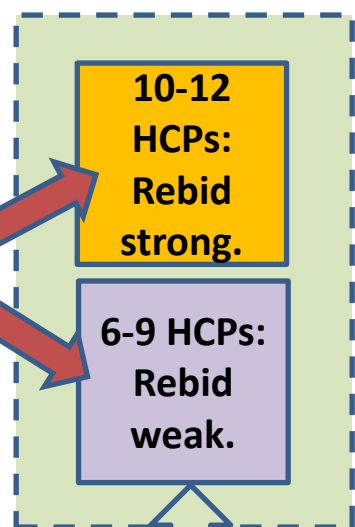
## Responder Ranges:

| North | East | South | West |
|-------|------|-------|------|
| 1S    | Pass | ???   |      |



Decision #1  
High or Low?

**HIGH ROAD:**  
Look for slam using Fast Arrival.



Decision #2  
Invite or Drop?

**N.B.:** When Responder has only 6-9 HCPs, you often have an auction like this: **Forcing one round.**

1S - P - 1NT\* - P  
2C\* - P - 2S

Responder may only have 2 spades in his hand, but a 5-2 fit is safer than a 4-3 fit.

This could be a 3-card suit.

# Possible 2/1 GF Auctions



There are only 10 possible starts to HIGH ROAD (2/1 GF) auctions:

- 1) 1S Pass 2C\*      2) 1S Pass 2D\*      3) 1S Pass 2H\*
- 4) 1H Pass 2C\*      5) 1H Pass 2D\*

(Plus these same 5 auctions, but with one PASS before the opening bid)

There are only 4 possible starts to LOW ROAD (2/1 GF) auctions:

- 1) 1S Pass 1NT\*      2) 1H Pass 1NT\*

(Plus these same 2 auctions, but with one PASS before the opening bid)

# Decision #1

## High or Low Road?



1) 

| North | East | South | West |
|-------|------|-------|------|
| 1H    | Pass | ???   |      |

2D\*

South ♠K1095 ♥3 ♦AQ1053 ♣AQ5

When you have enough for game, show your long suits 1<sup>st</sup>.

2) 

| North | East | South | West |
|-------|------|-------|------|
| 1H    | Pass | ???   |      |

2D\*

Or use Jacoby 2NT\* to force to game.

South ♠KQ2 ♥Q65 ♦AK53 ♣964

A jump to 4H would show 5+ hearts and about 2-6 HCPs.

3) 

| North | East | South | West |
|-------|------|-------|------|
| 1S    | Pass | ???   |      |

1NT\*

South ♠94 ♥A4 ♦KJ10872 ♣K52

A jump to 3S would invite with 4-card support.

4) 

| North | East | South | West |
|-------|------|-------|------|
| 1S    | Pass | ???   |      |

1NT\*

South ♠KQ3 ♥104 ♦QJ1082 ♣Q93

Then jump to 3S next bid.

5) 

| North | East | South | West |
|-------|------|-------|------|
| 1H    | Pass | ???   |      |

1S

South ♠KQ53 ♥2 ♦KQ92 ♣A654

Not a 2 over 1 GF auction.

6) 

| North | East | South | West |
|-------|------|-------|------|
|       | 1S   | Pass  | ???  |

1NT\*

West ♠2 ♥QJ65 ♦KQ953 ♣K64

When in doubt, take the Low Road.





**Time to Play**