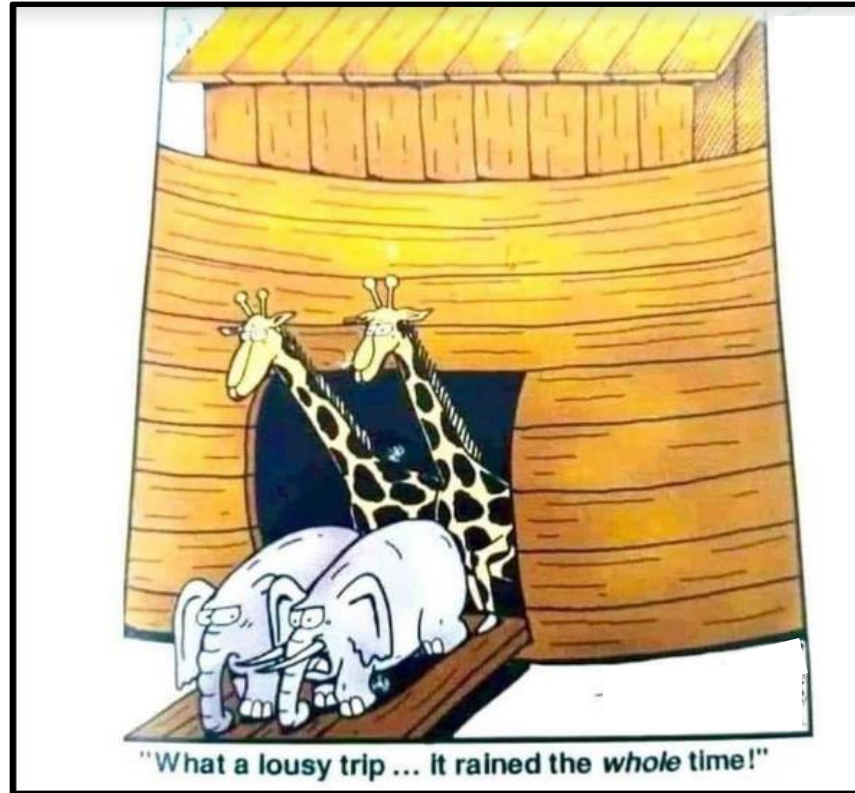


4th Suit Forcing



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Time for a Joke

An MI6 handler was interviewing to replace James Bond, who was retiring. He first calls an Englishman into a room and hands him a gun. "This test is simple. Take this gun and kill the person in the room behind this other door."

The Englishman takes the gun and goes through the door. A few seconds later he comes out and shouts, "That's my wife in there! I'm not going to kill my own wife!"

The Englishman leaves in a huff, and the handler repeats the test with a Scotsman. The Scotsman takes the gun, steps through the door and quickly returns. "That's my wife in there, and I'm not going to kill her!" He also storms out.

Next, the handler ushers an Irishman into the room and hands him the gun. "Take this gun and kill the person who is in the room behind the door."

The Irishman takes the gun and enters the room. The coordinator hears several gunshots. There's a moment of silence, then a loud commotion - shouting, fighting, banging and crashing. Eventually the Irishman walks out, covered in cuts and bruises, and hands the gun back. "What happened in there?" asks the coordinator.

The Irishman replies, "Some joker loaded the gun with blanks, so I had no choice but to beat her to death!"

4th Suit Forcing

Remember New Minor Forcing?

Partner opens 1D and you bid 1S with: $\spadesuit AQ873$ $\heartsuit 53$ $\diamondsuit A932$ $\clubsuit AQ$

Partner then bids 1NT. How do you force your partner (for at least one round) and find out if he has 3 spades for you, or hearts well stopped for no trump? Maybe you belong in 5D or 6D instead?

The answer is an artificial bid of the other minor (2C*). Partner alerts and bids 2S with 3 spades, 2H with 4 hearts, 2NT with spread out values or 2D with long diamonds. I know what, let's call that New Minor Forcing!



The 2 differences:

Well, here is 4th Suit Forcing - NMF's cousin:

$\spadesuit A73$ $\heartsuit 53$ $\diamondsuit AQJ932$ $\clubsuit AQ$

1C – Pass – 1D – Pass

1S – Pass – 2H* (*Alertable, **artificial** and **forcing to game**)

$\spadesuit AQJ73$ $\heartsuit 543$ $\diamondsuit AJ2$ $\clubsuit Q10$

1D – Pass – 1S – Pass

2C – Pass – 2H* (*Alertable, **artificial** and **forcing to game**)

If opener then bids 2NT, he has a \heartsuit stopper, or he might bid 2S with 3 of them. Your 2H bid was artificial.

NMF occurs after **opener** rebids 1NT.

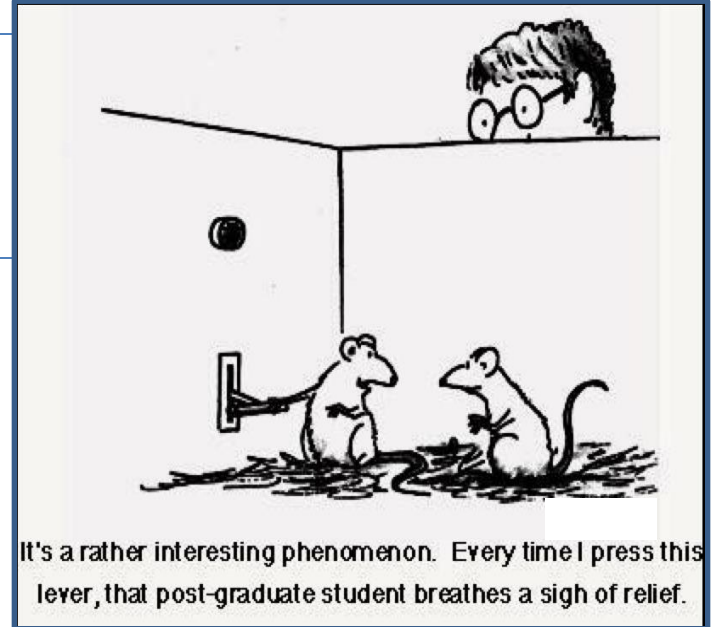
4th SF occurs **after** opener responds with a new suit.

NMF is forcing only until either partner shows a minimum: 1C – Pass – 1S – Pass
1NT – Pass – 2D* – Pass
2H – Pass – 3C (or 2NT)

4th SF is always forcing to game.

4th SF and NMF

In example #4, South had NMF (2C*) available with 5-4 in the majors and 10+ HCPs. Therefore, his 2H bid is <= 9HCPs. Pass.



1)

North	East	South	West
1C	Pass	1H	Pass
1S	Pass	???	

South ♠AQ2 ♥KQ953 ♦3 ♣KJ65

2D*

After NMF (not game-forcing), opener needs to jump here to show 3-card heart support and extras.

2)

North	East	South	West
1C	Pass	1H	Pass
1S	Pass	???	

South ♠A42 ♥Q653 ♦3 ♣KJ652

3C

This would show 10-12 HCP's, since you had 4th SF (2D*) available with more HCPs.

3)

North	East	South	West
1C	Pass	1H	Pass
1NT	Pass	2D*	Pass
???			

North ♠A94 ♥KQ3 ♦2 ♣KQ9652

3H

4)

North	East	South	West
1D	Pass	1S	Pass
1NT	Pass	2H	Pass
???			

North ♠Q2 ♥A953 ♦K973 ♣A95

Pass

Another Joke

**BOSS: DO YOU BELIEVE IN
LIFE AFTER DEATH?**

**EMPLOYEE: CERTAINLY NOT!
THERE'S NO PROOF OF IT.**

**BOSS: WELL, THERE IS NOW.
AFTER YOU LEFT EARLY
YESTERDAY TO GO TO
YOUR UNCLE'S FUNERAL,
HE CAME HERE LOOKING
FOR YOU.**

Example

North must bid 1S here, in case South has 4 ♥'s and 4 ♠'s.

Showing 3-card ♥ support.

This is 4th Suit Forcing (forcing to game) - nothing about ♦'s.

North	East	South	West
1C	Pass	1H	Pass
1S	Pass	2D*	Pass
2H	Pass	3C	Pass
4NT*	Pass	5D*	Pass
6H			

Key Card Blackwood.

Showing a ♣ card and some interest in slam.

West
 ♠ 10876
 ♥ 653
 ♦ KQ1087
 ♣ 9

Showing 3 key cards (counting the K of trumps). North now bids 6H with the Q♥ in his hand.

East
 ♠ Q93
 ♥ 82
 ♦ AJ654
 ♣ 873

South
 ♠ K4
 ♥ AKJ94
 ♦ 93
 ♣ AJ65

Lead: 9♣

Best lead is the K♦, holding South to 12 tricks.

N/S makes 7H by drawing trumps and ruffing out the Q♠.

One ♦ loser goes on the 5th ♣ and the other on the J♠.



Playtime

