

2-over-1 Game Forcing (2/1 GF) System (23Jun2024)

The 2/1 GF system is the same as Standard American except for a few differences:

(1) After partner opens 1 of a major, your non-jump bid in a new suit at the 2 level shows an opening hand (12+ points, not 10+ points) and is forcing to game.

- Only if partner opens a major. (Best to have 1D-2C show 10+, like Std Am.)
- Only if partner opens in 1st or 2nd seat. (Cannot have 12+ if you are a passed hand.)
- Only if the intervening opponent passes. (If opponent acts, revert to Std Am.)
- This gives 5 possible 2/1 GF auctions: 1H-2C, 1H-2D, 1S-2C, 1S-2D, 1S-2H.

Bidding stays lower for game-going hands. Leaves more room to explore for the right game and/or slam. Can bid 2-over-1 with a 4-card minor, but 1S-2H guarantees 5 hearts.

(2) Bidding 1 NT after partner opens 1 of a major shows 6-11 points.

- Responder with 10-11 can no longer bid 2 of a new suit, so bids 1NT.

(3) 1H-3H & 1S-3S no longer promise 4 card support; might be only 3 cards (& 10-11 points).

Continuations After 1Major – 2Something (non-jump):

- **Opener** can jump to show a big hand (17+). Might bid 2NT with some suit not stopped.
- **Responder** does not jump with a big hand; leaves room to explore for the best contract.
- **Fast Arrival:** A fast jump to game shows a minimum, 12-14. After a trump fit is found, making another bid below game shows 15+ and a control (Ace or King) in that suit.

Opener Continuations After 1Major – 1NT:

- (a) With a 6-card major, bid it again. (b) With another 4+ card suit, bid the other suit.
- (c) Without these and having 14+ points, bid 2NT. (d) Otherwise, pass.

Sample 2-over-1 auctions:

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- **1H-2D; 2H:** Opener is a minimum with 6 hearts.
 - **1H-2D; 2NT:** Opener is a minimum, might not have a stopper in every suit.
 - **1S-2D; 2H:** Opener has a second suit of at least 4 cards.
 - **1H-2C; 2S:** Opener has reversed. Some play this as showing extra points, some do not.
 - **1H-2D; 3D:** Opener has support for responder's suit. Probably does not have own 2nd suit.
 - **1S-2C; 3S:** Opener has jumped. Opener has 17+ points (and 6+ spades).
 - **1S-2H; 4H:** Opener arrived at game fast. Opener is minimum. (Responder promised 5 hearts.)
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- **1S-2C; 2S-4S:** Responder arrived at game fast. Responder is minimum.
 - **1S-2C; 2S-3S:** Responder has extras (did not use fast arrival). Asks opener to bid controls.
 - **1S-2C; 2D-3NT:** Responder arrived at game fast. Responder is minimum. Has hearts stopped.
 - **1H-2D; 2H-2NT:** Responder has extras (15+). Balanced with stoppers. Shows slam interest.
 - **1H-2C; 2D-3C:** Responder shows 6+ clubs, denies 3 hearts. Still looking for the right game.
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- **1S-1NT; 3D:** Opener has only 5 spades, has 4+ diamonds, 17+ points, unbalanced.
 - **1H-1NT; 2NT:** Opener has only 5 hearts, no other 4+ card suit, and 14+ points.
 - **1H-1NT; Pass:** Opener has only 5 hearts, no other 4+ card suit, and 12-13 points.
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