

2/1 GF and Forcing 1NT

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In its simplest terms, the "system" described as *2-over-1 game-forcing* refers to the following 6 bids :

- 1 Diamond → 2 Clubs
- 1 Heart - → - 2 Clubs
- 1 Heart- → - 2 Diamonds
- 1 Spade - → - 2 Clubs
- 1 Spade - → - 2 Diamonds
- 1 Spade → - 2 Hearts

When responder uses a game-forcing "2-over-1" bid he is informing opener that he, too, holds at least opening-bid values. Accordingly, the partnership may leisurely proceed to the optimum contract without fear of being dropped below game. Opener then should show his "shape," without implying # of HCP.

As opener, what do you rebid?

You Opponent Partner Opponent
 1♥ Pass 2♣ Pass
 ??

(All answers/reasons given at end of lesson)

A	B	C	D	E	F
♠54	♠32	♠AKJ2	♠AQ3	♠QJ2	♠A2
♥KQ10874	♥QJ1087	♥AQ876	♥KJ876	♥Q9764	♥AKQJ98
♦AJ3	♦A4	♦A54	♦5	♦Q92	♦K76
♣K4	♣AQ54	♣2	♣KQ102	♣AQ	♣52

As responder, what do you bid?

You Opponent Partner Opponent
 1♥ Pass 2♦ Pass
 2NT Pass ??

G	H	I	J	K
♠KJ3	♠42	♠4	♠43	♠KQJ
♥A2	♥AQJ	♥A5	♥AQ2	♥103
♦KQ1087	♦AQ8765	♦AKQ10872	♦KQJ1082	♦AQ1084
♣432	♣A7	♣Q32	♣52	♣AQ5

An important Feature Of the 2/1 GF system is to employ a 1NT bid (by an unpassed hand) in response to a major-suit opening bid as forcing (or semi-forcing) for one round. Unlike Standard American, this bid is *not* limited to 6 to 9 HCP. Normally, it shows 6 to 12 HCP.

If 1NT is totally forcing, opener CANNOT pass! If he has nothing special to say, he must invent a bid, typically in a 3-card minor.

For example, after 1♠ → 1NT, if opener holds the following hand:

♠A J 10 8 2
 ♥9 7 3
 ♦A 2
 ♣K J 2

,the appropriate rebid is 2♣. Opener cannot rebid his major since this would show a 6 card suit. He cannot make a 2♥ call because a rebid of the other major shows at least a 4-card suit. Lastly, he can't pass if 1NT is forcing, and he cannot bid 2♦, a 2-card suit. (Personally, I prefer to use 1NT as "semi-forcing"—so that opener can pass with a hand like the one above.)

continued below

Openers's Rebids after 1NT forcing:

2 minor – at least a 3-card suit (note: 2♣ can be exactly 4=5=2=2 if not strong enough to reverse)

2 new major – at least a 4-card suit (if reverse, shows extras)

2 same major – at least a 6-card suit, NF

2NT – more than a strong notrump, balanced

3-level – same as over a normal 1NT response

Examples for opener after 1♠-1NT:

L	M	N	O	P
♠AQ982	♠QJ10652	♠AKQ52	♠AJ542	♠AQJ10542
♥A52	♥A52	♥AKQ102	♥AK2	♥AJ2
♦QJ2	♦QJ2	♦1052	♦K2	♦K2
♣73	♣A	♣--	♣K83	♣3

Responders's actions after 1NT forcing:

New suit on 2-level : Non-forcing

Preference to opener's Major : Typically weak, usually 2-card support Raise of opener's second suit: Invitational, natural

2NT : Invitational, Natural

Jump Raise of opener's major: 3-card limit raise

Examples for responder after 1♠-1NT-2♣:

Q	R	S	T	U
♠6	♠A 5 2	♠Q 7	♠10	♠4
♥10 3 2	♥Q J 9 8 2	♥A Q 6 2	♥Q 10 9 8	♥K Q 10 8 7 6
♦Q 5 4 2	♦K 10 2	♦9 8 7 6	♦K Q 10 8 7	♦Q 4 3 2
♣A K J 6 4	♣10 9	♣5 4 2	♣A 8 2	♣J 2

General notes:

2-over-1 is game-forcing as long as responder is not a passed hand and there is no interference bidding (so, in competition, 2/1 is NOT game forcing). Some partnerships may choose to play that if responder rebids his original suit, the game-forcing Feature is off.

The 2/1 Game Forcing system is really an outgrowth of Standard American and 5-card Majors and many of the methods and conventions employed are alike. There are many more details—this mini-lesson is intended only as a brief overview of the principles.

ANSWERS (with further clarification)

A) 2♥ (Repeat the 6-card suit)

B) 3♣ (Forcing, of course—until at least game is reached)

C) 2♠ (Natural again – and just coincidental that you have extras)

D) 3♦ (Splinter bid—no need to ever jumpshift naturally into a new suit)

E) 2NT (Natural—also, not promising extras)

F) 3♥ (An unnecessary jump should show a solid suit)

G) 3NT

H) 3♥ (Forcing, of course)

I) 3♦ (No need to rush into Blackwood)

J) 4♥ (Most players use this jump to show a minimum with all the pictures in the suits bid)

K) 4NT (Quantitative)

L) 2♦ (But pass if playing 1NT as semi-forcing)

M) 2♠

N) 3♥

O) 2NT

P) 4♠

Q) 3♣ (Invitational)

R) 3♠ (This sequence is used to show a 3-card limit raise)

S) 2♠ (This could be a very bad 3-card raise, but is usually a hand like this—a "false-preference")

T) 2NT

U) 2♥ (Natural, nonforcing)