

MAJOR RAISES IN A GAME FORCE AUCTION

Godwin's question :

Playing 2/1 - absolute Game Force, what is the difference in meaning for the 3 bids (simple raise, jump raise, double jump raise) in any of the below bidding sequences: 1) 1S - 2C 2D/2H - 2S, 3S, 4S 2) 1S - 2D 2H - 2S, 3S, 4S 3) 1H - 2C 2D - 2H, 3H, 4H

Sridhar's views :

There is a popular meaning behind jumping to game in a GF auction – it is “ I have a minimum hand , no ambitions for slam “ ; however, facing a Standard opening which has the widest range (12 to 21 HCP) , certain minimum hands with responder can still produce slam and opener is under pressure to investigate this at 5 level , in this method . I play this jump to show (1) Minimum hand, no ambitions for slam AND (2) values in only in the two suits bid by responder, and (3) No controls in both unbid suits eg: ♠KJX, ♥XX, ♦JXX, ♣AKXXX – this makes opener's life a lot easier . With all other hands , I raise to 3S , which merely says “ I do not have a hand that warrants a jump to 4S under the above definition “. This answers your questions (2) and (3).

Now to your Question no (1) where responder has 3 raises (in 2 and 3 there are only 2 available) , I suggest :

- (a) double Jump to game as defined above – min, no slam , concentrated values in bid suits , no controls in unbid suits
- (b) Single jump to FIX spades as trumps , suit oriented hand , not falling in category (a) and asks opener to choose between game / slam / and slam try eg – ♠KJX, ♥AXX, ♦XX, ♣KQJXX
- (c) Support via nonjump 2S = hands that suggest exploration for other games like 3N/ 5C ; or hands which are very strong and wants to know the distribution of opener; this can contain a range of hands like ♠QXX, ♥AX, ♦XX, ♣AQJ10XX ; ♠JXX, ♥KQX, ♦KJX, ♣AXXX ; ♠QJX, ♥AKX, ♦KX, ♣KQ10XX; ♠AJX, ♥AXX, ♦KX, ♣AKXXX etc. The key point here is opener gets to show his shape, club support , etc at 3 Level which is not possible at 4 level as any 4 level bid will become a cue bid.