

Two-over-one Game Forcing, Part 2:

1NT Forcing

© Dan Neill

Note:

- *only* over a 1-of-a-major (1♥ or 1♠) suit opening
- *off* after a 3rd/4th seat opening
- an invitational 3-crd raise uses 1NT Forcing, a 4-crd raise jumps immediately

Opener's rebids over 1NT Forcing

With less than an invitational hand:

- rebid the original suit with 6+ cards
- rebid a lower 4+ card suit
- lacking these, rebid the best minor, even if 3 cards (no alert needed)

What is opener's rebid after 1♠-1N? (*Answers at the end*)

- | | | | | | |
|----|---------|----|----------|----|---------|
| 1) | ♠ AJxxx | 2) | ♠ AKxxxx | 3) | ♠ AQTxx |
| | ♥ Kxxx | | ♥ Qxx | | ♥ xxx |
| | ♦ Kxx | | ♦ KJx | | ♦ KJx |
| | ♣ x | | ♣ xx | | ♣ Ax |

With an invitational hand:

- Reverse to 2♠ with 4 spades and 5+ hearts
- 2NT with 17-18 HCP balanced
- jump-rebid the opened major with a good 6 card suit or any 7+ cards, and about 16-17 HCP (less needed the longer and better the suit)
- otherwise, temporize with the best cheap new suit and invite over partner's eventual rebid

What is opener's rebid after 1♠-1N?

- | | | | | | |
|----|-----------------------------------|----|-----------------------------------|----|-----------------------------------|
| 4) | ♠ AJxxx
♥ AKx
♦ KQxx
♣ x | 5) | ♠ AQJxxx
♥ Qx
♦ KJx
♣ Ax | 6) | ♠ K9xxxx
♥ AQ
♦ KJx
♣ Ax |
|----|-----------------------------------|----|-----------------------------------|----|-----------------------------------|

With a game force:

- jump-shift into a new suit, even a 3-crd minor if no 4-crd suit (100% game-forcing)
- jump to 3NT with 19-21 HCP balanced
- reverse 1♥-1N-2♠ with 4♠ and then raise to game later

What does opener rebid after 1♠-1NT?

- | | | | | | |
|----|-----------------------------------|----|-----------------------------------|----|-----------------------------------|
| 7) | ♠ AKxxx
♥ AKx
♦ KQxx
♣ x | 8) | ♠ AJxxxx
♥ Qx
♦ AQx
♣ AQ | 9) | ♠ AKJxx
♥ AJ
♦ Kxx
♣ Axx |
|----|-----------------------------------|----|-----------------------------------|----|-----------------------------------|

Responder's rebids

After opener's cheap rebids

Weak Hands (6-10, no fit)

- pass/correct partner's rebid below two of partner's major
- pass with a hand that would not accept a delayed invite by opener

Invite Hands (11-12, or 10 with a fit or high trick potential)

- rebid above two of partner's major
- special 1♥-1NT-2m-2♠ = strong raise of the minor (3m = 7-9 HCP courtesy raise)

What does responder rebid after 1♥-1NT-2♣?

- | | | | | | |
|-----|-----------------------------------|-----|-----------------------------------|-----|-----------------------------------|
| 10) | ♠ Axx
♥ xx
♦ KQxx
♣ xxxx | 11) | ♠ Qxx
♥ xx
♦ xxxx
♣ Axxx | 12) | ♠ Kxx
♥ x
♦ AQJxxx
♣ Jxx |
| 13) | ♠ Qxx | 14) | ♠ KJx | 15) | ♠ xx |

♥ Axx
♦ QJxx
♣ Kxx

♥ Qx
♦ KJxx
♣ Jxxx

♥ xx
♦ Qxxx
♣ AQxxx

After opener's invitational rebids (2N, 3M)

Accept game with a maximum, or an average hand with promise. Pass with a minimum or an average hand with nothing special.

After opener's GF rebids (jump-shift, 3NT)

Show 2-crd support for partner's major over a jump-shift in case opener has 6 cards. Remember, *a jump-shift by opener is 100% game-forcing*.

What does responder rebid after 1♠-1NT-3♦?

16) ♠ xx
♥ AJxx
♦ AJx
♣ xxxx

17) ♠ x
♥ AQJxx
♦ xxx
♣ xxxx

18) ♠ x
♥ AJxx
♦ xxxx
♣ Kxxx

After opener's reverse 1♥-1N-2♠

- Bid 2N or 3♥ to sign off
- Bid a new suit or a game to force to game

What does responder rebid after 1♥-1NT-2♠?

19) ♠ xxx
♥ Ax
♦ KQxxxx
♣ xx

20) ♠ xxx
♥ x
♦ AJxxxx
♣ Qxx

21) ♠ Qx
♥ Axx
♦ QJxx
♣ Qxxx

Answers

- 1) 2♥. A second 4-crd suit below the original opened suit.
- 2) 2♠. The original suit, 6+ cards.
- 3) 2♦. No convenient suit to bid, so pick the best 3-crd minor.
- 4) 2♦. Plan on inviting if partner corrects to 2♠, or accepting any invite.

- 5) 3♠. Invite.
- 6) 2♦. Not right for 3♠ since if partner has a singleton it's a disaster. Plan on raising 2♠ to 3♠.
- 7) 3♦.
- 8) 3♦. 3♠ would only be invite, and 4♠ presumes partner has 2+♠. 3♦ allows partner to show a doubleton.
- 9) 3N.
- 10) 2♥. This is to cater to opener having 16-17 HCP (she will bid again and you will accept game). 3♣ would be correct on HCP but too risky with just 4 bad clubs since partner could have just 3. 2 of a major plays well in a 5-2 (or 6-2) fit, and scores well at matchpoints.
- 11) Pass. Like the previous hand except you want to ensure the bidding rests at the 2-level. If partner raises after a 2♥ correction, you may get a minus score.
- 12) 3♦. A 3-level rebid by responder in a new suit is invitational. The same hand that in standard would respond 2♦ and rebid 3♦ non-forcing.
- 13) 3♥. A delayed jump raise to 3 of opener's major is a 3crd limit raise. With a 4crd limit raise jump at the first response instead of using 1N.
- 14) 2N. Partner's clubs may be 3 cards, and you have stoppers in both side suits and heart tolerance. 2N describes the hand and partner can make the final decision.
- 15) 3♣. There is a special 2♠ bid here for responder (who already denied 4+♠ so it cannot be natural) to show a solid invite raise in clubs. The direct 3♣ raise is a courtesy raise only, in case partner has a maximum hand. Better than a correction to 2♥ since it is accurate in terms of suit length and HCP, while 2♥ is wider-range and does not show a lot about the distribution. Besides, there may be a huge club fit and just a 7crd heart fit.
- 16) 3♠. Partner may have 6+♠ and need to know about your doubleton. If partner has just 5♠ she will correct to a different contract (if 3N you will pass since the diamonds may have been a 3crd suit).
- 17) 3♥. If partner has 3+♥ you found an 8 card major fit. If partner has 6+♠ she will rebid 3♠ and you will correct to 3N. If partner rebids 3N you will pass.
- 18) 3N. Bypassing 3♥ denies 5+♥, and bypassing 3♠ denies 2+♠. Raising diamonds would be dangerous since opener could have a 3crd suit.
- 19) 3♦. 9 HCP is enough to accept game even if partner is minimum. Bid 3♦ on the way, and if partner has 6+♥ he will rebid 3♥ and you will raise.
- 20) 2N. 7 HCP is not enough to accept game on a misfit, and 3♦ would be game-forcing, so 2N is better, having both minor stops.
- 21) 4♥. 3♥ would be non-forcing (showing the weak raise).