## An Introduction

#### 2 OVER 1 GAME FORCE

By making a slight modification to definitions in the Standard America bidding system, **2 over 1** can simplify rather than complicate the auction.

- Clarify the bidding messages and conserve space on the bidding ladder.
  - Allow the partnership to get to the best game.
  - o Allow the partnership to explore slam possibilities.
- A FORCING BID tells partner to bid again but does not commit the partnership to game.
- 2 OVER 1 GAME FORCING BIDS commit the partnership to at least game.

2/1 GAME FORCE	Opening Bid	2/1 Game Force Responses	
A non-jump, new suit by responder at the two	14	2♣, 2♦, 2♥	
<ul> <li>level is forcing to at least game and shows:</li> <li>13 or more points.</li> <li>5+ cards for a 2♥ response.</li> <li>4+ cards (rarely 3) for a 2♦ or 2♣ response.</li> </ul>	1♥	2♣, 2♦	
	1.	2*	
	1.	NONE	

NOTE: OPENER MUST BE IN 1ST OR 2ND SEAT FOR 2 OVER 1 TO BE AVAILABLE.

### WHEN 2/1 DOES NOT APPLY

- If responder's right-hand opponent overcalls or doubles (competes in the auction).
- If responder is a passed hand.

THE AUCTION REVERTS TO STANDARD AMERICAN BIDDING WHEN 2/1 DOES NOT APPLY

#### 1 NO TRUMP FORCING

As a result of the requirement for a **2 over 1** bid to be game forcing with **13** points or more, the **1NT** bid in response to a **major suit** opening bid is expanded to 6-12 points and is forcing for one round.

- By partnership agreement, the 1NT forcing bid can be played as "semiforcing" and opener may pass with a minimum balanced hand, 12-13 points, 5-3-3-2 shape.
  - A 1♥ or 1♠ opening hand that would not accept a game invitation with a 3-card limit raise for the major suit.

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# 2 OVER 1 GAME FORCE

By adapting to 2 over 1 Game Force, many standard bids remain the same

LearnBridge.nyc	Minor Suits		Major Suits	
OPENING BIDS  12 - 21 points  Minors  Majors  3+ in suit bid  5+ in suit bid	1&	1 🔷	1 🖤	14
RESPONSES  Each column contains the 5 lowest level responses to the opening bid	1 🔷	1 ❤	1 🛧	1 NT 6 - 12 1 round force
above it. Each response is color coded to show it's basic meaning.	1♥	1 🛧	1NT	2♣
FORCING FOR ONE ROUND 6+ pts. and 4+ Cards in Suit	1 🛧	1NT	1 round force	2 🔷
<b>NON FORCING</b> 6 - 10 points	17	1181	2 %	2▼
THESE BIDS CAN BE PASSED	1NT	2♣	2 🔷	2♥
<b>GAME FORCING</b> 13+ pts.				*5+ Hearts*
4+ in bid suit NO PASSES BELOW GAME	2♣	2 🔷	2♥	2♠

#### **INTRODUCTION to 2/1 GAME FORCE**

THE BEAUTY OF TWO OVER ONE

BIDDING IS NATURAL! That means, what you bid is what you have.

NO SCIENCE - NO ALERTS - NOT MUCH TO REMEMBER

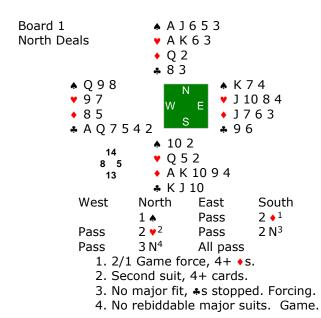
BID NATURALLY, shape first. The goal is to find a trump fit or decide on notrump with the security of knowing all bids are forcing until at least game is reached.

DO NOT DISTORT SHAPE to conjure up a 2/1 response.

NO JUMP BIDS (almost). Bids describe shape - not strength - longest suits first.

RELAX and FIND YOUR BEST FIT. Both partners keep bidding until at least game is reached. Rebid long suits without fear of being passed.

EXPLORE FOR SLAM at a low level.



Contract: 3NT South, 9 Tricks Lead: ♣5, 4th highest

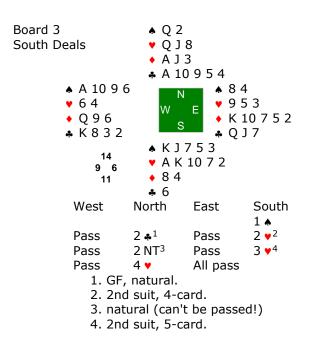
Sure Tricks: 1-4, 3-4, 3-4, =7,

Play: Win the ♣10. East is the dangerous opponent. Play the ♦ Q, then finesse ♦s toward the ♦ 10 planning to lose the ♦ J to West, only need four ♦ tricks. If West leads a club, South wins a ♣ trick.

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Board 2
                       ★ K 10
East Deals
                       Q J 6
                       AJ753
                       ♣ K 6 5
        ♠ 98764
                                  ♠ QJ52
                           Ν
        9 8 7 4
                                  y 53
                         W
                              Ε
         10
                                  K962
        ♣ Q 10 4 2
                                  973
                       ▲ A 3
              14
                       A K 10 9 2
             2 6
                       • Q84
              18
                       * A J 8
          West
                    North
                              East
                                         South
                              Pass
                                         1 🔻
                    2 • 1
                                         2 N<sup>2</sup>
          Pass
                              Pass
                    4 ♥<sup>3</sup>
                                         4 N<sup>4</sup>
          Pass
                              Pass
                    5 ♦<sup>8</sup>
          Pass
                              Pass
                                         6 🕶
          All pass
             1. 2/1 Forcing, 4+♦, 13+ points
             2. Balanced hand, no second suit. shape
             3. ▼ support, fast arrival (no extras).
             4. Blackwood
             5. One Ace
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Contract: 6 ♥, 12 Tricks Lead: 9♠, Passive Losers: 1-♦, 1-♣ = 2.

Play: Wins the ♠ A to keep the ♠ K entry. Draw trump ending in South. Lead a small ♦ and finesse with the ♦ J. Ruff a ♦ to establish the 5th ♦ for a ♣ discard.



Contract: 4 ♥ South, 10 Tricks Lead: • 6, low from an honor. Losers: 3-♠. 1-•= 4.

Play: Draw trump. Lose two ♠s to promote three ♠ winners. In standard bidding, the contract would likely be 3 NT by North, can be defeated with a ♠ lead.