

## 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.
  - 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 <b>non-jump</b> , new suit by responder at the <b>two level</b> is forcing to at least game and shows: <ul style="list-style-type: none"><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♦, 2♥
	1♥	2♣, 2♦
	1♦	2♣
	1♣	NONE
<b>NOTE:</b> OPENER MUST BE IN 1ST OR 2ND SEAT FOR 2 OVER 1 TO BE AVAILABLE.		
<b>WHEN 2/1 DOES NOT APPLY</b>		
<ul style="list-style-type: none"><li>• If responder's right-hand opponent overcalls or doubles (competes in the auction).</li><li>• If responder is a passed hand.</li></ul> <p>THE AUCTION REVERTS TO STANDARD AMERICAN BIDDING WHEN 2/1 DOES NOT APPLY</p>		
<b>1 NO TRUMP FORCING</b>		
As a result of the requirement for a <b>2 over 1</b> bid to be game forcing with 13 points or more, the 1NT bid in response to a <b>major suit</b> opening bid is expanded to 6-12 points and is forcing for one round. <ul style="list-style-type: none"><li>• By partnership agreement, the 1NT forcing bid can be played as "semi-forcing" and opener may pass with a minimum balanced hand, 12-13 points, 5-3-3-2 shape.<ul style="list-style-type: none"><li>○ A 1♥ or 1♠ opening hand that would <i>not</i> accept a game invitation with a 3-card limit raise for the major suit.</li></ul></li></ul>		

*An Introduction*

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

Board 2  
East Deals

♠ K 10  
♥ Q J 6  
♦ A J 7 5 3  
♣ K 6 5

♠ 9 8 7 6 4  
♥ 8 7 4  
♦ 10  
♣ Q 10 4 2

♠ A 3  
♥ A K 10 9 2  
♦ Q 8 4  
♣ A J 8

West North East South

Pass 2♦<sup>1</sup> Pass 1♥

Pass 4♥<sup>3</sup> Pass 2N<sup>2</sup>

Pass 5♦<sup>8</sup> Pass 4N<sup>4</sup>

Pass 6♥

All pass

- 2/1 Forcing, 4+♦, 13+ points
- Balanced hand, no second suit. shape only.
- ♥ support, fast arrival (no extras).
- Blackwood
- One Ace

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.

Board 1  
North Deals

♠ A J 6 5 3  
♥ A K 6 3  
♦ Q 2  
♣ 8 3

♠ Q 9 8  
♥ 9 7  
♦ 8 5  
♣ A Q 7 5 4 2

♠ K 7 4  
♥ J 10 8 4  
♦ J 7 6 3  
♣ 9 6

♠ 10 2  
♥ Q 5 2  
♦ A K 10 9 4  
♣ K J 10

West North East South

1♠ Pass 2♦<sup>1</sup>

Pass 2♥<sup>2</sup> Pass 2N<sup>3</sup>

Pass 3N<sup>4</sup> All pass

- 2/1 Game force, 4+♦s.
- Second suit, 4+ cards.
- No major fit, ♣s stopped. Forcing.
- No rebiddable major suits. Game.

Contract: 3NT South, 9 Tricks  
Lead: ♣5, 4th highest  
Sure Tricks: 1-♠, 3-♥, 3-♦, = 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.

Board 3  
South Deals

♠ Q 2  
♥ Q J 8  
♦ A J 3  
♣ A 10 9 5 4

♠ A 10 9 6  
♥ 6 4  
♦ Q 9 6  
♣ K 8 3 2

♠ K J 7 5 3  
♥ A K 10 7 2  
♦ 8 4  
♣ 6

West North East South

Pass 2♣<sup>1</sup> Pass 1♠

Pass 2NT<sup>3</sup> Pass 2♥<sup>2</sup>

Pass 4♥ All pass 3♥<sup>4</sup>

- GF, natural.
- 2nd suit, 4-card.
- natural (can't be passed!)
- 2nd suit, 5-card.

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 3NT by North, can be defeated with a ♦ lead.