CONVENTIONS

4th SUIT FORCING Game Force



with the Monroes

4TH SUIT FORCING

Artificial and Forcing to Game

After three suits are bid by the partnership, Responder's bid of the only unbid suit - the 4th Suit - is artificial and forcing to game.

✓ The 4th Suit is bid by Responder on the 2-level or higher.

USE 4th SUIT FORCING

- ✓ After three suits are bid, and Responder is unclear about HOW HIGH and WHERE the contract should be played.
 - Responder has game forcing values, may have interest in slam.

DON'T USE 4th SUIT FORCING

- Ø If Responder knows HOW HIGH and WHERE the contract belongs, just bid it.
- ∅ If Responder does not have enough values to commit the partnership to game.
- ∅ If Responder is a passed hand.
- ∅ If the opponents are competing in the auction.

OPENER'S OPTIONS After the Artificial 4th SUIT FORCING

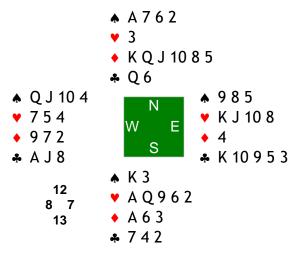
Opener bids slowly and naturally - make a constructive informational bid to explore for the best contract.

- Bid NoTrump With a stopper strength or length in the 4th Suit.
 - o Responder's bid of the 4th Suit is artificial and *does not* show a stopper or length in the 4th Suit.
- Support Responder's suit delayed raise with 3-card support.
- Rebid one of Opener's previously bid suits with extra length and no better option.

	♠ SPADES is the 4 th Suit		
SPECIAL EXCEPTION	Natural at 1-LEVEL	4th Suit Forcing at 2-LEVEL	
	1♣ - pass - 1♦ - pass	1♣ pass 1♦ pass	
	1♥ - pass - 1♠*	1♥ pass 2♠*	
	*1 = Natural (four spades), forcing	*2♠ = Artificial, forcing to game.	
	for one-round.	ů ů	

4th SUIT FORCING

North Deals



NS 5 ♦ ; I	NS 2N; NS 2	•; NS 1♠; Pa	ar +400
West	North	East	South
	1 ♦	Pass	1 🔻
Pass	1 ♠	Pass	2 * 1
Pass	2 ♦ ²	Pass	3 🔸
Pass	5 ♦	All pass	

- 1. 4th Suit Forcing to game, artificial. Says nothing about s.
- 2. Denies ♣ stopper, denies ♥ support.

Contract: 5 ◆ North **Opening Lead:** ♣ 5 (unbid suit)

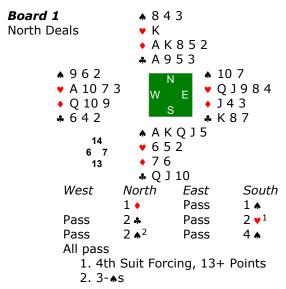
Tricks Needed: 11 North's Losers: ♠=2, ♣=2 Eliminate: Ruff two ♠s in Dummy

Auction. South has an opening hand and once North opens the bidding, South knows at least game must be reached. After three suits are bid, South is unclear about which game contract is best. 3 NT, 4 ♥, even 5 ♦ are all possibilities. South bids 2 ♣, the 4th Suit, as an artificial game forcing bid, to get more information from Opener. The 1st priority for Opener is to bid NT with a ♣ stopper. The 2nd priority is to make a delayed raise to 3 ♥ with 3-card support. Unable to bid NoTrump or raise ♥s, Opener rebids the original ♦ suit to show length, deny the ♣ stopper, and deny ♥ support.

Opening Lead. The auction is revealing. Neither Opener nor Responder has shown ♣ values by failure to bid NoTrump in the auction, and Opener has fewer than three ♥s. Lead the known weak ♣ suit - the defenders' strong suit.

Delayed Raise. An immediate raise of Responder's suit shows a fit with 4-card support. A subsequent "delayed" raise of Responder's suit shows a 3-card fit. Responder avoids rebidding a 5-card suit and relies on Opener to make the delayed raise if appropriate to find the 5-3 fit.

4th Suit Forcing - Game Force

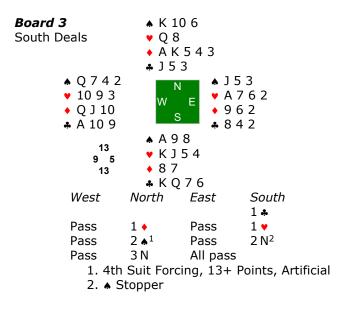


Contract: 4 ▲ South, 10 Tricks

Lead: ♣ 2, Not a ♥ A or away from the ♥ A

Losers: $3 - \checkmark$, $1 - \checkmark = 4$.

Play: South loses the ♣ finesse, and plays ▼s. After ruffing a ▼ in dummy, South draws trump, and discards a ▼ on the 4th ♣ in Dummy. The ◆ AK win.



Contract: 3 NT South, 9 Tricks **Lead:** ♠ 2, 4th Highest, 4th suit **Sure Tricks:** 2-♠, 2-♠ = 4.

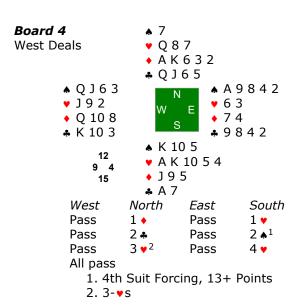
Play: South plays second hand low and wins the ♠ A when East plays high, ♠ J. South promotes ♥ and ♣ tricks, finesses the ♠ Q, and wins the ◆ AK.

```
Board 2
                    ★ K 3
East Deals
                    AQ962
                    A 6 3
                    ♣ 742
                              ♠ QJ104
       ♠ 985
       K J 10 8
                              7 5 4
       4
                              972
                        S
       * K 10 9 5 3
                              ♣ A J 8
                    ♠ A 7 6 2
            13
                    y 3
           7 8
                    • KQJ1085
                    ♣ Q 6
                           East
                                    South
        West
                 North
                           Pass
                                    1 •
        Pass
                 1 🔻
                           Pass
                                    1 🏚
                 2 *1
                                    2 • <sup>2</sup>
        Pass
                           Pass
        Pass
                 3 🔸
                           Pass
                                    5 •
        All pass
           1. 4th Suit Forcing
           2. Denies ♣ stopper, ♥ support
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Contract: 5 ◆ South, 11 Tricks

Lead: * 5, Unbid suit **Losers:** 2-*, 2-* = 4.

Play: South loses two \clubsuit s, ruffs the third \clubsuit , wins the \spadesuit K, (short side first), the \spadesuit A, ruffs a \spadesuit , returns with the \spadesuit K, ruffs a \spadesuit with the \spadesuit A, draws trump, and wins \blacktriangledown A.



Contract: 4 ♥ South, 10 Tricks **Lead:** ♠ Q, Top of 2-card sequence **Losers:** 3-♠, 1-♥, 1-♠, 1-♣ = 6.

Play: The ♠ K wins (free finesse), dummy ruffs a ♠, draws trump, and the long ◆s become winners for a ♣ discard.