

1NT FORCING (1NTF)

- A 1NT response to 1H or 1S = 6-12 points and is forcing for one round. (Some play 1NT semi-forcing but this requires very good judgment.).
- A 1NT response to 1C or 1D = 6-10 points, NOT forcing. 1NT by a passed hand is NOT forcing.
- 1NT Forcing is off if the opening bid is followed by an overcall or takeout double.
- 1NT Forcing (or semi-forcing) requires an announcement. Opener says "forcing".
- Opener's rebids are not alertable. Two-over-one new suit responses are not alertable.

Each partnership decides how to show 10+ to 12 point hands with a good long suit. An easy way is for responder to jump to three of that suit over the opening bid. That precludes using Bergen Raises. Bergen players must bid 1NTF and then make an invitational 3-level bid in their suit.

OPENER'S REBIDS AFTER 1NT FORCING

- Rebids of opener's suit are standard.
- 2NT = 18-19 balanced (standard.)
- Reverses and jump shifts are standard.
- A 2H rebid by a 1S opener is standard.
- Opener's bid of a new minor is usually standard but could be made on a 3-card suit when opener has a balanced minimum. *Ties are always broken in favor of clubs.*

RESPONDER'S REBID AFTER 1NTF

With a minimum 6-10 points:

- Pass if opener rebids his major.
- If opener has shown 2 suits, take a preference to one of those suits. With 9 or 10 points, try to keep the bidding open to cater to an 18-point opener. You might take a *false preference*.
- Sign off in two of your own 6+ card suit
- By agreement, some non-jump three level bids in new suits are signoff with a good long suit.

With an invitational 10+ to 12 points:

- A jump in opener's major = a limit raise with 3-card support.
- 2NT = 10+ to 12 points; invitational.
- Bergen players can jump in a good 6-card suit.

1♦ - 2♣

We suggest that you treat this auction as game-forcing but not everyone agrees. Discuss with partner.

- A 2C response = 13+ points and at least 4 ♣'s
- With 5 ♣'s and a 4-card major, bid 2C.
- Discuss with partner: Can you bypass a 4-card major on the one level to respond 2C? Some prefer 2C to set up the game force.
- A 3C response = 10+ to 12 points & 6+ good ♣'s.
- A 2NT first response to 1C or 1D = 10+ to 12.
- A 3NT first response = balanced hand; 16-18 (suggested) or 13-15 by partnership agreement.

OPENER'S REBIDS

2-level rebids are up the line. Opener's rebids in a suit can be any strength.

2D = 5 or more ♦'s. Doesn't deny a 4-card major. Other 2-level bids tend to deny 5 or more ♦'s.

2H = 4 ♥'s. Could have 4 ♠'s; denies 5 ♦'s.

2S = 4 ♠'s. Could have 4 ♥'s; denies 5 ♦'s.

2NT = A balanced 12-14 point hand with no 4-card major. Doesn't guarantee stoppers.

3C = 4 ♣'s; usually no singleton or void. Could have 5 ♦'s. Occasionally can be bid with only 3 ♣'s and no better rebid.

3D = Solid 6+ card ♦ suit and 16+ points.

3H or 3S = Splinter bids showing 4 ♣'s and a singleton or void in the bid suit.

3NT = Balanced 18-19 points.

RESPONDER'S REBIDS

Raise opener's major = 4-card support (Fast Arrival applies.)

2H or 2S = 4-card suit (not previously bid.)

2NT = Balanced hand; tends to show stoppers in unbid suits.

Other bids are natural when looking for a fit. When a *minor* suit fit has been found, new suit bids below 3NT are stoppers, not control bids. No control bids unless a major suit is agreed.

\$1.00

TWO OVER ONE WITH THE HARRINGTONS

♥ Presented by Pat and Paul Harrington ♥

GENERAL APPROACH

Two-over-one game-forcing is a system in which a non-jump two-level response in a new suit shows opening strength and is forcing to game.

Two over one game forcing does not apply if:

- The opponents overcall or double for takeout
- The responder is a passed hand.

There are only six game-forcing responses, all with the opening bid followed by pass by your opponent:

- A 2C response to a 1D opening
- 2C or 2D responses to a 1H opening
- 2C, 2D and 2H responses to a 1S opening

New suit bids show 4 card suits except the 2H response to 1S, which shows 5 ♥'s

THE PRINCIPLE OF FAST ARRIVAL

When you are in a game-forcing auction and have found a fit (usually in a major):

- A jump directly to game in the agreed suit shows a very minimum hand with no slam interest.
- A bid of the agreed suit below game indicates at least some slam interest.

COUNTING POINTS

Count HCP + length unless you have found a fit and will be the dummy. Then add shortness points instead of length. Generally declarer doesn't count shortness points but, with a big fit, short suits are a plus and do add to the value of declarer's hand.

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1♥ AND 1♠ OPENING BIDS WITH A FIT

JACOBY 2NT WITH 4-CARD SUPPORT

- After partner opens one of a major in first or second seat only.
- The next opponent passes.
- Responder has at least 4-card support for the major and is usually fairly balanced (see Splinter Bids next section.)
- Responder has 13 or more points.
- Responder bids 2NT as a game-forcing raise.
- Jacoby 2NT and opener's rebids are alertable.

OPENER'S REBID AFTER JACOBY 2NT

Unbalanced opening hands show shape:

- 3 of a new suit = a singleton or void in that suit and any strength opening hand.
- 4 of a new suit = a good but not solid 5-card suit and a minimum opening hand. With a better hand, show your shortness.

Responder determines how well the partnership hands fit based on the following important facts:

- High cards work best when they are together in the same long suit (yours or partner's)
- Shortness is best opposite Length and Losers.

Responder makes a Fast Arrival game bid if his hand is worth less than 13 points ignoring honors other than the ace in opener's short suit. With a hand worth 13 or more points, the hands fit well and responder can begin slam exploration.

Balanced or semi-balanced opening hands show point count:

- Four of the agreed major = a dead-minimum; no slam interest
- 3NT = 15-17 points.
- Three of the agreed major = 18 or more points.

Responder relies on total point count to determine whether to try for slam opposite opener's point count rebid. New suit bids are control bids showing some interest in slam. Fast and Slow Arrival still apply.

SPLINTER BIDS WITH 4-CARD SUPPORT

Jump one level higher than a jump shift in your singleton or void suit. Use instead of Jacoby 2NT with hands having a singleton or void and 13-16 points. Opener values his hand in the same way responder values opener's shortness – see previous column. (FYI - many players prefer not to splinter with a singleton ace or king. Discuss with partner.)

RESPONDER HAS 3-CARD SUPPORT

It takes two bids to show a game-forcing hand with 3 trumps.

- Make a forcing bid in a new suit.
- If the new suit was on the 2-level, support opener's major on the cheapest level with slam interest and jump to game without slam interest. Supporting opener's suit on your rebid shows 3-card support even when opener rebids the major on the 2-level.
- After a 1♠ response to 1♥, you have to jump directly to game because you are not in a game-forcing auction and raises below game are not forcing. Use Fourth Suit Forcing with a strong hand instead of jumping to game.
- If you have the option to raise to 2 of partner's suit, you may choose to use a jump raise to 3 as a *picture bid*, showing most of your high cards in trump and your first response suit, and no controls in the other suits. (Control = ace, king, singleton, or void.) Some reverse the meanings of the raises to 3 and 4. Discuss with partner.

SPECIAL REBIDS BY THE 1♥ or 1♠ OPENER AFTER A 2-OVER-1 RESPONSE

- Jump rebid 3 of his own major = solid 6+ card suit and medium strength or better. Sets the trump suit.
- Jump rebid game in his own major = long strong 7+ card suit just a hair too good to preempt.
- Jump in a new suit = splinter bid with 4+ card support for responder's suit and a singleton or void in the bid suit.
- Jump rebid 3NT to describe a balanced 18-19 point hand.

LOOKING FOR A FIT IN 2/1 AUCTIONS

Goal #1: Where – finding a trump fit or choosing to play in notrump. With a minor suit fit, new suit bids below 3NT are stoppers looking for 3NT unless it is the only unbid suit. In that case it is asking for a stopper in the bid suit. The player with a stopper in the only unbid suit bids notrump rather than showing that stopper.

Goal #2: How high? Fast/Slow Arrival applies once you're sure you will play in a suit. After a major suit is agreed, a new suit is a control bid probing for slam.

• There are no traditional strong jump shifts or reverses in a 2/1 auction. However, when looking for a fit, we suggest that opener's rebid of a new suit on the 3 level shows a bit extra – either extra strength or extra distribution (5-5).

• Rebidding your minor after NT has been bid is looking for a slam. Rebidding your minor after NT has not been bid is looking for the best game.

• When looking for a contract, once you've denied 3-card support for partner's 5-card major, you may show 2-card support. A 5-2 "fit" can be playable.

NOTRUMP REBIDS

• Opener's 2NT rebid = 12-14 points; balanced. (Avoid bidding NT with a small doubleton in an unbid suit.)

• Opener's 3NT rebid = 18-19 points; balanced.

• Responder's 3NT rebid = 16-17 balanced.

JUMP REBIDS

• Opener jumps in his own suit = solid 6+ card suit and extra values.

• Jumps to game in agreed suit = Fast Arrival.

• Jumps in a new suit are Splinter Bids showing 4+ cards in support of partner's last bid suit and a singleton or void in the bid suit.