



Presents:

Two over One Game Forcing

Two over One Game Forcing is, by far, the most widely used system of bidding in North America. It has gained popularity for several reasons:

- It is a small change to “Old School” Standard methods.
- It is a natural system
 - Meaning each bid shows the suit you are bidding
- It provides a great deal of comfort and space in partnership bidding
 - Meaning we can take our time to increase the likelihood of finding our best contract

Take our hand to the right. If we are using Standard “Old School” methods, our correct action with the South hand is unclear...

WEST	nycpro	EAST	scubapro
	1♠	Pass	2♥
	Pass	3♣	Pass

A♠	2♠	A♥	K♥	J♥	10♥	9♥	8♥	8♣	2♣	J♦	10♦	9♦	7♦
S ♠ scubapro													

Does South bid 4 Hearts and hope for the best?

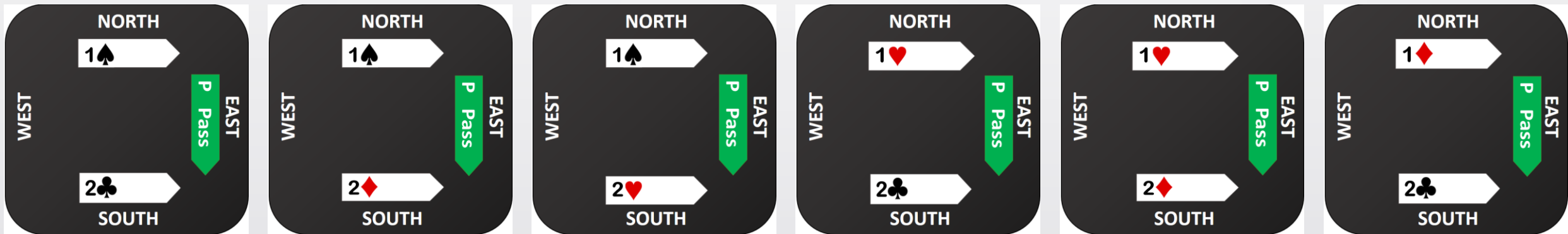
Will South bid 3NT and give up on a potential fit in Hearts?

Note: The bid of 3 Hearts by South would be non-forcing. (Partner could pass it)

Rules for Two Over One Game Forcing (2/1):

1. Only used in non – competitive auctions (the opponents are not bidding)
2. Only used after our side has opened a Suit at the 1 Level
3. A normal (non – jump) response of a Suit at the 2 Level is **GAME FORCING**
 - Both players know that they can not pass until game is reached.
4. Only used when both players are unpassed hands.

Here are **ALL** the potential 2/1 sequences:



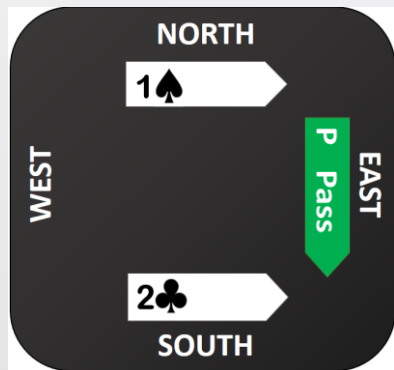
These are the only 2/1 Game Forcing sequences... **EVER.**

Notice that the opponents are not bidding.

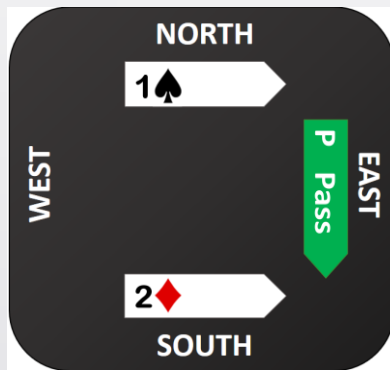
South's bid in each of these auctions is a normal (non – jump) response at the two level.

What does the 2/1 bid mean?

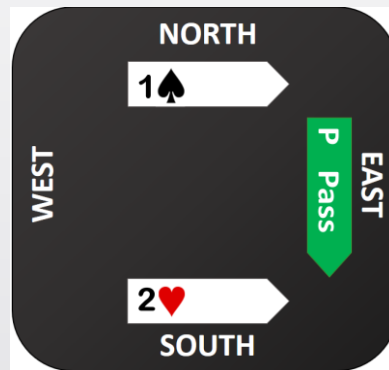
- It is Game Forcing
 - Meaning we must have 13+ total points to make a 2/1 bid
 - This guarantees that our side has at least 25 points together
 - Both sides of the partnership know that **they can not Pass below the game level.**
- 2/1 in a minor suit shows 4+ cards in that suit
- 2 Hearts over a 1 Spade opening bid shows 5+ cards in that suit.



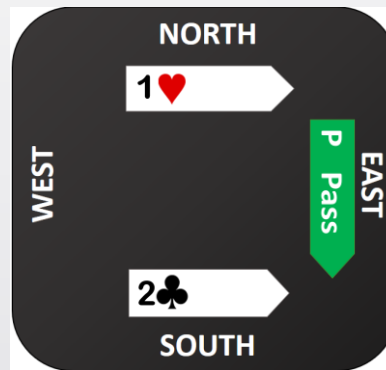
4+ Clubs
13+ Total Points



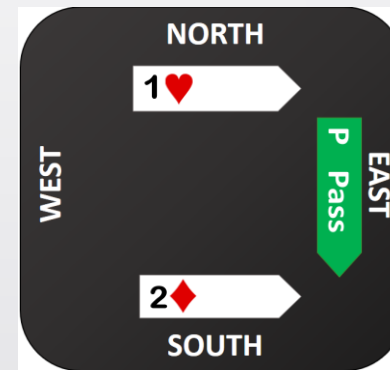
4+ Diamonds
13+ Total Points



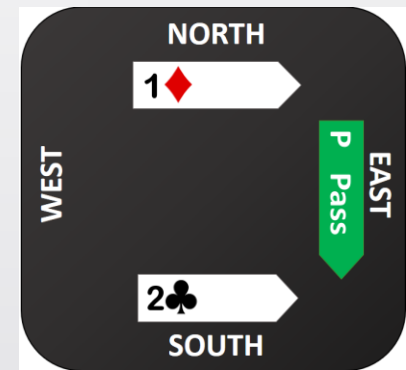
5+ Hearts
13+ Total Points
*This is the only 2/1
bid that shows a 5
card suit*



4+ Clubs
13+ Total Points



4+ Diamonds
13+ Total Points



4+ Clubs
13+ Total Points

Now that we have agreed to play 2/1 Game Forcing, this auction is much easier to navigate.

2 Hearts, by South, was a game forcing bid showing 13+ total points and 5+ cards in the Heart suit.

Both players now know that they can not pass below the game level.

You can see that South's hand is much easier to bid in this Game Forcing sequence. South can now bid 3 Hearts without the fear of being passed below game.

3 Hearts in this sequence will always show 6+ cards in the Heart suit. 2 Hearts showed 5 so the rebid of 3 Hearts will show 1 more card.

Two Over One has allowed South to show his hand in a safe and much more specific way than the Old School methods would allow.

WEST	NORTH	EAST	scubapro
	1♠	Pass	2♥
Pass	3♣	Pass	3♥
Pass			

robot

S ♠A2 ♥AKJ1098 ♣82 ♦J109

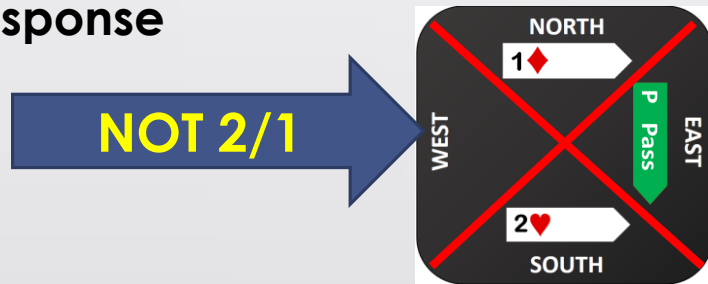
scubapro 7♦

This hand illustrates the advantages of playing 2 over 1 as a game forcing bid.

It allows the partnership the flexibility to explore all potential options before deciding on the final contract.

Remember the Rules:

- Only used in non – competitive auctions
- The 2/1 bid is **never a Jump response**



- After a 2/1 bid our partnership **CAN NOT** pass below the game level.

D Bidding Board 1

N Robot Remove

WEST NORTH EAST scubapro

	1♠	Pass	2♥
Pass	3♣	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

W West Robot **E East Robot**

S scubapro 7 4♥ S NS 0 EW 0

Robot Hand: 7♥, 2♥, K♠, Q♠, 10♠, 8♠, 3♠, Q♦, 2♦, A♣, K♣, 4♣, 3♣

West Hand: 5♥, 4♥, 6♠, 5♠, 4♠, A♦, 8♦, 4♦, 3♦, J♣, 10♣, 7♣, 5♣

East Hand: Q♥, 6♥, 3♥, J♠, 9♠, 7♠, K♦, 7♦, 6♦, 5♦, Q♣, 9♣, 6♣

South Hand: A♥, K♥, J♥, 10♥, 9♥, 8♥, A♠, 2♠, J♦, 10♦, 9♦, 8♣, 2♣

The Principle of Fast Arrival is used primarily in Game Forcing auctions. It goes as follows:

- The Better our hand, the more slowly we bid it.
- We bid our minimum hands quickly
 - Minimum range should be 13 – 15+ pts.

If we look at the auction to the right we can see this principle in action.

Our 2 Club bid was game forcing 2/1. We know we have a fit in Hearts and have already shown 13+ points.

We have already shown our 13 points by bidding 2 Clubs. We also know we are going to play Hearts on this hand (8+ card fit).

So with our minimum hand we should bid 4 Hearts!

WEST	NORTH	EAST	scubapro
	1♥	Pass	2♣
Pass	2♥	Pass	

obot

E E

S scubapro 7

Rule: When you know what contract your side belongs in, and you have a minimum, you bid to that contract immediately.

Fast Arrival will always show a minimum of what you have shown already.

D Bidding Board 1

WEST NORTH EAST scubapro

Pass	1♥	Pass	2♣
Pass	2♥	Pass	4♥
Pass	Pass	Pass	Pass

N Robot Remove

W West Robot

E East Robot

S scubapro 7 4♥N NS 0 EW 0

We bid our minimum hands quickly.

Note: Our 4 Heart bid does not show a bad hand. It simply shows a minimum of what we have already shown. 2 Clubs showed 13+ points and we are at the low end of that range.

WEST NORTH EAST scubapro

	1♥	Pass	2♦
Pass	3♦	Pass	

Robot

E East

S scubapro 7

What is our next bid here?

The best bid with this hand is 3 Hearts.

Remember: We bid our better hands slowly! We are in a game forcing auction so we know partner can not pass.

3 Hearts on this auction will show extra values and a fit for hearts. (Extra values should be a good 15+ points.)

This bid says to partner;

“I want to conserve bidding room because I think we might be able to play higher than the game level”

The bid of 3 Hearts has saved an entire level of bids that can be used to explore the possibility of Slam.

WEST	NORTH	EAST	scubapro
	1♥	Pass	2♦
Pass	3♦	Pass	3♥
Pass			

K♠	2♠	Q♥	J♥	5♥	A♣	10♣	3♣	A♦	Q♦	10♦	9♦	5♦	♦
S	👑	scubapro											7

Rule: The slower approach to game will always show extra values and slam potential.

After our 3 Heart bid, our partner shows a minimum hand by bidding 4 Hearts. (Fast approach shows a minimum)

Any other bid by North would show interest in playing Slam.

D
Bidding Board 1

N Robot Remove

WEST **NORTH** **EAST** **scubap**

Pass	1♥	Pass	2♦
Pass	3♦	Pass	3♥
Pass	4♥	Pass	Pass
Pass		Pass	

7 **4**

A **9** **7** **5**

4 **2**

Q **J** **8** **7** **5**

W West Robot

E East Robot

10 **3** **2**

J **10** **8** **6** **4**

K **6** **4**

Q **J** **5** **K** **2** **A** **Q** **10** **9** **5** **A** **10** **3**

S scubapro **7**

4♥ N NS 0 EW 0

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