

TWO OVER ONE - SESSION 5

By You Know Who

Let's delve into some miscellaneous topics related to 2/1 bidding. The first relates to that concept of "slow arrival," i.e. taking your time to reach game after the game force response by partner. For example, you, as responder, hold the following hand:

A 10 9 K 9 K J 3 K 8 7 3 2

Your partner, who opens the bidding, lays down the 1H card, and you, with your card, respond _____. Does your bid force partner to continue bidding until game is reached in either no trump or one of the major suits? Yes ___ No ___ Partner then bids 2D, and you figure a 3NT contract is perfect, so you jump to 3NT! Easy, huh? But no, that's not using the slow arrival, leisurely bidding method. Bid 2NT instead. Partner (will/will not) pass (underline the correct choice). If opener then rebids her hearts (3H), you know she has a ___ - card heart suit and your better game response is ____! *Easy, huh?* Yes _____

Do you know what ACBL Bridge Bulletin author Marty Bergen thinks is the most crucial error that players make in 2/1 auctions? Yes ___ No ___ I could care less ___ In his words... "Without question it is their frequent, unnecessary jump to 3NT." He gives this example (Bridge Bulletin Aug 2021, p 22):

	Opener	You
S	A 7 6 4 3 2	J 8
H	K Q 10 9	J 7 4
D	K 10	A 8 6 4 2
C	5	A K 9

The auction (opps passing): 1S --- 2D --- 2H --- 3NT. Your opponents lead a club, and your 3NT contract had no chance of making. Spades split 3-3, so 4 spades would have been easy.

So, NO JUMPING IN 2/1 auctions, huh?? Wait a minute, did I say that? No, I didn't, so quit jumping to conclusions or I'll sick Queen Victoria on you. Sure, you can jump, just don't do it in scenarios like you learned in the above two examples.

Here is an example or two that let you know when jumping is OK.

- Partner opens 1H, and you bid 2C. Partner bids 2D and you bid 4H. What does that jump tell partner?

- Partner opens 1S, and you bid 2D. Partner jumps to 3 spades. What does her jump tell you?
_____ This bid does not promise extra values.
- Partner opens 1S, and you bid 4C. What does your double jump shift tell partner?
_____ You have spade support for partner, but you do not necessarily have extra values other than this new type of "game force."

One last bidding tip, preferred by many experts:

- If partner opens 1H, and you have a game-forcing hand with four spades, prefer to bid one of your minors (preferably clubs, unless you have 5+ diamonds) at the two level to establish the 2/1 game force.
- If opener has four spades, you will certainly find your spade game.