

## "2 Over 1 Game Force"

### Practice Hand # 3 – Bill Voedisch

#### The "2 over 1 Minors" Auction

This hand demonstrates using the "2 over 1 Game Force" system when opener starts 1D and responder says 2C. This should be treated as "game forcing" with this caveat: 1.) game in a minor takes 29 hcp, and 2.) you may not have both majors stopped for 3NT. This auction can therefore end in a minor suit part score contract.

The Hand:

North

S: Q72

H: A72

D: J8

C: AQT43

West

S: 63

H: QT84

D: A972

C: K82

East

S: K985

H: 963

D: 643

C: J75

South

S: AJT4

H: KJ5

D: KQT5

C: 96

#### The Bidding:

South deals and starts 1D and North responds 2C, a game forcing bid. Unless both hands have enough extra strength to justify a contract of 5 in a minor, the goal is usually to show stoppers in the majors to find out if 3NT is viable. South should bid stopped major suits up the line, so if they had hearts stopped, they would bid 2H, and if they only had spades stopped, they would bid 2S. In both cases South does NOT promise 4 of the major, only that they the suit stopped.

But in this case South has both majors stopped, so they make the *special bid of 2NT* which conventionally shows both majors stopped. 2NT should be alerted. Typically, North would then bid 3 of a minor, in this case 3C, so that South can bid 3NT.

Now, suppose the North hand does not change but South has this hand: Jxx KJx AQTx Kx. After it goes 1D-2C, South bids 2H. What does North do? Is Qxx a spade stopper? Do they just bid 3C? North should bid 2S even with this weak spade holding, and do so without hesitation.

(South may have the J or K of spades and not bid 2NT.) South then bids 3NT to become declarer and protect their less than robust hearts.

### **The Play**

West is on lead and, because of South's 2NT call starts the 2 of dimes, a better choice. South sees that West has no more than 4 dimes, so calls for dummy's J to unblock the suit, and when it holds, South calls for another dime from dummy to develop 3 dime tricks. West wins the A and rather than breaking a new suit, often not best for the defenders, continues diamonds.

South wins and cashes the 4<sup>th</sup> dime. On the 3<sup>rd</sup> and 4<sup>th</sup> dimes South calls for dummy's 2 major deuces. South now needs to work on 2 suits, clubs and spades. He leads the 9 of clubs and calls small from dummy, the correct play\*\*, which loses to the J, not what South wanted. East of course shifts to the 9 of hearts. Does South try the J, or does South win the K preserving the A for a late entry to dummy for the clubs? The correct play is the K. South plays another club, calling for the Q of clubs which holds, and now the clubs suit runs as they break 3-3. On the 3 long clubs south sheds a heart and two spades.

(As south cashes the A of clubs if East shows out indicating West started with Kxxx, South gives West the K of clubs so dummy's 5<sup>th</sup> club is good.)

Time for spades calling for the Q from dummy, covered by the K. The hand is now over with South winning 3 dimes, 4 clubs, 2 spades and 2 hearts, 11 tricks.

### **Summary**

If it goes 1D-2C, the typical game contract is 3NT if both majors are stopped. If not, it is fine to stop below game in a minor.

But if there is a strong minor fit and extra strength in the cards, 5 of a minor can be the best spot.

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#### **FOOTNOTE \*\***

When playing a suit with the AQT, AQTx or AQTxx in one hand, why is it right to call for the Ten as the initial finesse?

There are 4 ways the K and J can be divided: 1.) K on your left, J on your right; 2.) J on your left, K on your right; 3.) Both on your right; 4.) both on your left. It is this 4<sup>th</sup> possibility, both honors on your left, where playing the ten first picks up the whole suit.

If you only need one play towards the suit, call for the Q.