

FORCING NO TRUMP

Whenever a Partnership is utilizing a 5-card Major suit opening system, it is useful, in conjunction with a 2/1 (two-over-one) Game Force, to also use a Forcing 1-NT response system. This pattern helps to narrow the ranges of other bids by the Responder and thus helps in otherwise difficult situations. In general, the 1-NT response to an opening of 1H or 1S is forcing, and alertable, and usually exhibits a range of between 5-11 HCP's. (Note: In some situations, the Responder's HCP range may exceed 15; that is, may be unlimited.) Opener **must** make a re-bid, even if it be a 3-card Minor or a 4-card Heart suit. Opener's re-bid then shows both distribution and point count. Responder, then becomes the team Captain, and can then place the final contract, or invite to game, or slam.

Opener's Re-bid following Responder's 1-NT Force

Opener makes the same re-bid as that after a non-forcing 1-NT response except when holding a minimum balanced hand of 12-14 points. Under the latter condition, instead of passing, Opener bids either the longer Minor suit or 2C with equal length in both Minors.

<u>Opener:</u>	AKXXX	AXX	KXX	XX	1S	1-NT
					2D	(Minimum Opening)
	AQXXX	KXXX	XX	AX	1S	1-NT
					2H	(Minimum Opening)
	AQXX	KQXXX	AQ	KX	1H	1-NT
					2S	(Hand is strong enough to "Reverse")
	AQXX	KQXXXX	XX	X	1H	1-NT
					2H	(Minimum Opening + 6-Hearts)
	AXXXX	AKXX	AK	QX	1S	1-NT
					3H	(Jump shift, Game Force)
	JXX	AXXXXX	AKX	A	1H	1-NT
					3H	(One Trick Better than Minimum + 6 or more Hearts)
	AJXXX	AQX	AX	KXX	1S	1-NT
					2-NT	(A 16-18 HCP hand inviting 3-NT)

When 1-NT Forcing Doesn't Apply

1. After an opening bid of 1C or 1D
2. If Responder's right-hand Opponent (RHO) overcalls or doubles
3. If Responder is a previously passed hand

Thus, since the 1-NT force usually exhibits 5-11 HCP's, then any 2-level response of a new suit by Responder shows 12+ points and is forcing to game in all but the following sequences where both opener and Responder repeat their suits evidencing a misfit:

(a)	1H	2C	(b)	1S	2D
	2H	3C (Not Forcing)		2S	3D (Not Forcing)
(c)	1S	2D			
	2S	3C (Game Force)			

Normally, under conditions where forcing NT is not employed the following response shows a wide range of between 5-10 HCP's.

1H 2H (Support and 5-10 HCP's)

With the use of the forcing NT, however, one can differentiate the following responses as:

(a) 1H 1-NT
 2C 2H (Support with 5-7 HCP's and 10 Losing Tricks;
 i.e., a hand weaker than (b) below, else a hand
 holding only two trump support pieces)

(b) 1H 2H (Support with 8-10 HCP's)(9-Losing Tricks)

----- or

(c) 1S 1-NT
 2D 3S (Limit raise with just 3 Supporting pieces)

NOTE: Responder would have jumped to 3 Spades directly with the same values, but with 4 Pieces in support of Spade suit instead.

(d) 1S 3S (Limit raise with 4 or more Supporting pieces)

(e) 1S "2-NT"(Jacoby 2-NT evidencing Support for Spades with
 Opening values. Forces Partnership to game or
 higher if Opener has extra values.)

NOTE: Some Partnerships have a non-standard "Multi-2NT Response" Bid showing a **Specialized bid**. This Requires Partnership Agreement as an alternate "2-NT" response.)

----- or

Responder holds: JXX XX KQXXXX XX

(f) 1H 1-NT (Forcing)
 2H 3D (A "Drop Dead" bid evidencing a 6-card or longer suit.

(or)

X AJXXXX JXX XXX

1S 1-NT (Forcing)
2D 2H (A "Drop Dead" bid evidencing a 6-card or longer suit.

----- or

Responder holds: AXX KQX KQXX AXX

(g) 1S 1-NT (Forcing - with intent to either jump to 4H should
 opener show a minimum hand with a re-bid of 2H,
 2S, 2C, or 2D; else proceed onward to a possible slam
 should opener evidence a better than minimum opening
 values with a re-bid of 3S, 2-NT, 3C, 3D, 3H, or 4S)