

1NT Forcing by Steve Sep 17, 2013 Tues Eve
"I don't like not having my standard 6-9 HCP 1 NT bid anymore. We switched to 2/1 Game Forcing. I'm confused about 1N Forcing." The 1NT Forcing convention has its roots in Roth-Stone system from the 1950's! We use this bid only after partner opens 1♥ or 1♠. The best way to start includes these responder hands:

HCP	Strength	Fit	Responder's rebids
5-7	Weak	None	P, 2M, SRB<2M
8-9	Constructive	None	P, 2M, SRB<2M, 3m
10-12 ⁻	Invitational	None	2N, Impossible 2♠, 3X, 3M
10-12 ⁻	Invitational	3-card Limit Raise	3M rebid (4M over 2M)

Where P=pass, 2M is a false preference, SRB<2M is a simple rebid below 2 of opener's Major (1♠ -1N-2♠-2♥/♥), 3X is a 3 level bid not in opener's 1st suit. Note 1♠ - 1N - 2♠ -3♠ shows 2-card raise. With a 3 card raise bid game.

In 2/1 GF, the 2/1 bids (1♥ - P - 2♣, 1♥ - P - 2♦, 1♠ - P - 2♣, 1♠ - P - 2♦, 1♠ - P - 2♥) show an opening hand (12+) HCP. This means we have to find another home for hands with 10-11 HCP. 1N is the logical choice. 1N now covers 5-11(12) HCP hands. but if we allow 1N to be non-forcing, we will miss many games where responder has an invitational hand. By Making 1N forcing ONLY OVER A MAJOR SUIT, we avoid problems with responder's invitational hands.

When you respond 1N, partner knows they need extra values to make game. This is very valuable and helps our side avoid bidding too high in competitive auctions.

Responder's Rebids

1st thing to remember is we support with support. So 1N denies a hand we would raise to 2M, or make a 4-card limit raise. It also denies as many as 4♠ cards when partner opens 1♥. Since we play 5-card Majors, it is almost always best to rebid partner's major giving a "false preference" when holding 2 cards (we have denies holding 3 or more, with ONE EXCEPTION). **Any rebid by responder at or below the level of 2 of opener's Major is to play (not forcing).**

- 1♠-1N-2♣ - 2♠ 5-9 w/2♠s. Might be 5-6 w/3 ♠s.To play.
- 1♠-1N-2♣ - 2♦/♥ 5-9 w/ 5+ cards. 0/1 ♠. To play.
- 1♠-1N-2♣ - 2N 9-12 with 1-2 ♠s. Invites 3N.
- 1♠-1N-2♣ - 3♦/♥ 9-12 w/ 5+ cards. Invitational.
- 1♠-1N-2♣ - 3♠ 9-12 3-card Limit Raise
- 1♠-1N-2♣ - 3♠ 9-12 2-card Limit Raise (partner has 6 ♠s).
- 1♠-1N-2♣ - 4♠ 9-12 3-card Limit Raise (partner has 6 ♠s).

9/17 - 99er Leaders

- 1st OA: **Pat Lindeman & Peg Jarvis** (63.5%)
- 2/3 OA(tie): **Steve Simon & Garen Wisner** (55.6%)
- 2/3 OA(tie): **Karen Kalla & Richard Horvitz** (55.6%)



New! Tues Eve 6:30 PM Sharp!
 Have a question?
 Mike & Steve will

talk a bridge topic of interest before the Tuesday Game.

CBA NLM Games – Play Often!

NEW! NLM Game Tues Mornings 11 AM

Mon <2000 7 PM Tues NLM 11 AM Tues 99er 7 PM

Wed Home Style 11:00 AM [Wed 199er 6:30 PM NKY]

Thu Eve 7 PM (if attendance warrants)

Fri NLM 11 AM (Lecture 10:30) [1st Fri 99er 10AM NKY]

Sat 99er 10 AM to 12 Noon Supervised Play

Area Tournaments

- Sep 9 – 15 **Fort Wayne IN R**
- Sep 13 – 15 Pineville KY S
- Sep 20 – 22 Lucas KY S
- Sep 24 – 29 **Fairborn, OH R**
- Oct 19 – 20 **Cincinnati, OH D11 NAP Finals**
- Oct 25 – 27 Cincinnati, OH S

For Details go to <http://tournaments.acbl.org/display.php>

- 1♠-1N-2♠-3♣/♦/♥ 9-12 6-card suit, 0/1 ♠, invitational.
- 1♠-1N-2♠-2N 9-12 Invitational 1=4=4=4
- 1♠-1N-2♠-4♣/♦/♥ 9-12 3♠, invitational, 0/1 in ♣/♦/♥
- 1♠-1N-2♠-3♠ 9-12 Invite
- 1♠-1N-2♥-3♥ 9-12 4-card ♥ invite
- 1♠-1N-2♥-3♠ 9-12 3-card ♠ invite
- 1♥-1N-2♣-2♥ 5-9 False preference See 1♠-1N-2♣ - 2♠
- 1♥-1N-2♣/♦-3♣/♦ 7-9 courtesy raise
- 1♥-1N-2♣/♦-2♠ **Impossible 2♠** - 9-12 LR for opener's minor
- 1♥-1N-3♣/♦-3♥ 5-6 False preference (Partner has 18+HCP)
- 1♥-1N-3♣/♦-3N 7-12 ≤2♥s & ≤3♣/♦s (opener's minor).
- 1♥-1N-3♣/♦-4♣/♦ 7-12 4+card raise. ≤2♥s
- 1♠-1N-3♠-4♣/♦/♥ Cue bid for ♠.(Pass 3♠ w/ wk hand & no fit)

Remember if we bid 1N in competition, it is NOT forcing!
 1♥ - 1♠ - 1N, 1♥ - Double - 1N, 1♠ - Double - 1N are NOT forcing!

Yes, we have more hands to cover with a Forcing NT, but with a few guidelines for opener and responder it's easy to get the hang of. Here's a list of common rebids to consider.

1♥/♠ 1-P-NT_R [Not forcing in competition]

5-9 HCP no fit for opener's major 10-12 HCP no fit for opener's major
10-12 HCP & 3 card Limit Raise

For more detail see "1NT Forcing in Depth" at

http://www.cincybridge.com/Lessons/20080606_1NT_Forcing_In_Depth.pdf

Opener's Rebids

Simple 2-level new suit rebid: 12-17 HCP 3+ card fragment (2+ clubs if 1♥-P - 1NT-P -2♣).
Rebid 2 Major: 12-17 HCP 6+ trumps
Bidding after Responder's 2nd bid: 15-17 HCP Invitational (except when 2nd suit rebid)
Rebidding opener's 2nd suit 12-14 HCP Distribution, not extra strength.
2NT 18-19 HCP Balanced
Jump Shifts: 18-21 HCP Natural
1♥-1NT-2♠ Reverse: 18-21 HCP Natural
Jump Rebids major: 18-21 HCP 6+ trumps
3NT 19-21 HCP Solid Major suit
4 Opener's Major Strength or distribution for game opposite any 5 HCP

Responder's Rebids

Simple new suit 2 level rebid: 5-9 HCP 5+ Cards discourages; Intended to play.
Simple Preference to opener's major 5-9 HCP on all 2 card holdings.
2NT 10-12 HCP 1-2 cards in partner's major, invites game.
New suit at 3 level: 10-12 HCP 6+ cards invitation with 0/1 in opener's major
Delayed major jump raise: 10-12 HCP 3 card limit raise (typically balanced).
Delayed jump shifts 10-12 HCP 3 card limit raise **0/1 mini splinters**. *Alternative: extra long suit capable of playing opposite void.*
3NT 10-12 HCP Gambling 7+ Solid Minor

Board 5

♠ K 7 2
North Deals ♥ A 9 6 4 3
N-S Vul ♦ A 8 4
♣ 10 8

♠ 4 3
♥ K 5 2
♦ 7 6
♣ Q J 7 6 5 3

♠ J 10 6
♥ Q J 10 7
♦ Q J 10 2
♣ K 4

♠ A Q 9 8 5
♥ 8
♦ K 9 5 3
♣ A 9 2

Matchpoints! By Steve Moese Looking at both hands, we'd choose to play in ♠s. At Matchpoints we look for overtricks. Can you see a way to make 11 tricks in ♠? What happens if you declare in 3N? Since the hand is likely to play in ♠, if we declare in NT we need to find a score of 430 to beat any pair who makes 420. Can you see a way to make 10 Tricks?

Bidding: If North does not open the bidding, South certainly will. Neither East nor West have enough to interfere, but I'd be tempted to interject a 3♣ preempt as West – EW are not vulnerable and NS are. North & East pass. If South opens 1♠ and West bids 3♣, North will judge to raise partner to game - a close decision. Recall East passed. NS

North	East	South	West
Pass	Pass	1♠	3♣
4♠			
1♥	Pass	1♠	3♣
Pass	Pass	3♦	Pass
4♠			
1♥	Pass	1♠	Pass
1N	Pass	3N	

should have enough for game. If North opens 1♥ and South responds 1♠, West's 3♣ preempt will send NS to ♠s directly. Only when NS bid in an unimpeded auction do they get to a NT game.

Bd 5	Scores	MPs		
	N-S	E-W	N-S	E-W
3 NT N	630	5	0	
4 ♠ S	620	2.5	2.5	
4 ♠ S	620	2.5	2.5	
4 ♠ S	620	2.5	2.5	
4 ♠ S	620	2.5	2.5	
3 ♠ S	170	0	5	
3 NT N	630	6	0	
4 ♠ S	620	4.5	1.5	
4 ♠ S	620	4.5	1.5	
3 ♠ S	170	3	3	
2 ♠ S	140	2	4	
4 ♠ S	100	0.50	5.50	
4 ♠ S	100	0.50	5.50	

The Play in ♠s: Tricky this one. South can count 3♠, 1♥, 2♦ and 1♣ (7 tricks) on power alone.

Assume West leads the ♣Q. Declarer might duck, intending to ruff the 3rd ♣ in dummy. If West bid 3♣, Declarer wins - East is short in ♣. Win the ♣A. ♥s will offer a length trick (the 7 missing cards are likely to split 3-4) but we need to ruff 3 rounds to get it. That takes 4 entries, and we have only 3. We might get East to help us out. West denied the ♣K so West should have ♣Kx. Play ♥A, ♥ ruff, ♠K, ♥ ruff, ♠AQ, small ♣. East wins and can cash the ♥Q but must lead ♦. Declarer can win the ♦A, and lead the good ♥Q losing only 1♣, 1♥ and 1♠. If East plays the ♣K on the 1st trick, declarer sets up a ♣ trick by force (and can ruff a ♦ for the all-important overtrick. Declarer can succeed without cashing the ♥9 by ducking the 12 trick to East in ♦. Endplay time! Try it!

Board 5

9th trick ♠ 9 6
East to play ♦ A 8 4
♣

♠
♥
♦ 7 6
♣ J 7 6 5

The Play in NT: North has 9 top tricks and little chance for a 10th. If East leads the ♦Q North wins in hand and runs 5♠ tricks. The ♦3 lead toward the ♦8 in hand forces East to win. Now East's ♦102 is finessable under dummy's ♦K9 – look to set up these finesses! 3N making 4 was worth all the matchpoints!

Newcomer News – Mike “Keeping Fun On My Convention Card” Purcell 513 702 4007

This coming Saturday Phyllis Bishop and I will be running our Informal Supervised Play session 10-12. Hope to see you there. This week’s hand requires responder to captain the auction and make sure game is reached. Enjoy!

Board 14 ♠ J 8 7 4
 East Deals ♥ K 10 9 5
 None Vul ♦ J 10 3 2
 ♣ 7

♠ K 10	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 9 5 3
		N									
W			E								
		S									
♥ Q 7 6 4	♥ A 8 2										
♦ A 6	♦ 9 8 4										
♣ K Q 10 6 4		♣ A J 5									

EW 3N; 3♥; 4♣;
 W 2♠; E 1♠;
 NS 1♦

♠ Q 6 2
 ♥ J 3
 ♦ K Q 7 5
 ♣ 9 8 3 2

Board 14 (Tues 9/17)

Bidding – On this hand East has 13 HCP and no 5 card major. With 3-3 in the minors they will open 1♣. West with 14 HCP immediately knows they need to be in game but need to explore the best place to play. Start by bidding 1♥ (6+ HCP, 4+ Hearts) to see if there is a major suit fit. East will rebid 1♠ showing 4 spades and denying 4 hearts for partner. Since West does not have 4 spades, they should rebid 3NT to play. Do not rebid 3♣. This is invitational to game and can be passed out.

Play of the Hand – Assuming a ♦J lead, West can count 9 winners (2♠, 1♥, 1♦, 5♣). Can we afford to develop more tricks without jeopardizing the contract? No. If for example

we try to develop more tricks in hearts and lose a trick in the process, the opponents can run their diamonds. If the diamond break is 5-3 we can lose 4 diamonds and 1 heart for down 1.

Post Mortem – When you know you need to be in game make sure to get there. In NT the goal is to get your tricks before the opponents can develop their suits to set you. If there is a significant risk of going down, do not hesitate to cash your winners knowing that making your contract will score well.

Contract	Scores		Matchpoints	
	N-S	E-W	N-S	E-W
3 NT W		400	3.50	1.50
3 NT W		400	3.50	1.50
3 NT W		400	3.50	1.50
3 NT W		400	3.50	1.50
3 NT W		460	0.50	4.50
3 NT E		460	0.50	4.50
4 ♥ W	50		5.50	0.50
3 ♣ E	50		5.50	0.50
3 ♣ E		110	3.50	2.50
3 ♣ E		110	3.50	2.50
2 NT W		150	2.00	4.00
3 NT E		400	0.50	5.50
3 NT W		400	0.50	5.50

Looking to improve your game? If you have an Intel Computer we highly recommend the free software offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>