

FORCING AUCTION SEQUENCES

Recognition as to the forcing nature of any bidding sequence is just as vital in Partnership communication and understanding as were the non-forcing bidding sequences, previously presented. All such sequences do not permit one or the other of the Partners to drop the bidding. Such forcing bids by Partner need to be recognized as either requiring at least one further bid from Partner or else as being forcing to game. The following are examples of many such sequences which force the Partnership and cannot usually be "*Passed*."

4H -- Dbl. -- P -- ? Any "*Double*" of a pre-emptive bid of **4H** or below is for a **Take-Out**, and is not for penalties. Partner may, of course, selectively choose to "*pass*" and, thereby, convert the **Take-Out** to a penalty scenario. Absent this desire, Partner must not "*Pass*" this forcing "**Take-Out Double**."

4S -- "4NT"-- P -- ? Since a "*Double*" of a pre-emptive bid of **4S** is for penalties, "**4-NT**" becomes the substitute "**Take-Out Double**" which forces Partner to respond in his/her best suit.

1D -- Dbl. -- P -- ? This "**Take-Out Double**" is forcing for one round upon Player #4 since there was no intervening bid by Player #3. Absent an intervening bid, Responder to a "**Take-Out Double**" must bid, even with as few as 0 HCP's, unless he/she volitionally chooses to convert it to penalties by "*Passing*."

1H/1S -- P -- "2NT" -- P Some Partnerships, using standard bidding practices, have the **2-NT** response ? evidence opening count, but some Partnerships use this bid to have a special meaning as in "**Jacoby 2-NT**" or as in "**Multi-Purpose 2-NT**." In any of these latter instances, the "**2-NT**" bid is forcing and cannot be "*Passed*," and requires one of several conventional responses.

1C -- P -- 1H -- P With very few exceptions, an Opening Bidder guarantees a re-bid if Responder makes ? any response other than a limited bid. Any new suit mentioned by the Responder evidences 6-18 HCP's. Responder may indeed intend to take the bidding to game, and therefore requires the opportunity to do so. Opener must re-bid to insure the Responder of this opportunity.

1H -- 1NT -- P -- 3S Any 3-level bid by Responder following Partner's **1-NT** opening or **1-NT** overcall **P ----- ?** is game-forcing, as it evidences a 5-card suit with game values.

1NT -- P -- "5NT" -- P A "**5-NT**" response to a **1-NT** opening bid is a slam force, "*quantitative*" bid. It asks the Opener to bid **6-NT** with a minimum, or to bid **7-NT** with a maximum original No-Trump HCP holding.

2H -- P -- "2NT" -- P A response of "**2-NT**" by the Partner to an opening, weak, pre-emptive, 2-bid is forcing ? for one round and, depending upon Partnership understanding It asks Opener to further describe his/her hand, either as to a "*feature*", or as to point count and the number of honors held in the chosen suit.

2H -- P -- 2S -- ? Any new suit bid over Partner's pre-emptive 2-bid is also forcing. By Partnership agreement, it usually asks Opener (a) to re-bid Responder's suit if holding 3 or more pieces of Responder's suit, (b) to bid "**2-NT**" if holding 2-pieces of Responder's suit, or (c) to re-bid Opener's suit if holding none or 1-piece of Responder's suit. It cannot be "*Passed*."

1NT/2NT -- P -- "4C" -- P A "**4C**" response to a **1-NT** or a **2-NT** opening bid is "**Gerber**" ? It asks for a response as to the number of Aces held by the Opener. It is Slam oriented.

1C -- 1H -- P -- "2C" The only forcing response to an overcall is a **Cue-Bid** of the first bid suit by the **P -----?** Opponents. Such a cue-bid evidences both support for the Overcaller's suit and invitational strength or better.

1D -- 1S -- Dbl. -- P Any "*Double*" by Responder, after a suit overcall, opposite Partner's opening bid of ? one-of-a-suit, is a **Negative Double** demanding a re-bid from Opener. It is, effectively, a **Take-Out** for the un-bid suits, with particular emphasis on any un-bid Major.

“3NT” -- P -- “4C” -- P A “4C” response after a “*Gambling 3-NT*” opening bid is an artificial “*escape*”
? when Partner feels the gambling No-Trump attempt will fail. It asks Opener to “*Pass*” if
Clubs were Opener's Minor suit, or to “*correct*” to **4D** if that were Opener's suit.

1H -- 2C -- P -- P The Opening Bidder has made a “**Re-opening Double**” usually meant as a **Take-Out**.
Dbl. -- P --- ? The Responding Partner must either “*Pass*”, thereby converting it to penalties, bid either
his/her longest suit, or else bid No-Trump.

1NT -- P -- “2C” -- P Responder has game-going values plus a 4-card Spade suit and a 5-card Heart suit.
“2D” -- P -- 3H --- P Opener must either correct to **3-NT** having only 2-Hearts, or to bid **4H** if holding
? three Hearts. This is the manner in which a Responder to a **1-NT** opening responds when
holding both a 5-card **and** a 4-card Major, unless the Partnership utilized “**Smolen**.”

“2C” -- P -- “2D” -- P A “2C” strong, artificial and forcing 2-bid is always forcing upon the Responder
2S ---- P ---- ? until the bidding reaches at least **2-NT**, 3 of a either Major, or 4 of either Minor.
Until then, Responder is obligated to keep the bidding open.

ID -- P -- 2S -- P Unless a Partnership is playing weak, preemptive, jump-responses, a “*jump-shift*” by
? Responder evidences **19** or more HCP's, and is not only forcing to game, but is, indeed, inviting
to Slam, opposite Partner's opening call HCP values.

1H --- P --- 3H -- P When the Opponents have taken an obvious sacrifice at Game-Level or beyond, a
4H -- 4S -- “P” - P “*Pass*” by Partner is deemed a “**Forcing Pass**” which obligates Partner to either bid
? on in their chosen suit, else to “*Double*” for penalties.

1C -- P -- 1H -- P The Opening bidder, here, has “**Reversed**”. This shows **17** or more HCP's obligating
2D -- P ---- ? the Responder to bid on for at least one more round. A “**Reverse**” by an Opening Bidder is
forcing for one-round, and **cannot** be “*Passed*.”

1C -- P -- 1H -- P A “**Reverse**” by a Responder is forcing to Game. It evidences game values; i.e.,
2C -- P -- 2S -- P opening count or better, and, therefore, also **cannot** be “*Passed*.”
?

1C -- P -- 1H -- P In almost all circumstances, a new suit mentioned by Responder is forcing for,
2C -- P -- 2D -- P at least, one more round.
?

1H -- P -- 1S -- P A “*jump-shift*” by Opener evidences **19** or more HCP's and opposite any response from
3C -- P ---- ? Responder, showing no fewer than 6 HCP's, is, thus, forcing, at the very least, to game,
or alternatively, to Slam.

1H -- P -- “4D” -- P A “**double jump-shift**” by Responder to an opening one-of-a-suit bid is called a
? “**Splinter**” bid. It shows support for Partner's bid suit, and 13-15 HCP's (Game -Values), or
more, and a singleton (not a singleton Ace) or void in the “**Splinter**” suit.

1H -- P -- “4NT” -- P A bid of “**4-NT**” is almost always an initiation of **Blackwood** accept when there
? is a (1-NT---4NT) sequence. It asks for the number of Aces or controls held by Partner, and
cannot be “*Passed*.”

1H -- “2NT” -- P -- ? A “2-NT” overcall, **in the direct (2nd) seat**, following a one-of-a-suit opening by an
Opponent is the “**Unusual-NT**” bid, evidencing 5-5 or better in the two, lower-un-bid suits,
and is forcing Partner to choose the better of these two choices. It evidences either a very weak 5-10 HCP's,
or a very strong 16 or more HCP's in strength.

1H -- P --- 3H -- P Any new, as-yet, un-bid suit presented by the Partner who originally introduced
“4NT”- P -- “5D”- P the start of **Blackwood**, is a request to have Responder bid “**5-NT**,” so as to
“5S” -- P ---- have it be the final contract. It represents the NT “*escape*” in **Blackwood**.

P --- P -- 1H/1S -- P If a Partnership agrees to play the “*Drury*” Convention, then a “**2C**” bid by a “**2C**” - P ----- ? previously-passed Partner to a 3rd or 4th seat **1H** or **1S** opening shows support for Opener’s Major suit, **11-12** HCP’s, and asks the Opener to evidence a full opening count by re-bidding **2H** or **2S**, else to re-bid an artificial “**2D**” to evidence a sub-minimum, opening count.

1H --- P -- 2H -- P Any new suit mentioned by Opener, after a constructive raise by Responder, is a “**3D**” - P ---? forcing “**Help-Suit**” game try. It evidences game-invitational values (15-17 HCP’s) in Opener’s hand and says to Partner: “*Partner, I’m interested in game, but I have weakness in this 2nd suit. Please bid game if you have support and a good holding in this 2nd suit, else re-bid our agreed-upon suit at the cheapest level.*”

1D -- P --- 1H -- P By Partnership agreement, the bid of a fourth suit at the 2-level or beyond is an artificial **1S -- P -- “2C” - P** “*4th-suit forcing*” call which may not necessarily show the holding of the 4th suit bid, but is a demand “*game-forcing*” call.

1C -- “2C” -- P -- ? A cue-bid overcall is a “*Michaels-Cue-bid*” which evidences a 5-5 holding in two conventionally-specified suits (Both Majors in this instance). The strength of one’s hand who utilizes such a call is either very weak (5-10 HCP’s), or very strong (16 or more HCP’s).

1NT -- P -- “2D” -- P Assuming Partnership agreement, a “**2D**”, “**2H**”, or “**2S**” bid by a Responder to a ? **1-NT** opening is a “**Jacoby Transfer**” and forces Partner to bid the next higher-ranking suit. It allows for the stronger hand to remain concealed.

1D – 1H – 2D -- Dbl. A “*Double*,” opposite Partner’s Overcall, subsequent to the “**Doubler’s**” **P --- ?** RHO having supported Opener’s bid suit, is a “**Responsive Double**” evidencing a lack of support for Partner’s, overcall suit, but competitive values in the two, as-yet, un-bid suits.

1D – P – 1H – 1S A “**Double**” by Opener, as his/her first re-bid, opposite Responder’s possible 4-card, **Dbl. – P – ?** new suit response, is a “**Support Double**.” It evidences Opener as having 3-card support for what might be a 5-card suit held by Responder, and forces Responder to make a second response, as it was not presented as a “**Penalty Double**.”
