

Basic Principles of 2 Over 1 Game Forcing (GF)

The 2 Over 1 GF System is actually very similar to the Standard American system. Auctions beginning with one of a minor or 1NT are identical. Many auctions beginning with one of a major are also identical.

The only real difference between the two systems is that responder bids at the 2 level over an opening bid of 1D, 1H or 1S. In the 2 Over 1 Game Force System, this establishes a game-forcing auction. The partnership may not pass until a game contract is reached. This is the main principle upon which the system is based. If there is an intervening bid, then, 2 over 1 is **OFF**.

The only problem occurs when responder has an invitational but not game forcing hand (around 10 or 11 points). In Standard American, responder can bid at the 2 level to show 10 points or more. However, in 2 Over 1, this option is not available, because a hand with 10 or 11 points is invitational, not game forcing. In order to handle this problem, the 2 Over 1 System modifies how the 1NT response works over one of a major. In Standard American, 1NT shows 6-9 (or 6-10) and can be passed. In 2 Over 1, a 1NT bid is a one round force; opener may not pass. This is known as the "Forcing NT".

So, to summarize, there are only 2 differences between Standard American and 2 Over 1:

1. If opener opens 1D, 1H, or 1S, and responder bids at the 2 level in a different suit below the opening bid, that establishes a game forcing auction. The partnership may not pass out the auction below game.
2. If opener opens one of a major, and responder bids 1NT, that is a one round force. Opener may not pass.

There are only 6 possible 2/1 bids: 1C – there is no 2/1 bid

1D – 2C is 2/1

H – 2C or 2D whichever suit is better is a 2/1 bid

1S - 2C, 2D, or 2H (must have a 5 card H suit)