

WELCOME!

NEW MINOR FORCING

Tuesday, Oct 6, 2020

TWO-WAY NEW MINOR FORCING

Tuesday, Oct 20, 2020

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Agenda

1. New Minor Forcing
 - What is it?
 - How to use it?
2. New Minor Forcing with a Game Forcing Add-on
3. Two-Way New Minor Forcing (Tue, Oct 20)
 - More sophisticated but at the cost of more complexity and more memory work

Note: Copies of all slides will be available on the Bridge Center's website

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New Minor Forcing (NMF)

- Popular convention used by responder after opener rebids 1NT
- Responder will always have a 5-card major and an invitational or better hand (11+)
- Responder bids the “new minor” as an artificial and forcing bid to ask opener (“check back”) about her majors
- Goal is to find an 8-card major suit fit
- Helps solve some difficult bidding situations

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New Minor Forcing

- Responder’s bid of the other minor is forcing for 1-round so risk of partner passing is (almost) eliminated
- Artificial and alertable!
 - “artificial, forcing, asking about majors”
- If you bid any other suit at the 2-level, over partner’s 1NT rebid, partner will know it is a sign-off
 - NMF is your forcing bid
 - Exception: reverse by responder is forcing 1-round
- Check New Minor Forcing box on your convention card (lower right)

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New Minor Forcing Auctions

1♣ - 1♠

1NT - 2♦!

1♦ - 1♠

1NT - 2♣!

1♣ - 1♥

1NT - 2♦!

1♦ - 1♥

1NT - 2♣!

1♥ - 1♠

1NT - 2♣!

5

1			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	1NT	P	??
<u>YOU</u>			
♠	A8		
♥	KT983		
♦	32		
♣	KJ84		

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4 hearts, but does he have 3?
3. $11 + 12 = 23$ (partner's min)
4. $11 + 14 = 25$ (partner's max)

Correct Bid:

??

6

2			
WEST	NORTH	EAST	YOU
	1♦	P	1♠
P	1NT	P	??
<u>YOU</u>			
	♠	KJ862	
	♥	AK	
	♦	A32	
	♣	984	

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4-spades, but does he have 3?
3. $15 + 11 = 26$ (partner's min)

Correct Bid: ??

7

3			
WEST	NORTH	EAST	YOU
	1♣	P	1♠
P	1NT	P	??
<u>YOU</u>			
	♠	KJT432	
	♥	73	
	♦	KQ6	
	♣	Q84	

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4 spades
3. $11 + 12 = 23$ (partner's min)
4. $11 + 14 = 25$ (partner's max)
5. POSSIBLE game

Correct Bid: ??

8

4			
WEST	NORTH	EAST	YOU
	1♣	P	1♠
P	1NT	P	??
<u>YOU</u>			
	♠ AJ42		
	♥ K83		
	♦ J64		
	♣ Q74		

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4 spades, but does he have 3?
3. $11 + 12 = 23$
4. $11 + 14 = 25$
5. POSSIBLE game

Correct Bid: ??

9

5			
WEST	NORTH	EAST	YOU
	1♥	P	1♠
P	1NT	P	??
<u>YOU</u>			
	♠ KQT98		
	♥ 6		
	♦ J32		
	♣ KQ84		

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4 spades, but does she have 3?
3. $11 + 11 = 22$ (partner's min)
4. $11 + 14 = 25$ (partner's max)

Correct Bid: ??

10

Opener's 3rd Bid After Responder Bids NMF

Opener's priorities:

1. Show 3-card support for responder's bid major
2. Show 4-cards in the other major
3. Bid NT with no major to bid

- With 3-card support for responder's major, bid 2M with a min or 4M (game) with a max
- Bid at the 2-level with a minimum, at the 3-level with a maximum

Note: No universal agreement on these priorities. Be sure to agree with your partner before you play NMF.

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Opener's 3rd Bid After Responder Bids NMF

- When opener has 3-card support for responder's major and/or 4-cards in the other major
- P1: Opener shows 3-card support for responder's bid major
- P2: Opener shows 4-cards in the other major
- Opener bids at the 2-level with a minimum (12-13)
- With support for responder's major + a max opener bids game (4M)
- Opener bids at the 3-level with a maximum (13-14)
 - Despite having game forcing values opener didn't jump to game because auction is game forcing

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6			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	??		

YOU

♠	A8
♥	K83
♦	AJ32
♣	8732

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder is looking for 8-card heart fit
3. Opener has minimum and 3-hearts

Correct Bid: ??

13

6			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	2♥	P	??

YOU

♠	A8
♥	K83
♦	AJ32
♣	8732

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder is looking for 8-card heart fit
3. Opener has minimum and 3-hearts
4. ?? = If responder has a minimum (11) she will Pass, if she has an opening hand she will bid 4♥

Correct Bid: 2♥

14

7			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	??		
	YOU		
	♠ A8		
	♥ K83		
	♦ AQJ3		
	♣ 8732		

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. 14 + 11 = 25 (responder min)
4. Opener has 3-hearts + a maximum

Correct Bid: ??

15

7			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	4♥		
	YOU		
	♠ A8		
	♥ K83		
	♦ AQJ3		
	♣ 8732		

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. 14 + 11 = 25 (responder min)
4. Opener has 3-hearts + a maximum

Correct Bid: 4♥

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8			
WEST	YOU	EAST	SOUTH
	1♦	P	1♠
P	1NT	P	2♣!
P	??	P	

YOU

♠ KQ
♥ T986
♦ 74
♣ AKQ93

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card spade fit
3. Opener does not have 3-spades but does have 4-hearts?
4. 14 + 11 = 25 (responder min)

Correct Bid: ??

17

8			
WEST	YOU	EAST	SOUTH
	1♦	P	1♠
P	1NT	P	2♣!
P	3♥	P	??

YOU

♠ KQ
♥ T986
♦ 74
♣ AKQ93

Opener's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card spade fit
3. Opener does not have 3-spades but does have 4-hearts
4. 14 + 11 = 25 (responder min)
5. ?? = If responder has 4-hearts she will bid 4♥ otherwise she will bid 3NT

Correct Bid: 3♥

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Opener's 3rd Bid After Responder Bids NMF

- When opener does NOT have 3-card support for responder's major and/or 4-cards in the other major
- P3: Opener bids 2NT or 3NT
- Opener bids 2NT with a minimum (12-13), with extras responder can bid game
- Opener bids 3NT with a maximum (13-14)

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9			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	??		
<u>YOU</u>			
♠	AT8		
♥	K8		
♦	AJT32		
♣	872		

Responder's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. Opener does not have 4-hearts or 4-spades, but maybe 3-hearts?
4. $12 + 11 = 23$ (responder min)
5. $12 + 11+ = ??$ (responder max)

Correct Bid:

??

20

9			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	2NT	P	??
YOU			
♠ AT8			
♥ K8			
♦ AJT32			
♣ 872			

Responder's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. Opener does not have 3-hearts or 4-spades
4. ?? = If responder has a minimum (11) he will Pass if he has an opening hand he will bid 3NT

Correct Bid: 2NT

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10			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	??		
YOU			
♠ AT8			
♥ K8			
♦ AJT3			
♣ Q872			

Responder's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. Opener does not have 3-hearts or 4-spades
4. $14 + 11 = 25$ (responder min)

Correct Bid: ??

22

10			
WEST	YOU	EAST	SOUTH
	1♦	P	1♥
P	1NT	P	2♣!
P	3NT		
	YOU		
	♠ AT8		
	♥ K8		
	♦ AJT3		
	♣ Q872		

Responder's 3rd Bid

1. Responder has 11+ HCP
2. Responder looking for 8-card heart fit
3. Opener does not have 3-hearts or 4-spades
4. $14 + 11 = 25$ (responder min)

Correct Bid: 3NT

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New Minor Forcing Also Played After Opener's Jump 2NT Rebid

An artificial, alertable bid that lets us explore possible major suit fits

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Opener's 2NT Jump Rebid

Opener	Responder
1♣	1♠
2NT	??

1♣ = 12– 21 HCP, 3+♣

1♠ = 6+ HCP, 4+♠

2NT = 18 – 19 HCP balanced and does not have 4-♠s

- However, opener could have 3-♠s and/or 4-♥s

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NMF Helps Find 5-3 Major Suit Fits

- Since opener promised 18 – 19 HCP, responder only needs 7+ points and a 5-card major to use New Minor Forcing
- AND it is now game forcing
- Best method to find 5-3 major suit fit
- Opener's jump to 2NT is NOT forcing but any bid by responder makes the auction game forcing
- In this case, NMF is game forcing, so neither partner can pass below game

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11			
WEST	NORTH	EAST	YOU
	1♥	P	1♠
P	2NT	P	??
	YOU		
	♠	KQT98	
	♥	62	
	♦	973	
	♣	Q84	

Opener's 2NT Rebid

1. Opener has 18 – 19 HCP
2. Opener does NOT have 4 spades
3. 7 + 18 = 25 (partner's min)

Correct Bid: ??

27

11			
WEST	YOU	EAST	SOUTH
	1♥	P	1♠
P	2NT	P	3♣!
P	??		
	YOU		
	♠	AQ3	
	♥	KQ754	
	♦	A3	
	♣	KT3	

Opener's 2NT Rebid

1. Opener has 18 – 19 HCP
2. Opener does NOT have 4 spades
3. 7 + 18 = 25 (partner's min)
4. ?? = Opener will bid 4♠

Correct Bid: 3♣!

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12			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	2NT	P	??
<u>YOU</u>			
♠	K74		
♥	KT962		
♦	973		
♣	J84		

Opener's 2NT Rebid

1. Opener has 18 – 19 HCP
2. Opener does NOT have 4 hearts
3. $7 + 18 = 25$ (partner's min)

Correct Bid: ??

29

12			
WEST	YOU	EAST	SOUTH
	1♣	P	1♥
P	2NT	P	3♦!
P	??		
<u>YOU</u>			
♠	AQ3		
♥	A6		
♦	AQ9		
♣	QT973		

Opener's 2NT Rebid

1. Opener has 18 – 19 HCP
2. Opener does NOT have 4 spades
3. $7 + 18 = 25$ (partner's min)
4. ?? = Without 3-hearts or 4-spades, opener will bid 3NT

Correct Bid: 3♦!

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Possible Add-On to Show Game Forcing Hand

Responder can differentiate invitational hands from game forcing hands

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New Minor Forcing with Game Forcing Addition

- Not necessary to use this addition
- Can play New Minor Forcing just as we've discussed it and stop now
- This option allows responder to immediately tell partner if she has an invitational or a game forcing hand
- Simplifies the auction because early on it is obvious which auctions are invitational and therefore can stop at part score and which auctions are game forcing and need to be in game
- Be sure to discuss with partner because it is not standard to play this add-on

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New Minor Forcing with Game Forcing Addition

- In this version responder does NOT bid the NEW minor
- Regardless of which suit opener bids, responder bids...
- 2♣! to show an INVITATIONAL hand with a 5-card major - forcing for 1-round, or
- 2♦! to show a GAME FORCING hand with a 5-card major and neither of us can pass below game
- The rest of this NMF system is the same as discussed today

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13			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	1NT	P	??
<u>YOU</u>			
♠	A8		
♥	KT983		
♦	32		
♣	KJ84		

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does not have 4-hearts and does not have 4-spades
3. Responder has an invitational hand
4. $11 + 12 = 23$ (partner's min)
5. $11 + 14 = 25$ (partner's max)

Correct Bid:

??

34

13			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	1NT	P	2♣!
<u>YOU</u>			
♠ A8			
♥ KT983			
♦ 32			
♣ KJ84			

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4-hearts or 4-spades
3. Responder has an invitational hand
4. $11 + 12 = 23$ (partner's min)
5. $11 + 14 = 25$ (partner's max)

Correct Bid: 2♣!

35

14			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	1NT	P	??
<u>YOU</u>			
♠ A8			
♥ KT983			
♦ K32			
♣ QJ8			

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does not have 4-hearts or 4-spades
3. Responder has a game forcing hand
4. $13 + 12 = 25$ (partner's min)

Correct Bid: ??

36

14			
WEST	NORTH	EAST	YOU
	1♣	P	1♥
P	1NT	P	2♦!

YOU

♠ A8

♥ KT983

♦ K32

♣ KJ8

Opener's 1NT Rebid

1. Opener has 12 – 14 HCP
2. Opener does NOT have 4 hearts
3. 14 + 12 = 26 (partner's min)

Correct Bid: 2♦!

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Some Additional Recommendations

- Questions to answer for every convention you play
 - Is it ON or OFF with interference? (i.e. opponent's bidding)
 - Is it ON or OFF by a passed hand?
- Recommend NMF OFF if the opponents have bid
- Recommend NMF ON by a passed hand
 - Therefore, invitational is now the max
- Possible Add-ons:
 - NMF should be used after opener's jump rebid to 2NT
 - Game forcing add-on can be used
 - Be sure to agree on the details with your partner before you play

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Summary

- NMF is on over opener's 1NT rebid
- NMF is also on over opener's jump 2NT rebid
- The version of NMF described today is the easiest to use, simplest to remember and is more than adequate for a lot of players
- If you are interested in an improved NMF system – it is called Two-Way NMF - but it is more complicated and requires significantly more memory work – it will be taught on Tue, Oct 20 at 9:30 am. Please join us.

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Thank You

- Thank you all for attending today
- Don't forget copies of today's slides will be on our website
- All questions, comments and feedback are welcome
- Please feel free to email me at bsamuels811@gmail.com
- Thank you to Susan Zhang for helping me with the slides

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Answers to Numbered Hands

1. 2♦! NMF
2. 2♣! NMF
3. 3♠ Jump by responder is invitational
4. 2NT 11 HCP, balanced
5. 2♣! NMF
6. 2♥ Opener has a min
7. 4♥ Game forcing with a 5-3 fit
8. 3♥ Game forcing with 4 of the other major
9. 2NT Don't have 3-hearts
10. 3NT Need to be in game
11. 3♣! NMF / 4♠
12. 3♦! NMF / 3NT