

Two-way *New Minor Forcing*

Mignocchi/Savage Version

Presented by Mike Savage

One-of-a-Minor – pass – One-of-a-Major – pass – 1NT; pass – Two-of-the-Other-Minor is usually used as *New Minor Forcing*. This bid is used to find out Opener's major suit length, the exact strength of his hand and sometimes to set up further forcing bids by Responder. *New Minor Forcing* shows invitational or better values and usually implies a five-card major suit. *Two-way New Minor Forcing* (only used by non-passed hands) uses both minors as artificial bids: **2C** for all invitational hands and **2D** for all game forcing hands, regardless of what minor was opened. This treatment allows precise descriptions of responder's hand over **2C** and unhurried, forcing bidding over **2D**.

After One-of-a-Minor – One-of-a Major – 1NT:

- 2 Clubs** = Always shows an invitational hand and requests Opener to rebid **2D**.
2 Diamonds = Forced bid on any hand that would be willing to play **2D** if it's passed.
Responses:
Pass = Shows a very weak hand, usually with six diamonds and four of the major.
2 of the other major = Game invitational with both majors.
2 of Responder's major = Game invitational with a 5-card suit.
2NT = Game invitational with 4 cards in your bid major & five of opener's minor.
3 Clubs = Game invitational with 5 cards in your bid major and five clubs.
3 Diamonds = Game invitational with 5 cards in your bid major & five diamonds.
3 Hearts (after **1S** – **1NT**) = Highly invitational with 5-5 in the majors.
3 Hearts (after **1H** – **1NT**) = Game invitational with 6 hearts.
3 Spades (after **1S** – **1NT**) = Game invitational with 6 spades.
2 of Bid Major (Optional) = Shows 3-card support and a maximum with good trumps.
- 2 Diamonds** = Always shows a game forcing hand.
Responses: Opener should bid naturally to show his precise shape.
Over **1C(1D)** pass **1S** pass **1NT** pass **2D**:
2H = Shows four hearts, may have three spades.
2S = Shows three spades and denies four hearts.
2NT = Denies three spades or four hearts (2-3-4-4 or 2-3-3-5/2-3-5-3).
3C/3D = Rebidding Opener's suit shows a good suit, usually 2-3-3-5/2-3-5-3.
Over **1C(1D)** pass **1H** pass **1NT** pass **2D**:
2H = Shows three hearts and a minimum.
2NT = Denies three hearts (3-2-4-4 or 3-2-5-3/3-2-3-5).
3C/3D = Rebidding Opener's suit shows a good suit, usually 3-2-3-5/3-2-5-3.
- 2H & 2S** = Both must be passed—except after **1m-1S-1NT-2H**, you can pass or bid **2S**.
2NT = Natural and invitational. Denies a 5-card major and shows a balanced hand.
- Jumps to Three of a Suit**
Jumps to the three level should be reserved for well-defined hands, with at least some slam interest and good quality suits. There is one exception to this: a jump to **3C** after a **1NT** rebid shows six clubs, four of the major and asks partner to pass. Examples:
1C-1H-1NT-3D = Slam interest with at least 5-5 with good suits.
1D-1S-1NT-3S = Slam interest with a great suit of at least six cards in length.
1C-1S-1NT-3H = Slam interest with at least 5-5 with good suits.