

Forcing INT

And The Meckstroth Adjunct

Forcing INT

What is it?

- * A **non-standard** treatment used by **responder** to distinguish game going hands from part-score hands
- * Used after partner's 1st or 2nd seat **major opening**, **NOT** in competition
- * Only 2 Forcing Sequences:
 - * 1 ♥-(P)-INT-
 - * 1 ♠-(P)-INT-
- * **NOT** Forcing INT:
 - * 1 ♦-(P)-INT-
 - * 1 ♥-(1 ♠)-INT-
 - * (P)-(P)-1 ♠-(P)-INT-

Forcing INT

Why should it be forcing?

- * In SAYC, responder's INT means:
 - * better than a pass
 - * not enough strength to bid higher
 - * no support
 - * NOT forcing
- * In 2/1, responder's INT includes all of the SAYC INT hands and **all** invitational hands
- * Responder has 6-12 HCPs and any shape
- * In 2/1, responder's INT is forcing because responder may be invitational and may not be balanced

Forcing 1NT

Opener's rebids

* Auction: 1♥-(P)-1NT-(P)- ???

- | | |
|---------------------------|----------------------|
| * 1: ♠xxx ♥AQxxx ♦KQx ♣Qx | * rebid 2♦ |
| | * NOT 2♥, NOT 2NT |
| * 2: ♠x ♥AQxxx ♦KQxxx ♣Qx | * rebid 2♦, NOT 3♦ |
| * 3: ♠xx ♥AQxxxx ♦KQx ♣Qx | * rebid 2♥ |
| * 4: ♠AQx ♥AKxxx ♦Kxx ♣Kx | * rebid 2NT, NOT 3NT |
| * 5: ♠x ♥AQJxxx ♦AQx ♣KQx | * rebid 3♥ |

Forcing INT

Responder's rebids

* Auction: 1♠-(P)-INT-(P)- 2♣-(P)-???

* 1: ♠xx ♥Qxxx ♦KQxx ♣xxx * rebid 2♠ to play

* 2: ♠x ♥xxx ♦KJxxxx ♣Qxx * rebid 2♦ to play

* 3: ♠xxx ♥Qxxx ♦KQxx ♣Kx * rebid 3♠ invite

* 4: ♠x ♥Qxx ♦KQxx ♣Kxxxx * rebid 3♣ invite

* 5: ♠xx ♥Qxx ♦KQxx ♣Kxxx * rebid 2NT invite

* 6: ♠xx ♥AQxxx ♦KQx ♣xxx * rebid 3♥ invite

Forcing INT

Awkward hands

* 1: ♠ Axxx ♥ QJxxx ♦ Kx ♣ Ax

* 1 ♥-(P)-INT-(P)- ???

* rebid 2♥

* 2: ♠ QJ ♥ xx ♦ KTxxx ♣ JTxx

* 1 ♥-(P)-INT-(P)- 2♣-(P)-???

* rebid 2♥

* 3: ♠ Axx ♥ QJxxx ♦ x ♣ AKxx

* 1 ♥-(P)-INT-(P)- 2♣-(P)-2♦-(P)- ???

* rebid pass

* 4: ♠ xxx ♥ xx ♦ Axxx ♣ Kxxx

* 1 ♥-(P)-INT-(P)- 3♣-(P)-???

* 3♦, 3♥, 4♣, ??

* 5: ♠ AJx ♥ AKJxxx ♦ x ♣ AQJ

* 1 ♥-(P)-INT-(P)- ???

* 3♣, 3♥, ??

Forcing INT

The Meckstroth Adjunct

- * After partner's forcing INT, use the Meckstroth Adjunct to force to game
- * Eliminates uncertainty because opener accurately describes his hand
- * The Meckstroth Adjunct begins with:
1 ♥-(P)-INT-(P)- 2NT!-
- * Forcing (to game) and Alertable

Forcing INT

The Meckstroth Adjunct (with responder fit)

- * The Meckstroth Adjunct begins with:
1♥-(P)-INT-(P)- 2NT!-
- * With ♥ support, responder:
 - * bids 4♥, if weak
 - * bids 3♥, with a limit raise, slam investigation begins
- * Without support, responder bids 3♣!
regardless of his holding

Forcing INT

The Meckstroth Adjunct (without responder fit)

* After: 1♥-(P)-INT-(P)- 2NT!-(P)-3♣!-(P)-
Opener:

* Rebids his suit with a single suited hand

* Bids a new 4 card suit

* With ♣, 1♥-INT- 2NT!-3♣!- 3NT means 5♥/4♣

* And 1♥-INT- 2NT!-3♣!- 4♣ means 6♥/4♣

* With 5/5 shape, jumps directly after INT

* 1♥-(P)-INT-(P)- 3♣ means 5♥/5♣

Forcing INT

The Meckstroth Adjunct (with big balanced hand)

- * Opener: ♠ AQx ♥ AKxxx ♦ Kxx ♣ Kx
- * Auction: 1 ♥ -(P)-1NT-???
- * Bid 2 ♦ planning to rebid NT over any responder action
- * If responder passes, you may miss game, but probably not, e.g.:
- * Responder: ♠ Jx ♥ x ♦ Jxxxx ♣ Axxxx