

Opening 2 Club Bid -“Game Force ?”

The definition of Game Force bids was updated in June 2020.

Now published in the **NZ Bridge Manual Effective 1 January 2022.**

The NZB have been asked a number of times to clarify what is meant by this.

An interpretation suggested by the late Karen Martelletti [RIP] helped to clarify the definition of ‘the rule of 29’

‘the rule of 29’ is accurate and is a useful tool to apply the definition however it has caused some confusion.

The Definition

A hand containing

(a) 23+ HCP if balanced or semi-balanced or;

(b) 20+ HCP if unbalanced (with allowance for distribution – 1 point for every card after the ninth card in the two longest suits)

Whether a hand qualifies as a Game Force hand, refer to updated [NZB Manual, Page D44 24.6].

Note: Losing trick count, alone, is not adequate for determining whether a hand qualifies as a Game Force hand. [NZB Manual, Page D44 24.6]

In Acol or Standard American the Game Force opening bid is usually 2C.

Openers rebid of 2NT will usually reveal that it is the balanced or semi-balanced shape.

(A semi-balanced hand is defined as one that may contain shortage in 2 suits and that they shall not be shorter than 2 cards)

In Acol and SA, a balanced 20-22 HCP hand is typically opened 2NT.