



Fourth Suit Forcing

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Advantages of FSF Bidding Tool

- Forces partner to bid again !
- Helps find major suit fits
- Assists in evaluation viability of NT contracts over minor suit games
- Avoids NT games with unstopped suits
- Can initiate slam probing below game level bids

FSF Defined

The bid of a fourth suit by responder, after three different suits have been bid is an **artificial bid** (Alert!), that does not promise any honors or length in the suit used, but **forces** opener to make another bid, or by partnership agreement may be forcing to game.

FSF Does not apply to up the line bidding of 1C, 1D, 1H, 1S
 Note: Experts disagree if a 4th suit is forcing by a passed hand
 For purposes of this discussion assume it is.

One of the advantage of FSF is it forces Opener to clarify his holdings, which enhances your chance for finding the best contract. You get more info from partner while communicating that you have a good hand.

FSF was invented by Norman Squire of England.

Examples of Responder Second Bids (uses for FSF)

K 2
 A K J x x
 Q 9 x
 x x x

1D, 1H, 1S, ??

A Q x x x
 J x
 J x x
 K T x

1H, 1S, 2C, ??

A Q x x x
 x x x
 Q x
 A x x

1D, 1S, 2C, ??

Forcing How Far ?

This is a partnership agreement. Some players have FSF as forcing for just one round, while others use FSF to create a game forcing auction. You may have an agreement that FSF is game forcing if the bid is at the three level, otherwise FSF is a one round forcing bid - talk

to your partner about what you prefer to play. "4th Suit Forcing" can be found in the bottom right of your convention card. Mark "1Rd" or "Game" and be sure to alert the bid.

Opener's Third Bid Options

- 1 Show 3 card support for the first suit bid by responder
(very rarely a good doubleton honor like AJ or KQ)
- 2 Show a stopper in the fourth suit by bidding NT
- 3 Rebid a good quality 5 card suit (opener)
- 4 Raise the 4th suit when none of the above are available.
Note, this choice denies 3 card support of partner, a stopper in the 4th suit, and an undisclosed 5 card suit in your hand. Watson, lots of "silent dogs" at the table.

More Examples of FSF by Responder

<u>Responder's Hand</u>	<u>Opener</u>	<u>You</u>
A K x x		
Q x	1H	1S
x x x	2C	??
K J x x		

You can't raise Hearts.
You can't bid NT with those Diamonds.
3 Clubs is too weak.
Use FSF and get more info! (bid 2D)

<u>Responder's Hand</u>	<u>Opener</u>	<u>You</u>
A J T x x		
x x x	1D	1S
Q J	2C	??
K T 2		

Enough to invite to game but where?
Use FSF if it is forcing 1 round. (bid 2H)
If partner bids 2S, invite game with 3S
If partner bids 2NT, raise to 3.

<u>Responder's Hand</u>	<u>Opener</u>	<u>You</u>
K Q J x x x		
A x	1D	1S
K x	2C	??
T x x		

2S is too weak.
3S may be considered invitational.
4S is signoff and you might miss slam
Use FSF bid of 2H (Alert!)

<u>Responder's Hand</u>	<u>Opener</u>	<u>You</u>
K x		
A Q J x	1C	1H
A x	1S	??
K J x x x		

Here you have a slammish hand and need to find forcing bids. Opponents are silent so you can't cue bid. FSF bid of 2D gets more information from partner and if you play it as game forcing, a follow up bid of 4 Clubs will not get passed.

Additional Benefits of FSF for Advanced Players

When FSF is a game forcing bid on your card, this leaves open second round jumps by responder to be **invitational bids**, showing a suit and 10-12 hcpts.

The negative (you didn't use FSF) communicates to partner that you "don't have that hand".

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