Fast Arrival

Another important principle of 2 Over 1 is “Fast Arrival”. The basic idea is that once a game force is established, if responder jumps to game right away, he has no interest in exploring further for slam. If responder goes more slowly, he has a better hand and may be exploring for slam. For example, the auction 1H-P-2C-P-2D-P-4H is weaker than the auction 1H-P-2C-P-2D-P-2H.

So, once you establish a game forcing auction, if you arrive “fast” to game by jumping there, that shows a less strong hand than if you take your time in bidding game. This is the opposite of Standard American.

The idea is that you want to leave as much bidding room as possible to explore for slam. If you are pretty sure you only have game, there is no point in dilly dallying; just bid it. However, if you want to explore for slam, you can leave lots of bidding room to help you decide if slam is possible.

Assume your partner opens 1H, you respond 2C, and partner bids 2D. What do you bid with each of these hands:

♠Axx

♥Kxx

♦xx

♣AJxxx

Bid 4H, using the principle of fast arrival. Slam is unlikely, as partner made a minimum rebid.

♠Axx

♥KJx

♦xx

♣AKJxx

Bid 2H. With 16 HCP, you have more than a minimum game forcing bid, so bid 2H indicating that you are interested in exploring for slam.

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