

OKB Two-Over-One

The OKbridge Two-Over-One Summary

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This description of the OKbridge 2 over 1 system assumes that you are already familiar with the Standard American Yellow Card. You can request a complete description of the Standard American Yellow Card by sending email to Help@okbridge.com.

The OKbridge 2-Over-1 System is recommended for intermediate players and up.

CONTENTS

[CHAPTER 1](#) | THE 2/1 STRUCTURE

[CHAPTER 2](#) | MAJOR-SUIT CONVENTIONS

[CHAPTER 3](#) | 1NT CONVENTIONS

[CHAPTER 4](#) | DOUBLES

[CHAPTER 5](#) | MISCELLANEOUS

CHAPTER 1- THE 2/1 STRUCTURE

There are lots of variations to 2/1, and the OKbridge card should not be considered a universal standard. In all 2/1 systems, however, the general principle is the same- any new suit bid by responder at the two-level is a game-force.

For example:

- | | |
|-----------|---|
| 1♠ : 2♣ | Gameforcing. Neither player can pass until a game of some sort is bid. In the OKbridge system, there are no exceptions. |
| 1NT : 2NT | Not a gameforce. The two-level response must be in a new suit. |
| 1♠ : 2♠ | Not a gameforce. Again, the two-level response must be in a new suit. |
| 1♣ : 2♦ | This is a strong jump shift and is, of course, gameforcing. |

Opener's Rebids

| | |
|---------------------------|--|
| Simple rebid: | The catchall bid, does not promise extra strength |
| Jump rebid : | Solid 6-card suit or better |
| New suit at the 2-level : | Natural, at least four cards, any strength |
| New suit at the 3-level : | Splinter in support of responder |
| 2NT : | 12-14 balanced (if over 2H, denies 3-card support) |
| 3NT : | 18-19 balanced (no 3-card support) |
| Single raise : | At least 3-card support, any strength |

2/1 and strong jump shifts are OFF in competition BETWEEN opener and responder.

For example:

| | |
|------------------|--|
| 1♠ - 2♣ - 2♦ | 2♦ shows 10+ points and is not gameforcing. The interference is in front of responder. |
| 1♠ - P - 2♣ - 2♦ | 2♣ is still gameforcing. The interference is behind responder. |
| 1♣ - 1♦ - 2♥ | 2♥ is a weak jump shift- 6 card suit, 0-6 points. This is signoff bid and is, of course, NOT gameforcing. |
| 1♣ - P - 2♥ - 3♠ | 2♥ is a strong jump shift, great 5-card suit or better, 17-19 points. The partnership is still in a gameforcing auction (unless they want to defend 3♠-X). |

CHAPTER 2- MAJOR-SUIT CONVENTIONS

1NT Forcing

As a result of the 2/1 response being a game-force, responder will often have a 10-12 point hand with which he would like to make a 2/1 bid but cannot; hence the 1NT Forcing convention. The 1NT response to 1♥ or 1♠ shows 6-12 and is a one-round force (since responder may have 12 points). Opener's rebids are as follows:

| | |
|---------------|-----------------------|
| Any reverse : | 16+, natural, forcing |
|---------------|-----------------------|

Simple rebid : 12+, a good 6-card suit, nonforcing

Jump rebid : 19+, natural, forcing

Jump shift in a new suit: 19+, natural, forcing

2NT : 18-19, balanced, nonforcing

If opener's hand does not fit into these categories, he must bid his longest side suit up the line if possible. In each of the following cases, opener has bid 1♠ and heard 1NT forcing:

♠K Q J T 9 Opener must rebid 2♥.
♥K J T 6
♦A 3
♣5 4

♠K Q J T 9 Opener must rebid 2♦. (alertable)
♥K J T
♦A 6 3
♣5 4

♠A Q J T
♥K J T 9 8 Yuck. Opener cannot reverse, so he must rebid 2♣. (alertable)
♦Q 6
♣5 4

Responder's rebids are as follows.

First, the weak (6-9) rebids:

Pass: If opener has rebid 2m, responder should try to have incredible 4-card support or better, since the side may be playing in a 4-2 fit.

New suit at the two-level: A five-card suit, signoff.

Two of opener's major : Responder may only have two-card support.

New suit at the 3-level : A very good 6-card suit, signoff.

Now, the strong (9-12) rebids:

2NT : Balanced, nonforcing
 Three of opener's major : class=BodyTextNoIndentInvitational, normally 3-card support
 Three of opener's minor : Natural, normally 5-card support
 Jump to game : Natural

Example hands.

Opener has opened 1♥, responder has bid 1NT forcing, and opener has rebid 2♣:

♠K 4 3 Correct to 2♥. Don't pass!
 ♥9 8
 ♦K J 4 3
 ♣J 4 3 2

♠K 4 3 Invite with 3♥.
 ♥K 9 8
 ♦A J
 ♣J 9 8 5 4

♠T 4 3 Raise to 3♣.
 ♥K 8
 ♦Q J 2
 ♣K Q 8 7 6

♠K J 3 Bid 2NT.
 ♥A 8
 ♦Q J 3 2
 ♣T 9 8

♠6 You can try 4♥ now that a double-fit is apparent.
 ♥A 5 3
 ♦5 2
 ♣A Q T 8 7 6

REVERSE DRURY

Based on the Drury convention invented by Douglas Drury, Reverse Drury is an effective way of gauging the strength of partner's third and fourth seat openers. When partner opens 1♥ or 1♠ in third or fourth seat, 2♣ by responder shows 10-12 points with at least three trumps. With a subminimum hand, opener bids 2M, telling responder to pass. With a normal opening bid, opener rebids 2♦. The natural 2♣ response is lost, but many players consider this a marginal sacrifice. Thus

Opener

♠K Q J 4

♥K 8 5

♦T 9 8

♣7 6 2 And

Bidding

1♠ : 2♣!

2♠! : P

Responder **Special Rebids by Opener:**

♠A 9 8 7

♥A 9 3 1)

♦K 5 4 3

♣8 2

Opener

♠Q J T 4 3

♥A 8

♦K T 6 3 2)

♣A 5

Bidding

1♠ : 2♣!

2♦! : 3♦

4♠ : P

Responder 3)

♠K 9 8 7

♥K 9 3

♦A J 9 5

♣3 2

In each case opener has bid 1♠ and received a 2♣ response.

♠K Q J 5 2 In 1), Opener bids 2♥ to show 4+ hearts in case there is a 4-4

♥K 9 8 7 heart fit. He does not guarantee opening strength.

♦A 3 In 2), Opener bids 2♦, planning on rebidding 3♦. As he is

♣4 2

♠K Q 9 8 7

♥5

♦A J T 3 2

♣A 9

committing the partnership to the three-level, this does show a full opener. In 3), Opener bids 3♣ to show his club suit. Again, since he is taking the bidding to the three-level, opener does promise a full opener.

Weak Jump Shifts (in competition only)

A jump shift by responder in competition shows a 6-card suit and 0-6 points. For example:

1♣ - 1♦ - ?

♠K Q 7 4 3 2

♥4 3

♦3 2

♣T 9 8

Bid 2♠.

Opener's rebids are:

- | | |
|---------------------------|---|
| Pass : | On most hands, since responder only has 0-6 points. |
| 2NT : | Game try, forcing. Responder must rebid his suit to show a minimum. |
| Simple raise : | Purely preemptive. |
| Double raise of a minor : | Invitational. |
| Any new suit : | Natural, nonforcing. |

CHAPTER 3- 1NT CONVENTIONS

Texas Transfers

Playing Texas Transfers, jump responses of 4♦ and 4♥ to a 1NT or 2NT opening, are respective transfers to 4♥ and 4♠. Texas transfers are used when responder wants to be in game but has no interest in slam. For example, bid 4♦ with

♠K 5

♥A T 9 8 5 4

3

♦5 2

♣5 2

in response to a 15-17 1NT. Partner must bid 4♥, which you pass. The idea behind this convention is similar to that behind Jacoby Transfers- it is better for partner to be declarer rather than dummy since his high cards won't be exposed to the defenders. Using both transfer conventions, some players use Jacoby as a slam invite and Texas as a signoff.

1NT : 2♥!

2♠ : 4♠

would suggest slam interest, while

1NT : 4♥!

4♠ is a signoff.

How do Texas transfers work in competition? In *Modern Bridge Conventions*, Bill Root and Richard Pavlicek recommend playing them through 3♣, i.e.

1NT (3♣) 4♦!

is a transfer, while

1NT (3♦) 4♥ is natural.

A simpler (though perhaps less effective) method of playing Texas Transfers would be to have them off completely in any competition, a la Jacoby Transfers.

Minor-Suit Stayman

Minor Suit Stayman is just what its name implies: a device that allows a partnership to look for a minor-suit fit after an opening bid of 1NT or 2NT. Presupposing the use of Jacoby Transfers, the 2♠ response to 1NT is no longer needed and can be used to ask opener to bid a four-card minor suit. Assuming the partnership is playing a strong no-trump, the 2♠ bid shows 9+ points and usually promises at least 4-5 or 5-4 in the minors.

Opener's responses to 2♠ are:

2NT: A minimum hand with no four-card minor

3♣ : A minimum hand with a four-card club suit

- 3♦ : A minimum hand with a four-card diamonds suit
- 3♥ : Showing or asking for a heart stopper, depending on agreement Opener may have a four-card minor but is looking for 3NT
- 3♠ : Showing or asking for a spade stopper, depending on agreement Opener may have a four-card minor but is looking for 3NT
- 3NT: A maximum hand with no four-card minor
- 4♣ : A maximum hand with a four-card club suit
- 4♦ : A maximum hand with a four-card diamond suit

Responder's rebids are:

Pass : Minimum hand

3♣ : At least a five-card suit; non-forcing

3♦ : At least a five-card suit; non-forcing over 2NT but forcing over 3♣

3♥/3♠: Respective splinters

3NT : Signoff

4♣ : Invitational if partner bid 3♣; strong and forcing otherwise

4♦ : Invitational if partner bid 3♦; strong and forcing otherwise

Opener

♠K 9 6

♥Q 3

♦Q T 8 7

♣A K J

Bidding

Minor-suit Stayman is off in competition.

1NT : 2♠!

3♦ : 3♠! **Lebensohl**

4♣ : 4♦

4♠ : 4NT Used when the opponents have overcalled 1NT. A 2NT bid by

5♦ : 6♦ responder is a relay to 3♣. Most of the time responder usually has

Responder a weak, one-suited hand. The 1NT bidder must relay to 3♣, which

♠3 responder can then pass with clubs or correct. As a result, a direct

♥A 2 new suit bid by responder at the THREE level is forcing.

♦A K 5 3 2

♣Q 9 7 6 2

1NT (2♣) 2NT! 2NT is a relay to 3♣.
 1NT (2♣) 2♥ 2♥ is weak and natural.
 1NT (2♠) 3♥ Responder has made a bid at the 3-level. This is natural and forcing.

Responders Rebids after the 3♣ Relay

Pass : Weak hand with at least five clubs

New suit BELOW the overcaller's suit : Weak, natural. For instance:
 1NT (2♥) 2NT!
 3♣! 3♦

3♦ is a signoff bid showing at least five diamonds

New suit ABOVE the overcaller's suit : Invitational, natural. For instance:
 1NT (2♥) 2NT!
 3♣! 3♠

Since responder could have just bid 2♠ to show a weak hand, he is now inviting game in spades.

Cuebid of the enemy suit : Stayman, promising a stopper in the enemy suit. A direct cuebid would DENY a stopper.

1NT (2♥) 3♥
 3♥ is Stayman, denying a heart guard.

1NT (2♥) 2NT!
 3♣ 3♥
 3♥ is Stayman, promising a heart guard.

3NT : Natural, promises a stopper in the enemy suit. A direct 3NT bid would DENY a stopper in the enemy suit.

1NT (2♠) 2NT!
 3♣! 3NT

3NT shows a spade stopper.

1NT (2♠) 3NT

3NT denies a spade stopper.

CHAPTER 4- DOUBLES

Responsive Doubles

The responsive double a response to partner's takeout double after the opponents have bid and raised a suit. Sounds complicated? Here it is in bidding format:

1♥ - X - 2♥ - X!

The responsive double is based on the principle that a penalty double here is usually unrewarding. Therefore double shows scattered values with at least 6 points and interest in locating a fit. If the opponents are bidding a minor suit, a responsive double asks partner to pick a major suit. If the opponents are bidding a major suit, a responsive double requests partner to choose a minor suit. For instance, advancer might hold

♠K T 4 3 and hear:
♥Q J 3 2
♦9 3 1♦ - X - 2♦ - ?
♣J T 9

He should make a responsive double to ask partner to bid a major. Note that a double by advancer is responsive only when the opponents have opened a one-bid and raised it. Some players also use the responsive double when partner has made a simple overcall in a suit. Modern Bridge Conventions by Bill Root and Richard Pavlicek gives an excellent list of bidding situations in which double is NOT responsive:

1♣ - X - 1♠ - X
RHO has bid a new suit.

1♣ - 2♠ - 3♣ - X
Partner has made a jump overcall.

2♥ - X - 3♥ - X

LHO has opened with a preempt.

1♦ - 1NT - 2♦ - X

Partner has overcalled in no-trumps.

On the OKBridge 2/1 card, responsive doubles are on through 3♠.

Support Doubles

Say you are first to speak holding

♠A K 4 You open 1♥ and hear LHO pass. Partner responds 1♠, and
♥K J T 3 2 RHO butts in with 2♣. Now what? Users of the support double
♦Q 9 3 are happy in this situation; they simply double to show a
♣2 three-card spade raise. This lets them bid 2♠ to show a
four-card raise. When was the last time you wanted to make a penalty double
in this auction, anyway?

When the opponents bid and raise a suit, support doubles are also on.

1♣ - 1♥ - 1♠ - 2♥

X!

Finally, support doubles also apply when RHO makes a takeout double rather than a simple overcall. Redouble promises three-card support while a simple raise shows four-card support. So

1♥ - P - 1♠ - X XX!

Promises 12-14 points with three spades.

On the OKbridge 2/1 card, support doubles and redoubles are on through 2♥.

CHAPTER 5- MISCELLANEOUS

Cappelletti

Also known as Hamilton, Cappelletti is a defensive convention for use after an opponent has opened 1NT. The structure is:

X : Penalty

- 2♣ : Any one-suited hand
- 2♦ : Both majors
- 2♥ : Hearts and a minor
- 2♠ : Spades and a minor
- 2NT: Both minors

Cappelletti may be used in both direct and balancing seat.

The 2♣ bid asks partner to bid 2♦. The overcaller passes 2♦ if his suit is diamonds or corrects to the proper suit. Responder may ignore the 2♦ relay and pass 2♣ with a strong club suit, or he may bid two of a major with a good 5-card suit. He may also bid 2NT with 11-13 points and a balanced hand.

The 2♦ bid usually shows at least 5-4 in the majors (usually 5-5) and requests partner to bid his better major. With poor major-suit support, partner is allowed to pass 2♦ with a good diamond suit or 3♣ with a good club suit. A 2NT response shows either a minor-suit hand asking partner to bid 3♣ or 3♦, or a limit raise in one of the majors. In the latter case, advancer plans on rebidding 3♥/3♠ after partner has bid a minor. As a result, an immediate response of 3♥/3♠ to 2♦ is preemptive, in accordance with the LAW.

The 2♥ and 2♠ bids are nonforcing. Here too an immediate raise by partner is preemptive. When partner bids 2NT, he is either asking for the minor or showing a limit raise. For instance,

Opener

♠K Q T 5 2

♥4 3

♦A J T 7 2

♣2

Bidding Or

1NT : 2♠!

P : 2NT!

P : 3♦

P : P

Responder

♠5 3

♥K 9 8

♦K 8 6 3

♣J T 9 8

Opener

♠K Q T 5 2

♥4 3

Roman Key Card Blackwood

The location of the king of trumps is a very important card when a pair is looking for a slam. Based on this principle, the Roman Key Card convention modifies the responses to 4NT Blackwood by counting the king of trumps as an ace. Thus there are five "aces" for responder to show, which he does in this scheme:

5♣: 0 or 3 key cards

5♦: 1 or 4 key cards

5♥: 2 or 5 key cards without the queen of trumps

5♠: 2 or 5 key cards with the queen of trumps

If a major suit is trumps and responder bids 5♣, the cheapest step bid by the RKC bidder asks for the queen of trumps. Responder denies the queen of trumps by bidding five of the major. With the queen he jumps to six of the major. For instance:

1♥ : 4NT(1)

5♣(2) : 5♦ (3)

6♥(4)

1. Roman Key Card Blackwood
2. 0 or 3 key cards
3. Do you have the queen of hearts?
4. Yes

If spades is trumps and responder bids 5♦, the cheapest step bid by the RKC bidder again asks for the queen of trumps:

1♠ : 4NT(1)

5♦(2) : 5♥ (3)

5♠(4)

1. Roman Key Card Blackwood
2. 1 or 4 key cards
3. Do you have the queen of spades?
4. No

A partnership should decide what the 5NT rebid by the RKC bidder shows. Most experts use it to ask for the cheapest king. With the club king, for example, responder would bid 6♣:

Opener

♠A 9 8 7

♥K J T 5 3

♦Q 3

♣K 3

Bidding

1♥ : 4NT
 5♥ : 5NT
 6♣ : 7NT

Many experts also reverse the 5♣ and 5♦ responses to 4NT, because they are more interested in looking for slam after partner shows 1/4 key cards instead of 0/3. This variant is known as 1430

Responder RKC.

♠K Q J T

♥A Q 9 8 2 **New Minor Forcing**

♦A J

♣A Q 4

New Minor Forcing comes up when responder bids a new minor after opener has rebid 1NT. For example,

1♣ : 1♠

1N : 2♦!

2♦ is artificial, showing 11+ points and asking opener to further describe his hand. Responder is interested in game, normally has a five-card major suit and wants to know if opener has support.

Opener's responses, in order of priority, are:

Two of the other major : shows a 4-card suit

Two of responder's major : shows 3-card support, 12 to 13- points

Three of responder's major : shows 3-card support, 13+ to 14+ points

2NT : shows a stopper in the unbid suit, 12 to 13- points

3NT : shows a stopper in the unbid suit, 13+ to 14+ points

Raise of the new minor : Natural, denies the ability to make any other bid

Rebid of opener's suit : Denies the ability to make any other bid

To show a genuine two-suiter, responder can rebid the new minor on the third round.

New Minor Forcing is OFF in competition.

Fourth Suit Forcing (to game)

When responder is an unpassed hand and rebids the fourth suit in an uncontested auction, his bid is artificial, shows 12+ points, and is game-forcing. For example,

1♦ : 1♠
2♣ : 2♥!

2♥ is artificial and a game-force. Opener's rebids, in order of priority, are:

2 of responder's major : 3-card support

Any rebid of opener's suits : Natural, waiting

Raise of the fourth suit : Tends to show 4-card support, waiting

2NT : Natural, with a stopper in the fourth suit

FSF does NOT apply in the following situations:

A)

1♣ : 1♦
1♥ : 1♠

While 1♠ is forcing, it is not a game-force.

B)

When responder's first bid is at the two-level, a fourth-suit rebid is not artificial, since a game-forcing situation has already been created. For example:

1♠ : 2♣
2♦ : 2♥

C) When responder jump rebids the fourth suit. For example:

1♥ : 1♠

2♣ : 3♦

The jump rebid shows invitational values and at least 5-5 . With a game-going two-suiter, responder could just do this:

1♥ : 1♠

2♣ : 2♦!

2x : 3♦

D) In competition.

Lebensohl Over Pre-empt

2x - X - P - 2NT!

2NT is artificial, showing a weak hand and a desire to sign off at the three-level. The takeout doubler must relay to 3♣, which partner can pass (showing a weak hand with clubs) or bid 3♦/3♥/3♠ (all signoffs). As a result, if responder bids a new suit rather than go through 2NT Lebensohl, he is making an immediate game invitation.

Example :

2♥ - X - P - ?

♠T 3 Bid 2NT, and correct to 3♦ when partner bids 3♣.

♥T 9 4

♦A J T 3 2

♣9 7 6

♠A Q Bid 3♦, showing a good hand.

♥T 9 4

♦A J T 3 2

♣9 8 6

Advancer can make a mild game try by doing the following:

2♥ - X - P - 2NT!

P - 3♣! - P - 3♠

Since advancer could have bid 2♠ immediately to show a bad hand, and 3♠ to show a good hand, going through Lebensohl and then bidding 3♠ shows a decent hand, about 6-9 points. It does not promise extra spade length. Partner can bid game with a good hand of his own.

Inverted Minors

Originally an integral part of the Kaplan-Sheinwold system, Inverted Minors exchanges the meanings of the simple and double raises of 1♣/1♦. For simplicity, the examples and situations described herein will be based on an opening bid of 1♣.

After 1♣, a simple raise to 2♣ is a one-round force, promising at least ten points and 4+ clubs. A jump raise to 3♣ is preemptive, showing 5-8 points and at least five clubs (although excellent four-card support is permissible). Both raises DENY a four-card major.

Opener

♠A T 2
♥J 9 8
♦A K 3
♣Q T 9 8

Bidding

1♣ : 2♣!

Responder

♠K 9 3
♥T 3 2
♦Q 3
♣A J 6 5 4

Opener's rebids after partner has bid 2♣ are:

Opener

♠A T 2 2♦ : 14+ points with a four-card diamond suit, forcing
♥J 9 8 2♥ : 14+ points with a four-card heart suit, forcing
♦A K 3 2♠ : 14+ points with a four-card spade suit, forcing
♣Q T 9 8

Bidding

1♣ : 3♣!

2NT: Shows 12-14 with a balanced hand with adequate stoppers

3♣ : A catchall bid denying the ability to make any other bid.

Responder

♠T
♥T 3 2
♦Q 9 3 2
♣K J 6 5 4

3NT: 18-19 points with a balanced hand

Responder's rebids to 2♦/2♥/2♠ are:

2NT : 10-12 with a balanced hand

3♣ : A minimum unbalanced hand

3NT : 13-15 with a balanced hand

A raise of opener's second suit: 3+ trumps, invitational

A new suit : Showing or asking for a stopper, depending on agreement

Some pairs play Inverted Minors in both uncontested and competitive auctions. On the OKbridge 2/1 card, Inverted Minors are off ONLY over a takeout double.

Recommended titles :

Lawrence, Mike. *Workbook on the 2/1 System*.

Pavlicek, Richard and Root, Bill. *Modern Bridge Conventions*.

Recommended websites :

Shelagh Paulsson's 2/1 notes.

<http://www.sns-access.com/~macaw/table.html>

Anna Marsh and Wayne Flourney's description of SAYC and OKbridge conventions. <http://www.dircon.co.uk/am-graphics/sayc.htm>

CONVENTION CARDS

OKbridge Two Over One Convention Card

System simple 2/1 GF Always (by unpassed hand) except in comp

NT 15-17, Jxf, Txf, Leb, sys on over x, 2S=mss or correct to 3d with diam bust,
2N->3C cl signoff or bid stiff in 4-4-4-1 next
2N=20-21, Jxf, Txf, 3S=MSS, Leb, sys on /x 3N=gmb1 no otsde A or K

Majors 5cm, J2N(4X=2nd suit), 1N=1 rd frce, rev drury, pjs in comp only,
3N=balanced 16-17 HCP (4-3-3-3 or 4-4-3-2)

Minors 3+(usually 4 diam), inverted (force to 2nt or 3min)off only over
x, 2N=11-12, 3N=13-15, bypass 1D unless GF strength

Strong 2C - 2D wait, cheapest 3 level is 2nd neg

Weak 5-11(wider 3rd, stronger 4th), 2NT-feature, RONF

Overcalls 8-16, new suit nf tends to deny good supp, Q=1rd frce, Q then new
suit forcing, weak raises if next opp doubles

NT-Over 15-18, System on-incl Lebenshol if next opp bids

Doubles Neg-3S, Resp-3S, Support x and xx ->2H

Vs.Doubles Jordan 2N (maj and min), raises are weak if partner opener-new
frce 1 level only, xx implies no fit 10+

Preempts standard type (gen rule of 2 and 3), new suits forcing

Vs.Preempts X=takeout, Lebensohl/doubles of opps weak 2 all seats

Cuebids Michaels over maj or min (2N asks minor), nat over artificial

Slam-Bids 0314 RKC(last bid suit unless only 1 fit established)

Suit-leads 4th best, Xxx, Akx(x)A

NT-leads 4th best, Xxx, A asks honor-count if none, K asks attitude

Carding standard signals

Misc 4SF(GF), NMF; capp/nt, over strong 1C or 2C X=maj, NT=minors