

Watson's Two-Over-One

Kootenay Jewel Bridge Club

<http://watsongallery.ca/bridge/aaBidding/Watson-Two-Over-One.pdf>

Last Revised February 28th, 2018

NAMES	Warren Watson
GENERAL APPROACH	
Two-Over-One	
Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>	
FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
NOTRUMPT OPENING BIDS	

2♦ over 1♦ is 10+ and uses the inverted minor stopper system
any bid above 3♦ is GF.

My third hand openings are the same as a simple one-level overcall. If I open 1♣ and they get to game and I must have a light opener, my clubs are likely good.

1♥ 2♦

3♥ sets the trump suit and starts cuebidding

2♣ 2♦

3♥ sets the trump suit and starts cuebidding

1♠ 2♦

3♦ four clubs and diamond shortness.
May or may not have extra values

No Trump Openings

NOTRUMP OPENING BIDS		2NT 20 to 21
14+ ^{1NT}	17-	3♣ inv 6-8 HCP 6-card suit
17 with a five-card suit is 18		♣♦ inv 6-8 HCP 6-card suit
5-card Major common	■	3♥ 3-1-(54) GF
System on over x, 2♣		3♠ 1-3-(54) GF
2♣ Stayman ■	Puppet □	
2♦ Transfer to ♦ ■		4♦, 4♥ Transfer ■ on in comp
Forcing Stayman □		Smolen ■ 3-Level only
2♥ Transfer to ♠ ■		Lebensohl ■ (fast denies) 2-level is 8-9
2♠ -->2NT <small>Minor Relay</small>		Neg. Double ■: Three-Level
2NT MST 3♣ p/c 3♦		Other: Conventional NT Openings
MAJOR OPENING		MINOR OPENING
		3NT Gambling No outside A or K
		no Smolen, minor relay same as 1NT

Minor Relay (2♠ over 1NT or 3♠ over 2NT or 2♦ then 2NT)

1NT 2♠

2NT 3♣ slam try in clubs. 1NT opener bids 3NT or cuebids if he likes slam
4♣ is 1430 minorwood

3♦ slam try in diamonds. 1NT opener bids 3NT or cuebids if he likes slam
4♦ is 1430 minorwood

3♥ stiff or void in hearts, 5-5 or better in the minors,
1NT opener bids 3NT or cuebids or bids 4♣ or 4♦ as 1430 minorwood

3♠ stiff or void in spades, 5-5 or better in the minors
1NT opener bids 3NT or cuebids or bids 4♣ or 4♦ as 1430 minorwood

Puppet Stayman (over 2NT or 2♣ then 2NT or 2♣ then 3NT or 2♣ then 4NT)

2NT	3♣	responder has three or more in a major
3♦		no five-card major and at least one four-card major
3♥		five hearts
3♠		five spades
3NT		No five or four-card major

2NT	3♣	
3♦	3♥	responder has four spades
3♠		responder has four hearts
4♣		Gerber
4♦		responder has two four-card majors or (5-4)

Negative Double 5+ HCPs and shortness in opponent's suit at three-level

Major Opening

2NT	Other:	
MAJOR OPENING		
Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
RESPONSES		
Double Raise: Force	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Double Raise: Inv.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Weak	<input type="checkbox"/>	
After Overcall: Force	<input type="checkbox"/>	<input checked="" type="checkbox"/>
After Overcall: Inv.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Weak	<input checked="" type="checkbox"/>	
Conv. Raise: 2NT	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv. Raise: 3NT	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Conv. Raise: Splinter	<input checked="" type="checkbox"/>	
Other: Jacoby 2NT, Minisplinters		
1NT: Forcing	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1NT: Semi-forcing	<input type="checkbox"/>	
2NT: Forcing	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2NT: Inv.	<input type="checkbox"/>	<input type="checkbox"/>
12+ to +		
3NT: 13 to 15	<input type="checkbox"/>	<input type="checkbox"/>
2cs		
Drury: Reverse	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Drury: 2-Way	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Fit	<input type="checkbox"/>	
Other: 3rd/4th Seat		
IT		
2♣	to	HCP
DESCI		

Limit Raise

- four cards
- no singleton or void
- doubleton is 1 point

One-Way Reverse Drury

slam tries go through 2♦ asking for support length. Game tries go without bidding 2♦. It is on over 3rd and 4th seat openings.

P	P	1♠	P	
2♣	P	2♦	P	
2♥				three-card support
2♠				four card support

P	P	1♠	P		
2♣	P	2♦	P		
2♥	P	2NT	P	Just like Jacoby 2NT asks for shortness at three-level or five-card suit at the four-level.	

P	P	1♠	P		
2♣	P	2♥		HSGT	

P	P	1♥	P		
2♣	P	2♠		HSGT	

Minisplinters

1♥	2♠	1♥	3♣	1♥	3♦
1♠	3♣	1♠	3♦	1♠	3♥

- void = 5 stiff = 3 doubleton = 1
- 10-15 including distribution
- With a good 12 to 15 get to game and cuebid above 3M
- 16+ use Jacoby 2NT
- Responder signs off with wasted values or
- cuebids with Axxx or xxxx

Full Splinter

1♥	3♠	1♥	4♣	1♥	4♦
1♠	4♣	1♠	4♦	1♠	4♥

- Void, void = 5
- enough for game including distribution
- good 12 to 15

Four-Card Major

I open a four-card major in third or fourth seat when the minor opening is not lead directive.

Minor Opening

MINOR OPENING							
Expected Min. Length	4	3	NF	0-2	Conv.		
1♣ 3-3 in minors open 1C	<input type="checkbox"/>	■	□	□			
1♦ 1D is 4 cards unless 4-4 in the majors	<input type="checkbox"/>	■	□	□			
RESPONSES							
Double Raise: Force	<input type="checkbox"/>	Inv.	<input type="checkbox"/>	Weak	■		
After Overcall: Force	<input type="checkbox"/>	Inv.	<input type="checkbox"/>	Weak	■		
Forcing Raise:	J/S in other minor <input type="checkbox"/>						
Single raise	■	Other:	10+				
Frequently bypass 4+♦	■	skip 4 or 5 Dia if not full opener					
1NT/1♣	8	to	10	3 card Dia			
2NT Forcing	<input type="checkbox"/>	Inv.	■	11	to 12		
3NT:	13	to	15				
Other	inverted minors by ph						
SUBSCRIBE			RESPONSES/REBIDS				

Stopper System

- We bid No Trump if we have the suits skipped and the suits partner skipped bid.
- We bid 3m or 2NT with a minimum.
- Anything above 3m is game forcing.
- If a person skips a suit and then bids it later, he is cuebidding and has extra values.

Example 1

W	E
1♦	2♦
2♥	2NT
3♠	3NT

West has enough for game but not a club stopper. He has hearts and spades stopped.

East has 10 to a bad 12 and spades stopped. When West forces to 3NT or the four-level, East shows a club stopper.

Example 2

W	E
1♣	2♣
2NT	3♣

West has diamonds, hearts and spades stopped, but cannot go to game opposite 10 to a bad 12. East has 10 to a bad twelve and thinks 3♣ is the best contract and 3♦ is to play.

Example 3

W	E
1♣	2♣
2♥	3♣
3♠	4♣

West has hearts stopped but not diamonds stopped. He also has spades stopped and enough for 3NT or the four-level. West and East do not have diamonds stopped. The opponents always lead the suit that keeps the opponents out of 3NT no matter what the diamond holding.

Example 4

W	E
1♣	2♣
2♥	3♣
3♠	4♦
4NT	5♥
6♣	

West is cuebidding and has enough for slam opposite 10 to a bad 12. West has first or second heart and spade control. East a diamond control and two keycards without the ♣Queen.

Two Bids

		DESCRIBE	RESPONSES/REBIDS
2♣	22 HCP's or 8.5 QT or game alone	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	Dbl or C3L is negative Double of Game is Penalty
2♦	Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♦	Own Suit shows 5+cards and 2/top3 honours	
2♦	5 to 9 nvul 7 to 10 vul HCP		2N Feature if Max, 3C asks 4 shortness
2♦	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♥	5 to 9 nvul 7 to 10 vul HCP		2N Feature if Max, 3C asks 4 shortness
2♥	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♠	5 to 9 nvul 7 to 10 vul HCP		2N Feature if Max, 3C asks 4 shortness
2♠	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
OTHER CONV. CALLS: New Minor Forcing: <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/>			

Other Conventional Calls

- Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
- OTHER CONV. CALLS:** New Minor Forcing: 2-Way NMF
- Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
- 1m 2M = WJS 0-4 HCP's, Sandwich, Western Cuebid
- Unusual versus Unusual for Michaels Too
- Leb for Reverses

SPECIAL DOUBLES

After Overcall: **Penalty**

Negative thru 4H

Responsive thru 4H Maximal

Support: Dbl. thru 2S **Redbl**

Go Back to the Minor w 3+ instead of major Moysean
Card-showing Min. Offshape T/O

Minimum T/O Dbl Never with 2 in unbid suit

JUMP OVERCALL

Strong Intermediate Weak

RONF 2N=Feature 3C=Shortness

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. 2/top3 or 3/top5 honours

DIRECT CUEBID

OVER: Minor Major Artif. Bid

Natural

Strong T/O

Michaels

Not Top and Other Leaping Michaels

SLAM CONVENTIONS Gerber : 4N1

NOTRUMP OVERCALLS	
Direct:	15 to 18 Systems on <input checked="" type="checkbox"/>
Conv. <input type="checkbox"/>	
<input type="checkbox"/>	Balancing: 11 to 14 sys off
	Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>
<input type="checkbox"/>	Conv. <input type="checkbox"/> 5-5 mini maxi playable
DEFENSE VS NOTRUMP	

DEFENSE VS NOTRUMP	
VS:	NT w 15 or more Weak NT
2♣	♣ + hier
2♦	♦ + hier
2♥	♥
2♠	♠
<input type="checkbox"/> Dbl:	♣ or ♦ or ♥ + ♠ 15+ sys off
<input type="checkbox"/> Other	Modified DONT Modified Capp.
	All Seats All Vul
OVER OPP'S T/O DOUBLE	

OVER OPP'S T/O DOUBLE				
	New Suit Forcing: 1 level <input checked="" type="checkbox"/>	2 level <input type="checkbox"/>		2
	Jump Shift: Forcing <input type="checkbox"/>	Inv. <input type="checkbox"/>	Weak <input checked="" type="checkbox"/>	2
	Redouble implies no fit <input checked="" type="checkbox"/>			2
	2NT Over	Limit+	Limit	Weak
nt	Majors 4 cs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Minors 5 cs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-	Other	two-level to play	1S/1H = 4+	1
				3

Other	1
	3
	D
	A
	C
	0

VS Opening Preempts Double Is
d Takeout thru 4H Penalty
Conv. Takeout: 4NT/4S = TO
Lebensohl 2NT Response
Other: Equal Level Correction

4NT: Blackwood RKC 1430

Other	C
SLAM CONVENTIONS	Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>
0314 Exclusion	1430 Minorwood 1430 Gerber
Specific Kings	1430 DOP1
vs Interference:	DOP1 <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: <u>step below 5 of suit</u> ROP1 <input checked="" type="checkbox"/>

LEADS (circle card led, if not in bold)

DEFENSIVE CARDING

vs Interference:	DOP1 <input type="checkbox"/>	DEPO <input type="checkbox"/>	Level:	RUMI <input type="checkbox"/>
LEADS (circle card led, if not in bold)				
versus Suits		versus Notrump		
X X	X X X X	X X	X X X X	
X X X	X X X X X	X X X	X X X X X	
A K x	T 9 x	A K J x	A Q J x	
K Q x	K J T x	A J T 9	A T 9 x	
Q J x	K T 9 x	K Q J x	K Q T 9	
J T 9	Q T 9 x	Q J T x	Q T 9 x	
K Q T 9		J T 9 x	T 9 x x	
Against No Trump, Lead Ace from a five-card suit with 4 of top 5 or six-card suit with 3 of top 4				
LENGTH LEADS:				
4th Best	vs SUITS <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/>			
Primary signal to partner's leads				
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit preference <input type="checkbox"/>				
SPECIAL CARDING <input checked="" type="checkbox"/>	PLEASE ASK			
Low from three rag unsupported	Trump Echo <input checked="" type="checkbox"/>			