

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"/> _____	
NOTRUMP 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	
14+ ^{1NT} to 17-	3♣ inv 6-8 HCP 6-card suit
17 with a five-card suit is 18	3♦ 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 3♣ or lower
Forcing Stayman □	Smolen ■ 3-Level only 2-level is 8-9
2♥ Transfer to ♠ ■	Lebensohl ■ (fast denies)
2♠ --> 2NT Minor Relay	Neg. Double ■ : Three-Level
2NT MST 3♣ p/c 3♦	Other: _____

2NT 20 to 21

Puppet Stayman ■

Transfer Responses:

Jacoby ■ Texas ■

3♠ --> 3NT

no Smolen, minor relay same as 1NT

3NT Gambling

No outside A or K

Conventional NT Openings

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"/>	Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/>	
After Overcall: Force	<input type="checkbox"/>	Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
Conv. Raise: 2NT	<input checked="" type="checkbox"/>	3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/>	
Other: <u>Jacoby 2NT, Minisplinters</u>			
1NT: Forcing	<input checked="" type="checkbox"/>	Semi-forcing <input type="checkbox"/>	
2NT: Forcing	<input type="checkbox"/>	Inv. <input type="checkbox"/> 12+ to +	
3NT:	13 to 15	2cs	
Drury	<input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/>		
Other: <u>3rd/4th Seat</u>			
2♣		to HCP	

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♥			
2♠			

three-card support

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

DESCRIBE . 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 HCP 7 to 10 vul	2N Feature if Max, 3C asks 4 shortness
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 HCP 7 to 10 vul	2N Feature if Max, 3C asks 4 shortness
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 HCP 7 to 10 vul	2N Feature if Max, 3C asks 4 shortness
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 Conventional Calls

Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/>
Weak Jump Shifts not in Comp. <input checked="" type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input checked="" type="checkbox"/>
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 _____ Maximal ☒

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

Go Back to the Minor w 3+ instead of major Moysean

Card-showing ☐ Min. Offshape T/O ☐

Minimum TO 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 ☐: 4NT

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☒ **NT**

Conv. ☐ _____

Balancing: 11 to 14 sys off

Jump to 2NT: Minors ☐ 2 Lowest ☒ **NT**

Conv. ☐ 5-5 mini maxi playable

DEFENSE VS NOTRUMP

Conv. ☐ _____

DEFENSE VS NOTRUMP

VS:	NT w 15 or more	Weak NT
2♣	♣ + hier	♥ + ♠
2♦	♦ + hier	single suited
2♥	♥	♥ + minor
2♠	♠	♠ + minor
Dbl:	♣ or ♦ or ♥ + ♠	15+ sys off
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 ☒ 2 level ☐

Jump Shift: Forcing ☐ Inv. ☐ Weak ☒

Redouble implies no fit ☒

2NT Over	Limit+	Limit	Weak
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	<u>two-level to play 1S/1H = 4+</u>		

Other _____

VS Opening Preempts Double Is

Takeout ☒ thru 4H Penalty ☐

Conv. Takeout: 4NT/4S = TO

Lebensohl 2NT Response ☒

Other: Equal Level Correction

4NT: Blackwood ☐ RKC ☐ 1430 ☐

SLAM CONVENTIONS Gerber ☒: 4NT: Blackwood ☐ RKC ☐ 1430 ☒

0314 Exclusion 1430 Minorwood 1430 Gerber

Specific Kings 1430 DOP1

vs Interference: DOP1 ☒ DEPO ☒ Level: step below 5 of suit ROPI ☒

LEADS (circle card led, if not in bold)

DEFENSIVE CARDING

vs Interference: DOP1 ☐ DEPO ☐ Level: _____ ROPI ☐

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 ☒ vs NT ☒

Primary signal to partner's leads

Attitude ☒ Count ☐ Suit preference ☐

DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Except ☐

Upside-Down:

count

attitude

FIRST DISCARD

Lavinthal

Odd/Even

OTHER CARDING

Smith Echo

Trump Suit Pref.

Foster Echo

SPECIAL CARDING ☒ **PLEASE ASK**

Low from three rag unsupported Trump Echo ☒