



OKbridge 2/1 Notes

Copyright OKbridge 1998

All Rights Reserved

This description of the OKbridge 2 over 1 system assumes that you are already familiar with the Standard American Yellow Card.

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:

1S : 2C Game forcing. Neither player can pass until a game of some sort is bid. In the OKbridge system, there are no exceptions.

1C : 2N Not a game force. The two-level response must be in a new suit.

1S : 2S Not a game force. Again, the two-level response must be in a new suit.

1C : 2D This is a strong jump shift and is, of course, game forcing.

Opener's Rebids

Simple rebid: The catchall bid, does not promise extra strength or length

Jump rebid: Solid 6-card suit or better

New suit at the 2-level (non-reverse)

1S : 2C

2D: Natural, at least four cards, any strength

New suit at the 2-level (reverse)

1H : 2C

2S: Natural, at least four cards, 15+

New suit at the 3-level (non-jump)

1H : 2D

3C: Natural, at least five cards, 15+

New suit at the 3- or 4-level (jump)

1H : 2D

4C :Splinter in support of responder

2NT :12-14 OR 18-19 balanced (no 3-card support)

3NT :15-17 balanced (no 3-card support)

Single raise : At least 3-card support, any strength

Jump rebid

1S : 2C

3S:A good suit, usually 6+, slam interest

Double jump rebid

1S : 2C

4S: Solid suit, usually 6+, no slam interest

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

For example:

1S - 2C - 2D

2D shows 10+ points and is not game forcing. The interference is in front of responder.

1S - P - 2C - 2D

2C is still game forcing. The interference is behind responder.

1C - 1D - 2H

2H is a weak jump shift- 6 card suit, 0-6 points. This is a signoff bid.

1C - P - 2H - 3S

2H is a strong jump shift, great 5-card suit or better, 17-19 points. The partnership is still in a game forcing auction (unless they want to defend 3S-X).

CHAPTER 2 — MAJOR-SUIT CONVENTIONS**#\$K1NT 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 1H or 1S 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: 12-15, at least 6-card suit, non forcing

Jump rebid : 16-18, at least 6-card suit, non forcing

Jump shift in a new suit: 19+, natural, usually a 5-card suit, forcing

2NT: 18-19, balanced, non forcing

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 1S and heard 1NT forcing:

KQJ109 KJ106 A3 54

Opener must rebid 2H.

KQJ109 KJ10 A63 54

Opener must rebid 2D. (alertable)

AJ10832 KJ98 5 A2

Rebid 2H. With 6-4, show the hearts unless they are really weak compared to your spades.

KQJ953 10873 AK 2

Rebid 2S.

AK1083 K1098 K1098

Rebid 2H. With a choice between showing a four-card major or four-card minor, show the major.

Here is a fun one:

1H : 1NT

?

AQJ6 KJ1093 Q3 109

Opener lacks the strength to reverse, and does not have a 6-card heart suit, so he must rebid 2C (rebid 2-

and 3-card minor suits up the line).

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, non forcing

Three of opener's major : Invitational, normally 3-card support

Three of opener's minor: Natural, normally 5-card support

Jump to game : Natural

Example hands.

Opener has opened 1H, responder has bid 1NT forcing, and opener has rebid 2C:

K43 98 KJ43 J432

Correct to 2H. Don't pass!

K43 K98 AJ J9854

Invite with 3H.

T43 K8 QJ2 KQ876

Raise to 3C.

KJ3 A8 QJ32 T98

Bid 2NT.

6 A53 52 AQ10876

You can try 4H now that a double-fit is apparent.

Final note (old trick): Occasionally, you can try swindling the opponents by using 1NT Forcing with a lousy hand (0-6 points) and at least 3-card support for partner. For example:

1H : 1NT

2C : 2H

Both opponents will believe you to have some points and may hesitate to compete or balance.

#~~K~~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 1H or 1S in third or fourth seat, 2C by responder shows 10-12 points with at least three-card support. With a subminimum hand, opener bids 2M, telling responder to pass. With a normal opening bid, opener rebids 2D. The natural 2C response is lost, but many players consider this a marginal sacrifice. Thus,

Opener: KQJ4 K85 1098 762

Responder: A987 A93 K543 82

1S : 2C!

2S! : P

And

Opener: QJ1043 A8 K1063 A5

Responder: K987 K63 AJ95 32

1S : 2C!

2D!: 3D

4S : P

Special Rebids by Opener:

1) KQJ52 K987 A3 42

2) KQ987 5 AJ1032 A9

3) AJ542 8 K9 AQ1065

In each case opener has bid 1S and received a 2C response.

In 1), Opener bids 2H to show 4+ hearts in case there is a 4-4 heart fit. He does not guarantee opening strength.

In 2), Opener bids 2D, planning on rebidding 3D. This guarantees a full opener.

In 3), Opener bids 3C to show his club suit. This also shows 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:

1C - 1D - ?

KQ7432 43 32 1098

Bid 2S.

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, non forcing.

CHAPTER 3 — 1NT CONVENTIONS

#K TEXAS TRANSFERS

Playing Texas Transfers, jump responses of 4D and 4H to a 1NT or 2NT opening are respective transfers to 4H and 4S. Texas transfers are used when responder wants to be in game but has no interest in slam.

For example, bid 4D with K5 A1098543 52 52 in response to a 15-17 1NT. Partner must bid 4H, 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 will not be exposed to the defenders. Using both transfer conventions, some players use Jacoby as a slam invite and Texas as a signoff.

1NT : 2H!

2S : 4S

would suggest slam interest, while

1NT : 4H!

4S

is a signoff.

When the opponents interfere, Texas is on through 3C. Thus

1NT (3C) 4H! is Texas, while

1NT (3D) 4H is natural.

#K 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. Assuming the use of Jacoby Transfers, the 2S 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 2S bid shows 9+ points and usually promises at least 4-5 or 5-4 in the minors. However, the 2S bid may also show a weak diamond bust.

Opener's responses to 2S are:

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

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

3D: A minimum hand with a four-card diamonds suit

Responder's rebids are:

Pass: Minimum hand

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

3D: Signoff over 2NT or 3C, showing a weak hand with at least six diamonds

3H/3S: Respective splinters

3NT : Signoff

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

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

Opener: K96 Q103 Q1087 AKJ

Responder: 3 A2 AK532 Q9762

1NT: 2S!

3D : 3S!

4C : 4D

4S : 4NT

5D : 6D

Minor-suit Stayman is off in competition.

#KLEBENSOHL

Lebensohl is used when the opponents have overcalled 1NT. A 2NT bid by responder is a relay to 3C. Most of the time responder usually has a weak, one-suited hand. The 1NT bidder must relay to 3C, which responder can then pass with clubs or correct. As a result, a direct new suit bid by responder at the THREE level is forcing.

1NT (2C) 2NT! 2NT is a relay to 3C.

1NT (2C) 2H 2H is weak and natural.

1NT (2S) 3H Responder has made a bid at the 3-level. This is natural and forcing.

Responder's Rebids After the 3C Relay

Pass: Weak hand with at least five clubs

New suit BELOW the overcaller's suit: Weak, natural. For instance:

1NT (2H) 2NT!

3C! 3D 3D is a signoff bid showing at least five diamonds

New suit ABOVE the overcaller's suit : Invitational, natural. For instance:

1NT (2H) 2NT!

3C! 3S Since responder could have bid 2S to show a weak hand, he is now inviting game.

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

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

1NT (2H) 2NT!

3C 3H 3H 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 (2S) 2NT!

3C! 3NT 3NT shows a spade stopper.

1NT (2S) 3NT 3NT denies a spade stopper.

CHAPTER 4 —#K 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:

1H - X - 2H - 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 K1043 QJ32 93 J109 and hear:

1D - X - 2D - ?

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. Responsive doubles are also on when partner has made a simple overcall in a suit. For example:

1H - 1S - 2H - X

Modern Bridge Conventions by Bill Root and Richard Pavlicek gives an excellent list of bidding situations in which double is NOT responsive:

1C - X - 1S - X

RHO has bid a new suit.

1C - 2S - 3C - X

Partner has made a jump overcall.

2H - X - 3H - X

LHO has opened with a preempt.

1D - 1NT - 2D - X

Partner has overcalled in no-trumps.

On the OKbridge 2/1 card, responsive doubles are on through 3S.

#KSUPPORT DOUBLES

Say you are first to speak holding AK4 KJT32 Q93 2. You open 1H and hear LHO pass. Partner responds 1S (promising at least four), and RHO overcalls with 2C. Now what? Users of the support double are happy in this situation; they simply double to show a three-card spade raise. This lets them bid 2S 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.

1C - 1H - 1S - 2H

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

1H - P - 1S - X

XX!

Promises 12-14 points with three spades.

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

CHAPTER 5 — MISCELLANEOUS**#KCAPPELLETTI (Capp)**

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

X : Penalty

2C : Any one-suited hand

2D : Both majors

2H : Hearts and a minor

2S : Spades and a minor

2NT: Both minors

Cappelletti may be used in both direct and balancing seat.

The 2C bid asks partner to bid 2D. The overcaller passes 2D if his suit is diamonds or corrects to the proper suit. Responder may ignore the 2D relay and pass 2C 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 2D 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 2D with a good diamond suit or bid 3C with a good club suit. A 2NT response shows either a minor-suit hand asking partner to bid 3C or 3D, or a limit raise in one of the majors. In the latter case, advancer plans on rebidding 3H/3S after partner has bid a minor. As a result, an immediate response of 3H/3S to 2D is preemptive, in accordance with the LAW.

The 2H and 2S bids are non forcing. 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: KQ1052 43 AJ1072 2

Responder: 53 K98 K863 J1098

1NT - 2S!- P - 2NT!

P - 3D - P - P

P

Or

Opener: KQ1052 43 AJ1072 2

Responder: A987 K98 85 A432

1NT - 2S! - P - 2NT!

P - 3D - P - 3S!

P - 4S

#KROMAN KEY CARD BLACKWOOD (RKC 0314)

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:

5C: 0 or 3 key cards

5D: 1 or 4 key cards

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

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

If a major suit is trumps and responder bids 5C, 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:

1H : 4NT(1)

5C(2) : 5D (3)

6H(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 5D, the cheapest step bid by the RKC bidder again asks for the queen of trumps:

1S : 4NT(1)

5D(2) : 5H (3)

5S(4)

1. Roman Key Card Blackwood

2. 1 or 4 key cards

3. Do you have the queen of spades?

4. No

The 5NT rebid by the RKC bidder asks for partner's cheapest king. With the club king, for example, responder would bid 6C:

Opener: A987 KJ1053 Q3 K3

Responder: KQJ10 AQ982 AJ AQ4

1H : 4NT

5H : 5NT

6C : 7NT

Many experts also reverse the 5C and 5D 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 RKC.

#NEW MINOR FORCING

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

1C : 1S

1N : 2D!

2D 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,

1D : 1S

2C : 2H!

2H 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) 1C : 1D

1H : 1S

While 1S 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:

1S : 2C

2D : 2H

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

1H : 1S

2C : 3D

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

1H : 1S

2C : 2D!

2x : 3D

D) In competition.

#KLEBENSOHL OVER PREEMPTS

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 3C, which partner can pass (showing a weak hand with clubs) or bid 3D/3H/3S (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:

2H - X - P - ?

103 1094 AJ1032 976 Bid 2NT, and correct to 3D when partner bids 3C.

AQ1094 AJ1032 986 Bid 3D, showing a good hand.

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

2H - X - P - 2NT!

P - 3C! - P - 3S

Since advancer could have bid 2S immediately to show a bad hand, and 3S to show a good hand, going through Lebensohl and then bidding 3S 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.

#KINVERTED MINORS

Originally an integral part of the Kaplan-Sheinwold system, Inverted Minors exchanges the meanings of the simple and double raises of 1C/1D. For simplicity, the examples and situations described herein will be based on an opening bid of 1C. After 1C, a simple raise to 2C is a one-round force, promising at least ten points and 4+ clubs. A jump raise to 3C 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: A102 J98 AK3 Q1098

Responder: K93 1032 Q3 AJ654

1C : 2C!

Opener: A102 J98 AK3 Q1098

Responder: 10 1032 Q932 KJ654

1C : 3C!

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

2D : 14+ points with a four-card diamond suit, forcing

2H : Heart stopper (usually 3+ hearts), forcing

2S : Spade stopper (usually 3+ spades), forcing

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

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

3NT: 18-19 points with a balanced hand

Responder's rebids to 2D/2H/2S are:

2NT : 10-12 with a balanced hand

3C: 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.