

Two-Over-One Bidding System (Overview)

Agreements (May 22, 2021)

Basic Opening Bids

- 1♣ 3+ clubs 11*-18 points
- 1♦ 3+ diamonds 11*-18 points
- 1♥/1♠ 11*-18 points 5+ Majors - Reverse Bergen
- 1NT 15-17 with Crawling Stayman**
- 2♣ 19+ and artificial (Rule of 44)
- 2♦* 17-19 balanced or unbalanced (Mexican 2-diamond bid)
- 2♥* **11*-15 Flex Flannery** 6♥/5♥-4♠
- 2♠ 6-10 HCP 6+ Cards (Weak 2-bids Vulnerable with Ogust and **New Suit NF**)
- 2NT 20-21 points and balanced (stoppers in all suits)
- 3X 5-10 must have 2/3 of top 3 Honors in the Bid Suit V/NV
- 3NT* **GAMBLING** solid 7+ minor/major suits (AKQJxxx)
- 4♣/4♦ **NAMYATS**
- * Indicates forcing bids/alerts (11 HCPs with 5 Controls A=2, K=1)

Responses to 1♣/1♦ Opening

Responses to 1♣/1♦ Opening

- 1♥/1♠ 4+ Cards in suit with 6+ HCP (to show weak hand rebid majors since using strong jump shifts)

Rebids by Opener

- 1♠ 4+ spades over 1♥
- 1NT 13-15 HCP over 1♥/1♠
- 2♣ 5+ clubs
- 2♦ 5+diamonds
- 2M 13-16 Dummy Points
- 3M 17-18 Dummy Points

- 1NT 6-10 HCP over 1♦, but 8-10 over 1♣ balanced hand, no 4 card major and stoppers in all three suits. Responder may now bid stoppers or re-bid minor.
- 2NT 11-12 HCP, balanced hand, no 4 card major
- 3NT 13-15 HCP, balanced hand, no 4 card major

- Over 1♣ - 2♣* 13+ HCP game force bid (5+ clubs - Inverted)
- 1♦ - 2♦* 13+ HCP game force bid (5+ diamonds - Inverted)

After an inverted minor raise 13+ HCP

1. Show major suit stoppers bid 2♥ or 2♠ up the line. No extra values.
After 2♠ response by Opener, Responder with minimum and ♥ stopper bids either 3♥/3NT depending on which side he wants the lead.
2. Bid 2NT with a minimum and both majors are stopped.
3. Bid **3om** to show minor stopper, neither hearts nor spades stopped

2♥/2♠ 16+ HCP strong jump shift in Major 5+ cards, game force

1♣/1♦-3♣/3♦* 10 or less HCP, Weak, preemptive raise 5+♣/♦

After a weak raise 1♣/1♦-3♣/3♦* (less than 10 HCP)

1. Pass with all minimum and almost all intermediate sized hands
2. A new suit is forcing one round and shows a very strong hand
3. 3NT is to play regardless what partner had for his pre-emptive raise
4. 4♦ is invitational

After a weak raise 1♣/1♦- X- 2NT* (10-12 HCP)/3♦*=13+ (Flip-Flop)

1. Pass with all minimum and almost all intermediate sized hands
2. A new suit is forcing one round and shows a very strong hand
3. 3NT is to play
4. 4♦ is Minorwood

Criss-Cross 1♣/2♦ or 1♦-3♣ (shows limit raise with 5+ card support – weak jump shift)

Responses to 1♥/1♠ Rev Bergen over MAJOR

1NT 7- 12, Forcing over 1♠, semi-forcing over 1♥ (announced)
2M 6-9, 3 card support

3♦* A 4-card raise, showing 7-9 points and exactly 4-card trump support
3♣* A 4-card Limit Raise, showing 10-12 points and exactly 4-card trump support.
3♥*/3♠* A 4-card "Preemptive" raise, showing 0-6 points and exactly 4-card trump support

2NT* 13+ with 4 Trumps (**Special 1430 convention NOT JACOBY**)
3♣* 10-12 with 4 trumps
3♦* 7-9 with 4 trumps

3M* 0-6 weak with 4 trumps

3oM* **Ambiguous Singleton Splinter (with Scroll Bids e.g. 3NT and 3♠)**

After 1♥ - 3♠*, 3NT* (ask) the responses are 4♣*=♣, and 4♦*=♦, and 4♥*=♥
After 1♠ - 3♥*, 3♠* (ask) the responses are 4♣*=♣, and 4♦*=♦, and 4♥*=♥

3NT* **Void in Other Major with 3+cards and 13+ dummy Points (Exclusion RKCB)**
4♣*/4♦* 13+ with VOID (Exclusion RKCB=0,1 wQ,1woQ,2wQ,2woQ,3wQ,3woQ --- STEPS)
4M Weak with 4+trumps

BROMAD (Reverse) Used ONLY over a double of a major

- 2♦* A 3-card raise, showing 7-9 points and exactly 3-card trump support
2♣* A 3-card limit raise or better, showing 10-12 points and exactly 3-card trump support.
2♥*/2♠* A 3-card "Preemptive" raise, showing 0-6 points and exactly 3-card trump support.
- 2NT A preempt in clubs or diamonds (hand that would normally make a 3♣ or 3♦ weak jump shift)
- XX A redouble is not part of Reverse BROMAD per se, but is worth mentioning. It shows 10+ points and denies 3+ card supports.

With Interference at the 2-level

Cue bid is Limit Raise with 3+ trumps

- X Negative
3m Weak Minor
3M Weak raise -- 0-6 Dummy Points with 4-card support for bid major
4M/5m To-Play
4m Splinter-Jump 4-card support with singleton
4oM To-Play

With Interference at the 3-level

- X THRUMP Double (asks partner if he has stopper in bid suit to bid 3NT)
4-level Cue bid Forcing raise to game in Major bid
3M weak with major fit
4m Fit jumps bids below major bid shows 5-4
4M preemptive

Kokish Game Try Bids*

1♥-2♥-2♠* (asks partner would accept a HSGT i.e. a reverse HSGT)

- 2NT* = shows shortness in spades where 3♥ denies
- 3♣* = shows shortness in clubs where 3♥ denies
- 3♦* = shows shortness in diamond where 3♥ denies
- 3♥* = Trump suit GT

1♠-2♠-2NT* (asks partner where he would accept a GT i.e. a reverse HSGT)

- 3♣* = shows shortness in clubs where 3♠ denies
- 3♦* = shows shortness in diamond where 3♠ denies
- 3♥* = show shortness in hearts where 3♠ denies
- 3♠* = Trump Suit GT

4M accepts GT

Shortness is always 1 or 0 cards in the suit.

Responses to 1NT Opening - SYSTEMS ON OVER X and 2♣

Responses to 1NT (15-17 HCP)

2♣ Stayman (with crawling and Smolen)
2♦/♥ Transfer
2♠ Minors (where if opener bids 2NT he prefers diamonds)
2NT Invitational
3♣/3♦/3♥/3♠ 5-5 Mini-Maxi

Negative Doubles (show cards NOT penalty- an exception to Lebensohl)

Over a penalty double or 2♣ over 1NT Systems ON

Negative X = 10+ HCP 3 cards in un-bid

Lebensohl OVER Interference (exception X=cards)

Larry Cohen Super accept bids over 1NT -2♦/2♥ transfers are 3M= min with 4, 2NT =17 with 4/3 and 3m= 17 with doubleton – 2M-less than 4.

Responses to 2♣* Opening

Partner responses

2♦ shows at least one A/K
2♥* No A/K
2NT 6+ Hearts
2♠ 6+ Spades

Responder next bids his control (A/K)

With interference

DOPI X=No A/K and Pass = at least one and ROPI
3-level bids show 3+ controls

Responses to Mex 2♦* Opening

5+♦ Diamonds and 0-3 points PASS.

2♥* is semi-positive with 4-6 HCP

2♠* is positive with 7-9 HCP

2NT 10+ HCP and a balanced holding

Positive Response at the Three Level, even 3 Diamonds, promises at least 10 HCP and 5/6-card suit.

Positive Response also includes the use of TEXAS TRANSFERS, the purpose of which is to have the stronger hand concealed during the play, thus the responder transfers the opener to the intended suit by bidding the suit ranking lower than the intended suit. These transfer bids are used only when the partner realizes that he holds enough values for game or slam, not a part score.

Over interference

Pass = 0-4 HCP and X= 5-6 HCP

Over 2-level bids 2NT= 10+ with a stopper

3-level bid shows a 5/6-card suit and 7+ points

3♦ (natural) - 4♦= 5-5 in the majors and 7+ points

Instead of the Mexican 2♦* bid – some prefer 2♦* as MINI ROMAN with 4 spades (4441/4405)

Responses to 2♥* = Flex Flannery

Bid shows 5/6♥ and exactly 4♠. Any 2-level bid 2♥*/2♠* bid is to play.

Over 1♥-1♠* = 4+ spades not 5!

2NT is the shape asking GF bids; however, the response of 3NT* shows 14-15 HCP and 6♥ (don't use it with less points). 4♣ and 4♦ are 1430 bids for Hearts and Spades, respectively.

Over 1♣/1♦ (any seat) then 2♥ is Leaping Flex Flannery 5/6-4 (Hearts and spades) in the Majors 11-15 HCP

Responses to 2♠ Opening

This bid shows 6-10 HCP – 2NT Forcing with Ogust Responses (bb bg gb gg Hand Suit) – **New Suit NF over 2♠**

4♣ is RKCB [used with weak two bids (2♥)].

The responses are:

- 4♦ first step 0 keycards in the agreed suit
- 4♥ second step, 1 keycard without the Queen
- 4♠ third step, 1 keycard with the Queen
- 4NT fourth step, 2 keycards without the Queen
- 5♣ fifth step, 2 keycards with the Queen

The only step in which the queen is not known is the first-step. The next bid of 4♥ is the Queen ask --- 4♠ = no and 4NT = yes. A jump over the four hearts bid (5♣/5♦/5♥/5♠) is the Specific Suit Ask (SSA).

When they Double--Mc Cabe bids

- 2♥/♠ - X
1. Redouble shows strong hand
 2. New suit at 3-level to play with no A/K

3. 2NT forces 3♣. You want to play there or to sign off in a different suit at the 3 level or to bid ptrs suit at 3 level showing support without A or K.
4. 3♥*/3♠* --- shows support with A or K (*=alert)

Responses to 2NT Openings

Opening 2NT with 20-21 HCP with a 6/5 card major

When one opens 2NT, we have the following bidding sequences

- 3♣ Puppet Stayman, asks about majors (**NO ALERT**)
- 3♦ transfer to hearts (announce)
- 3♥ transfer to spades (announce)
- 3♠ transfer to 3NT (announce)
- 3NT 4=4=4=1 or 4=4=1=4, shortness in a minor invitational to slam
- 4♣ /4♦ Minorwood slam
- 4♥ transfer to spades (announce)
- 4♠ 2-3=4=4, 4-4 in the minors, slam try in a minor suit
- 4NT quantitative, probably with 4-3-3-3 distribution.

Continuations after Three-Level bid of 3♠* and 6+ Points

With both minors 4-4/5-5/5-4, **it is a relay to 3NT.**

Responder with a minimum will pass and with more bid 4♣ as Expert Gerber.

With slam interest hand, responder will **not bid 3♠***, but instead bid 4♣/4♦ as Minorwood.

- 4♣ -one suited ♣ slam invitation or better
- 4♦ - one suited ♦ slam invitation or better
- 4♥ - shortness in ♥, nominally 5-4 in the minors with 3 ♠ but may be 5-5
- 4♠ - shortness in ♠, nominally 5-4 in the minors with 3 ♥ but may be 5-5
- 4NT - 2-2 in the Majors with 5-4 in the minors. This is limited and can be passed.

1430 – Expert Gerber Convention – (Overview)

After 1NT/2NT, the bid of 4♣ is 1430 Expert Gerber

When using Expert Gerber, remember that you should also not use the convention if (1) you have a void, (2) you have worthless doubletons (e.g. Qx, Jx, xx) in an unbid suit, and (3) if you need to know if partner has controls in a specific suit.

The responses to the Expert Gerber bid of 4♣ are:

- 4♦ 1/4 aces
- 4♥ 0/3 ace
- 4♠ 2 aces with minimum hand
- 4NT 2 aces with maximum hand

The king asking bid remains 5♣.

Minorwood (1430 Recommended) – Diamonds agreed Keycard Ask 4♦

Responses

4♥ 1/4 keycards (the 14 step) **1st step**

4♠ 3/0 keycards (the 30 step) **2nd step**

4NT 2/5 keycards w/o queen **3rd step**

5♣ 2/5 keycards with queen **4th step**

5♦ To PLAY

Voids

5NT = an even number of keycards (2/4) with a void (with 0, bid 5♦ -- ignore the void)

5♥/5♠/6♣ void with an odd number of keycards (1 or 3)

Minorwood Queen Ask*

Over 4♣

4♥/4♠ are the Queen Asks bids

(next steps over 1/4 or 0/3).

Over 4♦

4♠/4NT are the Queen Ask bids

(Next steps over 1/4 or 0/3).

Minorwood for agreed clubs is similar.

Responses to 3X Openings

Responses to 3X bids by OPENER (always ensures 2 of the top 3 honors Vulnerable)

NEW 3-LEVEL BIDS ARE FORCING

4♣ RKCB [over three level (3♦/3♥/3♠) bids]

4♦ Asks for outside controls first step 0, second step = 1(K=1), etc.

Use when you know you have AKQ of opener's suit

The bid of 4NT should not be used since it may get the auction too high.

The responses for 4♣ RKCB are:

4♦ first step 0 keycards in the agreed suit

4♥ second step, 1 keycard without the Queen

4♠ third step, 1 keycard with the Queen

4NT fourth step, 2 keycards without the Queen

5♣ fifth step, 2 keycards with the Queen

The only step in which the queen is not known is the first-step. The next bid of 4♥ is the Queen ask --- 4♠ = no and 4NT = yes. A jump over the four hearts bid (5♣/5♦/5♥/5♠) is the Specific Suit Ask (SSA).

5♣= Specific King Ask

After the pre-emptive bid of 3♣, the bid of 4♣ is natural and advances the pre-empt; a jump to 4♦ is RKCB for clubs. AND a X is a THRUMP X asking partner for a stopper to bid 3NT.

Gambling 3NT* ----- Any solid 7-card suit

Solid 7+ suit (AKQJxxx)

Namyats ----- Same as 2/1

Shows a hand with 8 - 8 ½ trick in hearts (Open 4♣*), in spades open 4♦*. Refuse transfer by bidding the step in between (4♦ over 4♣ and 4♥ over 4♦), requesting that partner bid an ace if he has one or to sign off in his long suit. 4NT is RKCB.

After 1♣* - (Pass) - 1♦ - (Double = Majors)

Pass	balanced minimum no 5-card suit
Double	support for the both minors
2♣/2♦	natural 5+ card suit
2♥/2♠	unusual extra values shows ♣/♦
2NT	shows stopper with (22+ HCP)

INTERFERENCE OVER 1NT by OPPONENTS OTHER CONVENTIONAL CALLS

Blooman Modified – Direct SEAT ONLY – Balance= Natural

2♣* = transfer to Diamonds 6+ card suit

2♦* = transfer to Hearts 6+ card suit

2♥* = transfer to Spades 6+ card suit

2♠* = transfer to clubs with a good hand 6+ clubs

2NT*= 5-5 in the Minors

**Double* = Responder bids 2♣ - May Pass with a weak hand and 6+ clubs or bid Capp (5-5)
(Over weak NT it is penalty)**

Over a Major Bid Play Leaping Michaels, Unusual vs. Michaels

Leaping Flannery over 1♣/1♦ and over 1♣ – 2♦=Mexican 2♦

**Lebensohl over NT Interference (over interferences X=cards not Penalty), reverses and weak 2's
Support Doubles through 2♥**

Unusual over Unusual (X=Penalty in one minor, 3♣ limit in hearts, 3♦ limit in spades, 3X weak)

Overcalls Michaels and 2NT=two – lowest unbid suits

**3X level bids over the opponents bid are pre-emptive but a X is a Thrump X – with a stopper, bid
3NT + a minor and a X=the Minors**

Over 4♠ the 4NT = ♥

Rosenkrantz doubles/re-doubles for overcalls

Negative Doubles thru infinity

4th Suit Forcing to Game, 2/3 level asks -Western Que

Sandwich 1NT/2NT=55 (weak) and weak, X=44 (opening hand) and Hess Bids=54 (opening hand)

Overcalls= 10-15 HCP

LEADS and CARDING (attitude vs. NT and 3/5 vs. suits)

Over 1NT- 3NT shortest major from 3 and 4th best in suit contracts

A/Q ASKS FOR Attitude and King=count and Coded 9s and 10s NT only

Upside-down COUNT AND ATTITUDE (Suit and Notrump)

Rev Smith Echo (NT), Foster Echo (suits) and Trump Suit Preference

Defense over the Opponents Precision Bid

Use 1-level Modified Blooman bids with X=Capp

Competing over the 1X- Pass-1NT - ? with 8+ HCP =Use Modified Blooman

Under-call Club Bids

The convention applies ONLY over the opening bid of 1♣. In the second (overcall) seat your overcall bids are: Opener 1♣:

1♦* = transfer to hearts (5+ hearts 10-15 and 1st or 2nd round control)

1♥* = transfer to spades (5+ spades 10-15 and 1st or 2nd round control)

1♠* = transfer to diamonds (should have 10-15 and 1st or 2nd round control)

1NT* = shortness in clubs and 10-15 HCP (Take-Out – some play it as 15-18)

X= 16+ HCP with stopper in clubs (some play it as Take-Out)

2♣* = both majors and 10-15 HCP weak

2♦* = transfer to hearts (5/6+ hearts and strong 16+ HCP)

2♥* = transfer to spades (5/6+ spades and strong 16+ HCP (Optional 2♥= Flannery/Flexible Flannery 11-15).

2♠* = 5-5 in the majors and strong (16+ HCP)

2NT* = 5+hearts and 5+diamonds; however, if you play Flannery it is a transfer to Spades (16+HCP)

3M* = transfers to game in major

3NT= to play with stopper

*=alert

Some Simple Bridge Rules

Rule of 210 – Bid to 5-level with a void, Pass with 1 and X with 2

Rule of 88 – Bid 2NT with 8HCP and 8 cards higher than the 8

Rule of 64 – When 6-4 show 4-card suit if HCP in it are gt or eq to 6-card suit; otherwise rebid 6-card suit

Rule of 9 – Level of bid + Number of cards in their suit + Number of cards gt or equal is 10 or more = 9+ then leave X in (or used to X 3/4-level contracts when behind declarer)

Rule of 8/2 – Interfere over strong NT (Blooman) with 8 HCP and Sum of 2-longest suits – LTC=2 or more in direct seat; but, and need only 2-shortness points (natural Bid with 5+ card suit) in the balancing seat

Rule of 17 – Over weak 2-bid bid 4 if HCP + #of trumps=17 or more

Rule of 44 – Open 2♣ with 4 Quick tricks and 4 or less losers

Short Suit Total Rule -13-SST=# of tricks with 19-21 HCP and for each set of 3 points above 19-21 add one more trick

Law of Total Tricks ---- Total Trumps in both hands minus 11= Sum of the Bids. For example 16-11=5 (So don't bid 3 over 3 Vulnerable)

Exclusion KCB Bids show 3+ support with a void in the 5-level suit bid

Excluding the suit bid, the Responses are 0 - 1 -1 - 2 - 2 - 3 - 3 (steps) zero 1 w/o Q 1 w Q 2 w/o Q etc.

3M* = transfers to game in major

3NT= to play with stopper

*=alert