Kevin Hu - Zachary Yan 2/1 with unbal 1D

General Approach

- 2/1
- Balanced 1♠ (can have 5♦2♠)
- Transfers after 1♣
- Transfers after 1 → -1M
- Agressive Favorable Preempts
- Short Suit Trial
- 3rd/low vs Suit Contracts
- 2nd/4th vs NT Contracts (3rd/low after supporting partners suit)
- UDCA
- Smith Echo in NT Contracts

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Opening Structure

- 1♠: 2+♠ all balanced 11-14,18-19 (can have 5♦2♠) or NAT ♠
- 1♦: 4+ Unbal. 5+♦ unless =4441.
- 1♥: 5+♥ (10)11-22 HCP
- 1♦: 5+♦ (10)11-22 HCP

- 1NT: 15-17 HCP, can have 5M, 6m (usually doesn't have 4 card side suit if maximum)
- 2♠: 22+ HCP Bal, or 20+ Unbal
- 2♦/2♥/2♠:
 - Weak, preemptive
 - Fav 5, 0-7 HCP
 - Nil 5-6, 4-8 HCP
 - Vul, 6, 6-10 HCP
 - Unfav, 6, 6-10 HCP AJT9xx+
- 2NT: 20-21 Bal, can have 5M, 6m
- 3x: NAT
- 3NT:
 - Nonvul: normal 4M preempt
 - o Vul: Gambling 7 card any suit
- 4NT: Specific Ace Ask

1C Opening

1♠: 2+♠ all balanced 11-14,18-19 (can have 5♦2♠) or NAT ♠

- 1♦: 4♥
- 1**v**: 4
- 1♠: No 4M, or 5+♦ + 4M GF
- 1NT: 11-12, bal
- 2♠: 11+ 5+♠
- 2♦: 6+♦, no 4M, GF
- 2M: 6M, 4-7 HCP
- 2NT: (5)6+♣, 0-6 HCP
- 3**•**: (5)6+**•** 7-10
- 3NT/4M: to play

General response to XYZ: Optionaly break 2♠ - 2♦ when 15+

- 2M:
 - o after confirming 3 card: anti-positional
 - o after denying 3 card: Hx
- 2oM: 4oM
- 2NT: waiting
- 3♠: 5♠
- 3**•**:5

Over 1♠ or 1♠, if XYZ is available, responder jump rebid major is GF, otherwise INV.

1C - 1D:

1♦: 4♥

- 1♥: 3♥, ~17 HCP,
 - 1♠: 8-11 **Bal**
 - 1NT: 8-11 4♥-4♠
 - o XYZ
 - 2♥: anti-positional NT
- 1 +: 4+ •, Unbal, unlimited, F1
 - o XYZ
- 1NT: 2-♥
 - o XYZ:
 - 2♥: Hx
- 2♠: 5+♠
 - o 2♦: ART, GF
- 2♦: 4+♦, 5+♠, (13)16+
 - o 2♠: Blackout 0-8
- 2♥: 4♥, 11-14,
 - o 2NT: GF Inquiry
 - 3♣/♦/♥/♠: Shit/N/L/H Shortage
- 2**•**: 6+**•**, 3**•**, (14)15+
 - o 2NT: ask
 - 3♠: No Shortage
 - 3♦: Wiggle
 - 3♥: Agrees ♥
 - 3•: Agrees •
 - 3♦: ♦ Shortage
 - 3♥: Wiggle
 - 34: Agrees ♥
 - 4•: Agrees •
 - 3♥: Shortage
 - 34: Wiggle
 - 4♠: Agrees ♥
 - 4♦ Agrees ♣
 - 3♠: To Play
 - o 3♦: **show** stopper
 - 3♥: To Play
 - 3**: show** stopper
 - o 4♦: Retransfer
- 2NT: 18-19, BAL
 - o 3♠: force 3♦
 - **■** 3♦
- 3**♥**: drop
- 3**.**: 6**.**4 GF
- 3NT: 5+ Mild SI
- o 3 ♦: ART GF

- o 3♥: 6+♥ GF
- o 3♠: 6+♥5+♠ GF
- o 3NT: 5+♦ Mild SI
- o 4♠: 6+♠ Slam Try
- 4♦: 6+**♦** Slam Try
- 3**•**: 6+**•**, 16-18
 - o 3♦ wiggle?
 - o 3♥/♠: 6+♥/♠ GF
- 3♦: 4♥, (16)17-18 or 18-19 BAL
 - 3♥: To play
 - 3**.**: ASK
 - 3NT/4•/•: Bal/L/H
 - 4♦: re-transfer
- 3♥: 4♥, 13-17+ Unbal Inv
- 3♠: ◆ Splinter GF
- 3NT: GF **•**:
- 4♠: Suit Set ♠
- 4♦: ♦ Splinter GF
- 4♥: 6+ 4+♥ (any usually shit)

1C - 1H:

• 1**•**: 3**•** 10-17

1C - 1S:

- 1NT: 11-14 BAL
- 2♦~2♠: NAT Reverse
- 2NT: 18-19 BAL

1C - 1S - 1NT:

- 2**•**: forces 2
 - o 2**\eqrice**:
 - Pass: weak ♦
 - Anything else: Bal 13+ NAT
- 2♦: NAT, INV
- 2M: 5 4M GF
- 2NT: minors, weak or GF
- 3 **•**: sharp **•** INV
- 3NT: To play

1C - 1NT:

1NT: 11-12

- 2**•**: To play
- 2♦: Nat Reverse GF

- 2♥: 5+**•** 4♥ unbal NF
- 2•: 5+• 4• unbal NF
- 2NT: GF Stayman
 - 3♠: 4♥
 - 3 : Mild Slam Interest + in
 - **■** 3♥: 4♠
 - 3♥: agrees H
 - o 3 **\circ**: 4
 - 3♥: Mild Slam Interest+ in
 - **■** 3**.**: 4**.**
 - 3♥: 4♣
 - o 3**.**: 5♣
- 34: GF 6+4
- 3**\equiv:** 5**\equiv**(332) 18-19:
 - o 3NT: To Play
 - Anything else: Cue

1C - 2C:

2**♦**: 5+**♦** 11+HCP

- 2♦: 3+♣, 11-14 HCP
 - o 2♥: ART Relay
 - 2•: Antipositional Bal
 - 2NT: Positional Bal
 - 3♣/♦/♥: L/M/H Shortage
 - o 2NT: Nat Invite
 - o 3♠: Nat Invite
- 2♥: 3+♠, 15+ HCP, Relay
 - 2•: Antipositional Bal
 - o 2NT: Positional Bal
 - 3♣/♦/♥: L/M/H Shortage
- 2**•**: 2**•**, 11-14, 18-19
 - o 2NT: Nat Invite
 - o 3♠: Nat Invite
 - 3♦/♥/♠ LMH Shortage 6+♠
- 2NT: 3+♣, 18-19 HCP

1C - 2D:

2♦: 6+♦, GF

- 2♥: ART, Relay Promises 2+◆
 - o 2**.**: Min
 - 2NT: Ask
 - 34: No Shortage
 - 3♦: Wiggle
 - 3♥: Agrees ♣

- 3**.**: Agrees 🔸
- 3♦: **•** Shortage
 - 3♥: Wiggle
 - 34: Agrees ♦
- 3♥: ♥ Shortage
 - 3**.**: Wiggle
 - 4♠: Agrees ♠
 - 4♦: Agrees ♦
- 34: Shortage
 - 4♠: Agrees ♠
 - 4♦: Agrees ♦
- 3NT: Shortage
- o 2NT: Extras, No Shortage
 - 34: Wiggle
 - 3♦: Agrees ♣
 - 3♥: Agrees ♦
- 3♠: Extras, ♠ Shortage
 - 3♦: Wiggle
 - 3♥: Agrees ♦
- o 3♦: Extras, ♥ Shortage
 - 3♥: Wiggle
 - 34: Agrees 4
 - 4•: Agrees •
- o 3♥: Extras, ◆ Shortage
 - 3**.**: Wiggle
 - 4•: Agrees •
 - 4♦: Agrees ♦
- 2**.**: 6+**.** 5M
 - 2NT: Ask
 - 3♠: ♥
 - 3♦: Agrees ♥
 - 3♥: Agrees •
 - **■** 3♦: **♦**
 - 3♥: Agrees •
 - 34: Agrees 🕈
 - o 3♦: Nat
- 2NT: (43)51 or xx diamond
- 3**•**: NAT
- 3♦: SHIT 3♦

Over interference:

1C - 1S

1♣ - 1♠ (X):

• XX: no stopper

- 1NT: 11-14 spade stopper
- Pass: 4

1D Opening

4+♦ always unbalanced (might be 5422). 5+♦ unless =4441, for all 11+ hands.

General approach: After 1 ◆-1M, opener transfer his second suit, with up to 17 HCP. Accepting the transfer shows a weak hand and 9- HCP

- 1**•**: 4+•
- 1**•**: 4+
- 1NT: 6-10
- 2**•**: 5+**•** GF
- 2 •: 4 + 10 +, no 4M
- 2M: 6M, 4-7 HCP
- 2NT: 11-12,
- 3**•**: 6+**•**, weak
- 3**\equiv:** 4+\equiv, 6-10

1D - 1H

- 1**•**: 4**•**, 17
 - o XYZ
- 1NT: 4+♠, (5+♦), 17
 - o 2♠: To play
 - o 2♦: To play
 - o 2♥: To play
 - o 2:4th Suit GF
 - 2NT: =2254
 - **■** 3**♠**: 5+**♠**,
 - **■** 3♦:6+♦,
 - **■** 3**♥**: 3**♥**,
 - **3**: 3
- 2♠: 6+♦, 15
 - o 2♦: To Play
 - o 2♥: To Play
 - o 2♠: ART, GF
- 2♦: 4♥, 11-14
 - o 2♥: To Play
 - o 2NT: Ask
- 2**•**: 4**•**, reverse, 18+
- 2♠: 6+♦, 3♥, 14+
- 2NT: 14-17, 4♥, including 4441, 5+ ♦4♥
- 34: NAT, =xx54+, 18+
- 3**\equiv:** 6+\equiv, 16-18
- 3♥: =2452, 15-17

3♠: ♠ splinter
 3NT: GF ♠,

• 4♠: ♠ splinter • 4 **♦**: **♦** suit set 1D - 1S • 1NT: 4+♠, (5+♦), 17o 2♠: To play o 2♦: To play o 2♥: 4th Suit GF ■ 2•: nothing to show, anti-positional ■ 2NT: ♥ stopper **■** 3**♠**: 5+**♠**, **■** 3♦: 6+♦, **■** 3♥: 3♥, **3**: 3 ○ 2♠: To play 2♠: 6+♦, 15o 2♦: To Play o 2♥: ART, GF o 2♠: To Play 2♦: 4♥, 17o 2♥: To Play ○ 2♠: To Play o 3♠: 4th suit GF • 2**°**: 4**•**, 11-14 • 2**•**: 4**•**, 18+ 2NT: 14-17, 4♠, including 4441, 5+♦4♠ • 34: NAT, =xx54+, 18+ • 3****: 6+\, 16-18 3♥: 6+♦, 3♠ • 3**•**: =2452, 15-17 • 3NT: GF ◆ • 4♣/4♥: splinter • 4 **♦**: **♦** Suit set

3NT Opening

3NT: nil: normal 4M preempt; vul: gambling

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4♠: SI
4♦/4♥: H/S no
4♠: Slam in H
4NT~5♥: keycard response in ♠
4♦: Slam force
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- o 4♥/4♠: reverse. Follow by 4♠/4NT keycard
- 4♥: P/C

General Conventions

Lebensohl

After (2X) X (P),

- 2NT
 - ∘ 3♣
- 3X (cue): stopper in X and 4M
- 3NT: Stopper in X
- 3X: 4M and no stopper
- 3NT: no stopper, no 4M, generally no 5 card suit.