Kevin Hu - Zachary Yan 2/1 with unbal 1♦ General Approach

- 2/1
- Balanced 1♣ (can have 5♦2♣)
- Transfers after 1♣
- Transfers after 1 - 1 M
- 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

Table of Content

- Kevin Hu Zachary Yan 2/1 with unbal 1
- General Approach
- Table of Content
- Opening Structure
- 1♣ Opening

 - ∘ 1♣ 1♥:
 - 1♣ 1♠:
 - <u>1♣ 1♠ 1NT:</u>
 - 1♣ 1NT:
 - 1♣ 2♣:
 - 1♣ 2♦:
 - Over interference:
 - ∘ 1♣ 1♠
- 1 Opening
 - ∘ 1♦ 1♥
 - 1 → 1 ◆
- 1♥ Opening
- 3NT Opening

- General Conventions
 - Lebensohl

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
 - Vul: Gambling 7 card any suit
- 4NT: Specific Ace Ask

1♣ Opening

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

- 1**♦**: 4♥
- 1**Y**: 4
- 1♠: No 4M, or 5+♦ + 4M GF
- 1NT: 11-12, bal
- 2**4**: 11+ 5+
- 2•: 6+•, no 4M, GF
- 2M: 6M, 4-7 HCP

```
• 3♠: (5)6+♣ 7-10
    • 3NT/4M: to play
General response to XYZ: Optionaly break 2♣ - 2♦ when 15+
    • 2M:
         • after confirming 3 card: anti-positional
         • after denying 3 card: Hx
   • 2oM: 4oM
   • 2NT: waiting
    • 34: 54
   • 3\(\): 5\(\)
Over 1♣ or 1♦, if XYZ is available, responder jump rebid major is GF, otherwise
INV.
1♣ - 1♦:
1 ♦: 4 ♥
    • 1♥: 3♥, ~17 HCP,
         ∘ 14: 8-11 Bal
         ∘ 1NT: 8-11 4♥-4♠
         \circ XYZ
              ■ 2♥: anti-positional NT
    • 14: 4+4, Unbal, unlimited, F1
         \circ XYZ
    • 1NT: 2-♥
         • XYZ:
              ■ 2♥: Hx
    • 24: 5+
         ∘ 2♦: ART, GF
   • 2•: 4+•, 5+•, (13)16+
         ∘ 2♠: Blackout 0-8
    • 2\sqrt: 4\sqrt, 11-14,
         • 2NT: GF Inquiry
```

■ 3♣/♦/♥/♠: Shit/N/L/H Shortage

• 2NT: (5)6+♣, 0-6 HCP

- 2**♠**: 6+**♣**, 3**♥**, (14)15+
 - ° 2NT: ask
 - 3♣: No Shortage
 - 3 •: Wiggle
 - 3**♥**: Agrees **♥**
 - 3♠: Agrees ♣
 - 3♦: ♦ Shortage
 - 3♥: Wiggle
 - 3♠: Agrees ♥
 - 4♣: Agrees ♣
 - 3♥: Shortage
 - 3♠: Wiggle
 - 4**♣**: Agrees ♥
 - 4♦ Agrees ♣
 - ∘ 3♣: To Play
 - ∘ 3**♦**: **show** stopper
 - ∘ 3♥: To Play
 - ∘ 3**\(\)**: **show** stopper
 - ∘ 4♦: Retransfer
- 2NT: 18-19, BAL
 - ∘ 3**♣**: force 3**♦**
 - **■** 3♦
- 3**♥**: drop
- 3**4**: 6**∀**4**4** GF
- 3NT: 5+ Mild SI
- ∘ 3**♦**: ART GF
- ∘ 3♥: 6+♥ GF
- ∘ 3♠: 6+♥5+♠ GF
- ∘ 3NT: 5+ Mild SI
- ∘ 4**♣**: 6+**♣** Slam Try
- ∘ 4**♦**: 6+**♣** Slam Try
- 3♠: 6+♣, 16-18
 - ∘ 3♦ wiggle?
 - ∘ 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)
     1♣ - 1♥:
   • 1a: 3a 10-17
1♣ - 1♠:
   • 1NT: 11-14 BAL
   • 2•~2♠: NAT Reverse
   • 2NT: 18-19 BAL
1♣ - 1♠ - 1NT:
   • 2♣: forces 2♦
        2♦:
              ■ Pass: weak ◆

    Anything else: Bal 13+ NAT

   • 2•: NAT, INV
   • 2M: 5•4M GF
   • 2NT: both ms, weak or GF
   • 3•: sharp • INV
   • 3NT: To play
```

1♣ - **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
         3♦: 4♠
              ■ 3♥: Mild Slam Interest+ in ♣
                   ■ 3♠: 4♣
         3♥: 4♣
         ∘ 3♠: 5♣
   • 3♠: GF 6+♣
   • 3•: 5•(332) 18-19:
        • 3NT: To Play
         • Anything else: Cue
1. - 2.:
2♠: 5+♣ 11+HCP
   • 2•: 3+♣, 11-14 HCP
         ∘ 2♥: ART Relay
              ■ 2♠: Antipositional Bal

    2NT: Positional Bal

              ■ 3♣/♦/♥: L/M/H Shortage

    2NT: Nat Invite

         ∘ 3♣: Nat Invite
   • 2♥: 3+♣, 15+ HCP, Relay
         ∘ 2♠: Antipositional Bal
         • 2NT: Positional Bal
         ∘ 3♣/♦/♥: L/M/H Shortage
   • 24: 24, 11-14, 18-19
```

• 2NT: Nat Invite

∘ 3♦/♥/♠ LMH Shortage 6+♣

∘ 3. Nat Invite

• 2NT: 3+♣, 18-19 HCP

1♣ - **2**♦:

2♦: 6+♦, GF

- 2♥: ART, Relay Promises 2+•
 - ∘ 2**♠**: Min
 - 2NT: Ask
 - 3♣: No Shortage
 - 3♦: Wiggle
 - 3♥: Agrees ♣
 - 3♠: Agrees ♦
 - 3 **\cdot**: **\cdot** Shortage
 - 3♥: Wiggle
 - 3**4**: Agrees •
 - 3♥: ♥ Shortage
 - 34: Wiggle
 - 4**♣**: Agrees **♣**
 - 4♦: Agrees ♦
 - 3♠: ♠ Shortage
 - 4♣: Agrees ♣
 - 4♦: Agrees ♦
 - 3NT: **A** Shortage
 - 2NT: Extras, No Shortage
 - 3♣: Wiggle
 - 3**♦**: Agrees ♣
 - 3**♥**: Agrees ◆
 - ∘ 3♣: Extras, ♣ Shortage
 - 3♦: Wiggle
 - 3**♥**: Agrees ♦
 - ∘ 3♦: Extras, ♥ Shortage
 - 3♥: Wiggle
 - 3♠: Agrees ♣
 - 4♣: Agrees ♦
 - ∘ 3♥: Extras, ♦ Shortage
 - 3♠: Wiggle
 - 4**♣**: Agrees **♣**
 - 4♦: Agrees ♦

```
• 2♠: 6+♠ 5M

• 2NT: Ask

• 3♠: ▼

• 3♦: Agrees ▼

• 3♦: Agrees ♠

• 3♦: Agrees ♠

• 3♠: Agrees ♠

• 3♠: Agrees ♠

• 3♠: Nat

• 2NT: (43)51 or xx diamond

• 3♠: NAT

• 3♦: SHIT 3♦
```

Over interference:

```
1♣ - 1♠
1♣ - 1♠ (X):
• XX: no stopper
• 1NT: 11-14 spade stopper
• Pass: 4♠
```

1 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♦: 4+♦, 6-10
```

1 → - 1 ♥

```
• 1\(\alpha\): 4\(\alpha\), 17-
         \circ XYZ
   • 1NT: 4+♣, (5+♦), 17-
         ∘ 2±: To play
         ∘ 2•: To play
         ∘ 2♥: To play
         ∘ 2♠: 4th Suit GF
               ■ 2NT: =2254
               ■ 3♣: 5+♣,
               ■ 3♦: 6+♦,
               ■ 3♥: 3♥,
               ■ 3♠: 3♠
   • 2♣: 6+♦, 15-
         ∘ 2•: To Play
         ∘ 2♥: To Play
         ∘ 2♠: ART, GF
   • 2•: 4•, 11-14
         ∘ 2♥: To Play
         ° 2NT: Ask
   • 2v: 4a, reverse, 18+
   • 2♠: 6+♦, 3♥, 14+
   • 2NT: 14-17, 4♥, including 4441, 5+•4♥
   • 34: NAT, =xx54+, 18+
   • 3•: 6+•, 16-18
    • 3♥: =2452, 15-17
   • 3♠: ♠ splinter
   • 3NT: GF •,
   • 4♣: ♣ splinter
    • 4•: • suit set
1♦ - 1♦
   • 1NT: 4+♣, (5+♦), 17-
```

2♣: To play 2♦: To play

```
∘ 2♥: 4th Suit GF
              ■ 2♠: nothing to show, anti-positional
              ■ 2NT: v stopper
              ■ 3♣: 5+♣,
              ■ 3♦: 6+♦,
              ■ 3♥: 3♥,
              ■ 3♠: 3♠
        ∘ 2♠: To play
   • 2♣: 6+♦, 15-
         ∘ 2•: To Play
         ∘ 2♥: ART, GF
         ∘ 2♠: To Play
   • 2♦: 4♥, 17-
         ∘ 2♥: To Play
         ∘ 2♠: To Play
         ∘ 3♣: 4th suit GF
   • 2v: 4a, 11-14
   • 2\div, 18+
   • 2NT: 14-17, 44, including 4441, 5+•44
   • 3♣: NAT, =xx54+, 18+
   • 3•: 6+•, 16-18
   • 3♥: 6+♦, 3♠
   • 34: =2452, 15-17
   • 3NT: GF •
   • 4♣/4♥: splinter
   • 4 •: • Suit set
1♥ Opening
5+♥ (10)11 + HCP

    1♠: 4+♠

         ∘ 2♣: 6+♥ or 16+HCP
         ∘ 2♥: 5+♥, 4+♣ 11-15HCP
```

• 1NT: (0)3-11 HCP Any shape can have 3.

■ 2♦: 8+HCP, Any ■ 2♥: 1-3♥, <8HCP

• 2♣: 6+♥ or 16+HCP

- **■** 2♠: ???
- 2NT: both ms, <8HCP
- 34: 6+4, <8HCP
- ∘ 2♦: 5+♥, 4+♦ 11-15HCP
- ∘ 2♥: 5+♥, 4+♣ 11-15HCP
- ∘ 2**♠**: 5+**♥**, 4+**♠** 16+HCP
- o 2NT: 18-19 Bal
- ∘ 3♣: 5+♥, 5+♣ 16+HCP
- ∘ 3**♦**: 5+**♥**, 5+**♦** 16+HCP
- ∘ 3♥: 6+♥, 16-18HCP
- 2♣: (0)2+♣ 12+ HCP, GF
 - ∘ 2**♦**: 5**♥**4m or Bal
 - 2**♥**: Relay
 - 2**4**: Min
 - 2NT: Relay
 - 3♣: 5♥4♣
 - 3**♦**: Relay
 - **■** 3♥: 2524
 - 3♠: Wiggle
 - 4♣: Agrees ♥
 - 4♦: Agrees ♣
 - **■** 3**♠**: 3514
 - 4♣: Agrees ♥
 - 4♦: Agrees ♣
 - 3NT: 1534
 - 4♣: Agrees ♥
 - 4♦: Agrees ♣
 - **■** 3**♦**: 2542
 - **■** 3♥: 3541
 - 3♠: 1543
 - 2NT: 11-14 Positional Bal or 18-19 Bal
 - **■** 3**♦**: 5**♥**4**♣** 16+
 - 3**\(:** Relay
 - **■** 3♥: 2524
 - 3♠: 3514
 - 3NT: 1534
 - **■** 3**♦**: 2542

```
• 3♥: 3541
• 3♠: 1543
• 2♦: 5+♦ 12+ HCP, GF
• 2♥: 7-10HCP 3+♥
• 2♠: 10-12 HCP 6+♠
• 2NT: 10+HCP, 4+♥
• 3♠: (5)6-9HCP, 4+♥
• 3♦: 10-12HCP, 3♥
• 3♥: 0-5HCP, 4+♥
• 3♠: Splinter ???
• 4♠: Splinter
• 4♥: Preemptive, To Play
```

3NT Opening

• 44: Keycard

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

```
4♠: SI

4♠/4♥: H/S no
4♠: Slam in H
4NT~5♥: keycard response in ♠

4♦: Slam force

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.