










First steps with BridgeTex

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1 Basic commands





	<code>\spades</code>
	<code>\hearts</code>
	<code>\diams</code>
	<code>\clubs</code>
	<code>\dbl</code>
	<code>\rdbl</code>
PASS	<code>\pass</code>

Wist w 5 `\xspades 5`
Wynik: 5-1 `5\xdiams\xdbl`

No space after pip

GF	<code>\gf</code>
F1	<code>\fonce</code>
NF	<code>\nf</code>
INV	<code>\inv</code>
INV⁺	<code>\invp</code>

	<code>\minor</code>
	<code>\major</code>
	<code>\twosuit{\spades}{\diams}</code>

	<code>\imp</code>
	<code>\vimp</code>
	<code>\exq</code>
	<code>\qq</code>

All of these appear on the right margin

\rightarrow	<code>\then</code>
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2 System notes

Use `\sequence` and `\begin{options}[X]` to create system blocks. $X \in \{1, 2\}$ (or $\{1, 2, 3, 4\}$ for `\compoptions`) is the position of the option pips.

1♦ 1♠
2♥

2♠^A Slowdown - any hand with 4-8PC
2NT **GF** asking for shape
3♣ 4th suit
3♦ A rather balanced hand with ♦ fit

!!

2♦^A ×^A ××^A

PASS Weak | Short ♥♠ (ssq. × T/O)
2♥♠ To play
2NT Lebensohl - weak with ♣♦ or **INV** with 5+ ♥♠
3♣ Stayman
3♦ TRSF ♥
3♥ TRSF ♠
3♠ TRSF NT