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Chapter 1

intro

1.1 terms

4432	= exact shape (4S 4H 3D 2C)
(4432)	= any permutation of 4432 shape
4D(332)	= 4-card D, any permutation of 332 in other suits
45(31)	= 4531 or 4513
45xx	= any 4S 5H
A; B	= hand A or hand B
*	= artificial
(s)bal	= (semi-)balanced
unbal	= unbalanced
spl	= splinter
PH	= passed hand
s/o	= sign off
F, F1	= (one round) forcing
GF	= game forcing
ST, MST	= slam try / mild slam try
GT	= game try
s-solid	= semi-solid, at least KQJxxx
L	= Losers, you may decide to use ALTC instead

1.2 intro

The general approach comes from dutch doubleton: 5-card majors, while 1D is unbal (except strong bal), while min bal opens 1C (even 5D(332)). Thanks to the space preserved by dutch doubleton (and transfer response to 1C), we are allowed to feature "four-suit Gazzilli".

Since we open with **all** 11 HCP and may be lighter with good suits (which seems to be the trend among good players), the opener is classified as below:

```
# bal
11-13 => 1C then 1N
14-16 => 1N           # also includes 14-15, 5M bal
17-18 => 1C then 2N   # except 1D then 2N if 5+D
19-20 => 2N
21+   => 2C

# unbal
11-15 => 1X
16-21 => 1X, then Gazzilli # except if 16-17 can rebid 1M
22+   => 2C
```

1.3 Summary

1.3.1 general style

```

opens with all 11 HCP or ?-L
    resp with A or KTxxx+
invite to 3NT with 11-12 HCP, and accept with 13 HCP
frequent accept 3NT with Hx+ fit in partner's 6+m
invite to 4M with 11-12 values, and accept with 13+ values
may upgrade or "gamble" a game (ex: with good side suit / distribution),
    not often downgrade.
1M in 3rd/4th seat could be light
aggressive high level preempt (1st/2nd-seat usually follows 2/3/4 rule)
some kickback and exchanging meaning with NT

```

1.3.2 design

```

aim to perform equal or better in most situations, compare to simple
    natrual
balanced between memorization and strength
    therefore infrequent sequences tend not to be artificial
    # opener's rebid is usually the cut-off.
    # can be more tolerable after transfers or shared situations
there are some one-step relay which is "symmetric"
"multi" bids tend to exclude middle-strength (weak or strong)

```

1.3.3 opening summary

```

1C = 11+, 2+C
1D = 11+, 5+D or 4441; or 17-18 5D332
1M = 11+, 5+M
1N = 14-16, bal # could have 5M if 14-15
2C = 21+ bal or 22+, any; or 16+ 4-L

```

Chapter 2

opening

2.1 1m

Again, thanks to the space preserved by dutch doubleton and transfer responses, one can see that $1\text{C} - 1\text{DH} - 1\text{S}$ and $1\text{D} - 1\text{HS} - 1\text{N}$ (since no min bal) is undefined. Therefore we are allowed to use them to show strong (16+) hands, with many higher bidding spaces left. For example, after $1\text{D} - 1\text{S}$, since 1N shows all strong (16+) hands, 2H , 3C , 3H are undefined. Unlike major suit openings where the opener can easily have shapely hands, minors don't (and among those does, lot of them are single-suited). Therefore, we decide to prioritize major fits – using jump rebids as mini-splinter. For normal reverses, since we have already dealt with mini-splinters, we simply leave it natural "with-Gazzilli-style": showing a shapely (6-4) hand with 14-16 concentrated HCP.

Similar to major suit Gazzilli, we are allowed to include a weak variant by rebidding 2X after Gazzilli accepted (i.e. responder rebids +1). In natural systems, however, we usually rebid 2m with any weak unbal hands. Therefore, we are left two seemingly unnecessary options: direct rebid of 2m and Gazzilli then 2m . There may be several options for this: for example, identifying a 3-card fit (compare to $1\text{m} - 1\text{M} - 2\text{M}$ may be 3-card or $1\text{C} - 1\text{DH} - 1\text{HS}$ is (2)3-card); or perhaps game try (targeting 3N) with a good (AJT or KQ) 6+ suit. In our system, we choose to do BOTH (obviously, slightly weaker than choosing one) by agreeing:

- direct rebid 2m : 14-15, good 6+ suit
- jump rebid 3m : 14-15, good 6+ suit
- min unbal uses the Gazzilli. If accepted, rebid 2M & 2m to show min unbal with or without 3-card fit

Note that there are a few side effects: first, this also tighten the range of the original 3m rebid (from 15-17 to 16-17); second, rebidding 3m becomes game-forcing (18+); last, strong hands cannot show 3-card fit using 2M (note: only after Gazzilli accepted), but we don't think it's a big deal since there are plenty of spaces left, including seemingly undefined 2N .

2.1.1 resp

Other than transfer response, we also feature a slightly different (but not uncommon) response system. Some players simply use jump response as weak natural, and perhaps double jump as splinter. IMHO this is not very efficient because it

rarely happens (imagine the last time you hold 6+S, 4 HCP against 1m opener), therefore we have changed it a bit (see below). One noticable change (recommended by Jonky) is the "reverse Flannery" which shows 3-7 HCP and 54xx+ (usually 5-7 but can be weaker due to length or Vul), therefore 1S response followed by 2H shows 8+. This synergized quite well with minor-suit Gazzilli because we are allowed to show a constructed (8-10) 54xx+ with 1C - 1H; 1S - 2H & 1D - 1S; 1N - 2H.

```
transfer response to 1C: 1D = 4+H. 1H = 4+S. 1S = (4)5+D.
    # major first when non-GF
nat response to 1D: 1M = 4+M
1N = 6-10
2H = 3-7, 5S4H+
    2N/3M = inv. P/2S/3m = s/o. 3om = art GF.
2S = m fit inv(+) # [m = C] inv, [m = D] inv+
    1D - 2S - 2N = 17-18. 1D - 2S - 3C may be just GF. # ?
    1C - 2S - 2N = min s/o
2N = (s)bal inv
    3m = NF # 1D - 2N; 3C can be assumed fit (ex: xx63)
3N = 13-15, (4333)
double jump (1D - 3HS & 1C - 3DHS) shows a weak 7+ card with 6-6.5 winners
1C - 2C = GF. 1C - 2D = nat inv.
    1C - 2C - 2D = art min.
1D - 2C = GF.
    2D = min. 2N = 17-18.
1D - 2D = nat 6-10. 1D - 3C = nat inv
    # optional: 1D - 2D frequent 4M ?
1C - 3C = (5)6+C pre. 1D - 3D = (3)4+D pre
```

2.1.2 rebid

```
1m - 1M(-1)
2N = 17-18 bal
2m = (13)14-15, good (two of AKQ) 6+m # could be weaker with longer m
    rebid = nat F1. raise & new suit = nat GF
3m = (15)16-17, good (two of AKQ) 6+m
3M = (16)17-18 bal, 4+M # 16 is probably 5m4M22 and not opening 1N
3N = (s)solid m, to play # range from about 7-card 13 HCP to 6-card 18 HCP
reverse = concentrated 14-16, 6+m and 4+ suit, NF
jump & jump reverse = inv+, spl
double jump = void spl (4m = 6+m, 4+fit)
1C - 1D - 1H = 11-17, 4+S. 1D - 1H - 1S = 11-17, 4+S. # 18+ uses Gazzilli
    4SF ?
1D - 1M - 2C = 11-15, 4+C.
1C - 1DH - 1S = min unbal or 16+. 1D - 1HS - 1N = min unbal or 16+.
```

```

+1 = 8+ # then 2m/2M = min unbal wo/w 3M. others = 16+, GF
2H = 8-10 # because 1m - 2H = 3-7
all other = min nat # jump = weak but shapely
    then new suit = GF
1C - 1DH - 1N = 11-13 bal
    modified 2-way

```

```

1C - 1SN & 1D - 1N
1C - 1S - 1N = 11-13 bal, no 3D unless (4333)
    2m = s/o. 2M = 4+M GF. 2N/3C = inv. others = GF
    # because 1C - 2D = inv
2m = min nat # 1D - 1N - 2C may be 3-card
2M = nat 16+
    2N = min NF
2N = 17-18 bal
rebid/raise 3m = inv
1D - 1N - 3C = GF
double jump = ?

```

2.1.3 1m - 1X; 2N (Wolff + 3D fit m)

```

1m - 1M(-1); 2N -
3C → 3D
    P/3M = s/o. 3oM = 4oM, GF.
3D = fit in opener's minor
3M = 5+M, slam interest
[M = S] 3H = 55+M, MST+
[M = H] 3S = 5H4S, GF
3N/4M = s/o # 1m - 1S(-1); 2N - 4H = 55M s/o

# other scheme: 3DH transfer and 3S = fit in opener's m
# 4m; 3C then 3N; and 3C then 4m ?

```

2.1.4 after Gazzilli accepted

```

1m - 1M(-1); 1SN - +1;
2m = 11-15 unbal, 2-M. as if natural 1m - 2m (excluding our 1m - 2m)
    [M = S] 2H = 11+, F1. # then new suit = GF. 2N/rebid = NF.
    2M = s/o. 3m/3M = inv. new suit = GF except above.
2M = 11-15, 3M.
other = nat GF # note: do we want to distinguish 19+ ? 2N = ?

```

2.1.5 PH responses

```
1m - 2C = inv. 1C - 2S = nat.  
2-way on except 2D = F1
```

2.1.6 comp

```
1m - (X)  
    XX = 11+ near-bal, FP on. others = system on.  
1m - (1D)  
    X = same as 1C - 1D. 1S = 8+, unsuitable for 1N. 2D+ = ?  
    subseq system off. cue = F1.  
1m - (1M)  
    ?  
    subseq system off. cue = F1.
```

2.2 1M

```

1H - 1S = 4+S, F1
1N = SF
2C = 2+C, FG
2D = (4)5+D, FG
2M = 7-10 values
jump suit = nat inv NF
2N = 4+ fit, inv+. bal unless min inv (11-12 values).
3M = pre. # NV: wild. V: 4+ fit unbal.
1S - 3N = 11-14, some spl. 1H - 3S = 11-14, some spl.
      +1 = ask
4X = 11-14, void spl # 1H - 3N = spl S

# possible / better to make 1S - 3H = ambiguous spl and 1M - 3N = (4333) ?

```

2.2.1 rebid

```

1M - 1SN
1N = min nat
      modified 2-way
2C = Gazzilli. 11-15, 2+C; or 16+ # can be weaker if want GF opposite 8+
2D = 8+
      other = min # jump = shapely min
              raise/2N/3M = inv, new suit = GF
2X (X < M) = 11-15, 4+X
      impossible Spade
2M = 11-15, 6+M
1H - 1N - 2S = concentrated 14-16, 6H4S+
1H - 1N - 3S = concentrated 14-16, 6H5S+
1H - 1S - 2S = 11-15, 4+S
1H - 1S - 3S = concentrated 14-16, 6H4S+
2N = concentrated 14-16, some 6-4
      3C = ask # then 3M = 6M4C
      3X = NF
3X (X < M) = concentrated 14-16, 5-5
      ?
3M = 6+ good M, 5.5 Losers # may be 16+
      new suit = cue

```

2.2.2 after Gazzilli accepted

```

1M - 1SN; 2C - 2D
2M = 11-15, 2+C

```

```

impossible Spade
2N = 16-18 [M = S] or 16+ [M = H], any 5-5 (or 6-6, which can jump or rebid
4X)
3C = relay
[M = S] 3DH = nat. 3S = 5+C
[M = H] 3D = 16-18, 5+D. 3H = 16-18, 5+C. 3S = 19+, 5+C. 3N = 19+,
5+D
3X = 4+X # 1H - 1N; 2C - 3S = 6H5S
3M = 6+M, GF
3N = 16-18, bal, without 3oM unless after 1H - 1N (which may also be 45xx)
2oM = 19+, catchall; or some kind of bal hand (rebids 3N)
+1 = relay
all except 3N = same but 19+
[1S - 1N ...] 3N = 16-18, 3H, bal
[1H - 1S ...] 3N = 16-18, 3S, bal
[1S - 1N ...] 3N = 19+, 45xx
anti-relay shows a good 6+ suit, either slam interest or CoG

```

2.2.3 1M - 2N

```

# open extra = 15+ or good controls
# resp min = originally non-GF. non-serious = GF min.
3C = 11-14 unbal or 11-12 bal
3D = ask, resp same as below. 3M = min NF. 4M = s/o. other = nat suit
MST+.
3D = extra w/o shortness
4M = min w/o shortness. 3M = min w/ shortness. # then +1 = ask
3N = non-serious. other = cue.
3HSN = extra. spl # 3oM = spl oM. 3M/3N = spl C/D.
4X = extra. 5+X. usually promise all controls.
4M = 13-14 bal.

```

2.2.4 2/1

```

1M - 2X
2Y < M = 4+Y any range
2M = min
2N = 15+, catchall
3M = 2M, may not have extra. suit = MST+
any 3X (may be jump) = (15)16+ values, 5-5 or 4+m.
1S - 2H - 3H = 3+H not promising extra. raise 2D can be 3-card.
3M = s-solid, < 5.5 Loser (at least 1M - 1N - 3M)
4m = ?

```

```

1M - 2X; 2M -
2S = nat 4+S
2N = default # bal or with stop
    3M = 6+M. suit / raise = (3)4+ cards. 3Y > X = ?
non-reverse 3Y = nat 5-5, MST+
reverse 3Y = ask or show stop (default); or 6-5 (promise rebid)
    # show stop if there are two reverses, otherwise ask
rebid 3X = 6+X, MST+
3M = MST+, then non-serious applies
    # optional: 2N then 3M/4M shows bal, 3M shows 5+X
3N = quant
jump = 3+M, spl
4M = s/o

```

```

1M - 2X; 2Y -
2M = 3+M, any
    2N = default
        jump = spl. suit = extra and nat. 4M = min.
        3M = MST+, then non-serious applies.
    suit = extra and nat
fourth-suit = ask stop (default); or 6-5 (promise rebid)
2N = default. 3N = quant.
rebid 3X / raise 3Y = nat extra.
4M = min, concentrated in X and M. 3M = similar but stronger.

```

2.2.5 PH responses

```

1M - 2C = 9-11, 3+ fit
    2D = reinv. 2M = s/o. 2N+ same as 1M - 2M but slammish.
    [M = S] 2H = inv+, nat
1M - 2N = originally 1M - 3M+1
    3C = ask shortness
jump = inv, fit-showing # concentrated, 9+ cards in M + X
2/1 becomes nat inv NF

```

2.2.6 comp

?

2.3 1N

```

1N -
2C = ask 4M, may be 5S inv or Garbage
    1N - 2C; 3H/3S/4C/4D = 5S/5H/6H/6S
    1N - 2C; 2M - 3oM = ST # higher = spl
    1N - 2C; 2M - 3m = 5m, 4oM, ST
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
    1N - 2C; 2D - P/2H = Garbage
2D/2H/4D/4H = transfer 2H/2S/3C/3D/4H/4S # transfer minor promises 6+m
    super accept after 2DH: 3M = 5+M, suit = Ax/Kx, 2N = others
        then 3M-1 = re-transfer
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = bal CoG or ST
    ... 2S - 3H = 55+M, inv NF
    ... 2S - 4X = spl
    ... 2H - 2S = 5H4S, inv NF
    ... 2H - 3S = ST. higher = spl
2S = transfer 3C
    2N = accept 6+C inv. 3C = decline.
        P/3C = s/o. suit = GF nat 4+.
        ... 2N - 3N = s/o. ... 3C - 3N = CoG or mild ST
2N = nat inv
3C = transfer 3D. s/o or GF
3D = nat inv NF
3M = GF, spl M, 54+m
    oM = good oM. 3N = s/o. 4m = preference.
3N = s/o
4C = 55+M GF
    4M = min.
    4D = max.
        4H = s/o, pick one. 4N = 2RKC. 4S = ?
4S+ ?
5m = s/o

```

2.3.1 comp

```

1N - (X = pen) -
XX = inv+, FP on
P = forcing, default transfer to XX.
    suit = nat
    XX = forced
        P = s/o. suit = 44+ X and higher, 2C may be scramble.
        # if interfered, resp's X = t/o
2X = nat s/o

```



```
2N = mms  
jump = nat semi-pre
```

2.4 2C

```

2D = 0-1 CT
2H = 2 CT; 2S = AK; 3C = 4+ CT, forcing to 4N
    then nat. bal usually still 2N. will deny bidding NF bids if too strong
    .
    # ex: 2C - 2S; 2N - 3C; 4m/4N = nat, slam forcing
    # 2C - 2S; 2N - 3C; 3N/4N - 4C/5C = ask 4M, 4DH/5DH = transfer
2N = KKK
    then same as 2N opening
3DHS = 1-loser suit, no outside CT. 3N = same for C.
? # mb ask short

```

2.4.1 2C - 2D

```

2C - 2D;
# note that 21-24 bal can contain 5M
2H = nat or 21-22 bal
    2S = relay
        2N = 21-22 bal. 3N = 25-27 bal
        bid = nat
2S = nat unbal or 25+
    3C = weak or waiting
2N = 23-24 bal. 3N = 25-27 bal ...
    ... 3N - 4C = ask 4M. 4DH = transfer
3C = nat unbal
    3D = weak or waiting

```

2.5 2N

```

3C = ask 5M. may be s/o in 3N.
  3D = some 4M
    3H = 4+S. 3S = 4+H. 3N = s/o. 4C+ = ? # maybe 4S5m
    # ... 3D - 3H; 3N - 4H = s/o, 4X = fit H cue.
  3M = 5+M
    oM = fit M MST+, m = nat ST
  3N = no 4M
3DH = transfer # 2N - 3D; 3H - 3S = nat
4+ fit must super-accept. 4M = 5M. suit = Ax/Kx. 3N = others # similar
to 1N
... 3H - 3S = 5H4S
after transfer, new suit at 4-level = nat ST, then
  [... 3H - 4C] 4D = RKC(C). 4S = RKC(H)
  [... 3H - 4D] 4S = RKC(D). 4N = RKC(H)
  [... 3S - 4C] 4D = RKC(C). 4N = RKC(S)
  [... 3S - 4D] 4H = RKC(D). 4N = RKC(S)
  [... 3S - 4H] 4N = RKC(H). 5C = RKC(S)
3N = 5S4H NF
4CD = transfer 4HS
  +1 = max

# scheme 1
3S = transfer 3N. minor ST.
  3N = forced
    4m = (5)6+m, ORKC(m) # here min = 2-m
    4H/S = 54+m, longer C/D. 4N = 55+m

# scheme 2
3S = minor Stay
4H/S = 6+C/D ST

```

2.6 2X

Chapter 3

overcall

3.1 simple overcall

```
# if PH or partner PH, can be lighter but requires shape or suit quality
1X = 8+, 5+X
1N = (14)15-18, promise stopper.
2X = 10+, 6+X; 12+, 5+X.
3X = 14+, 6+X; (15)16+, 5+X
# upper bound: see t/o
```

3.2 take out double

```
minimum take out at 1-level:
4333: 13(14)+
4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +4
may be slightly sounder if adv need to bid 1-level higher.

# style: slightly emphasizes major
```

```
t/o then rebid:
1X = 16-20
2X = (17)18-19(20), can be lighter with longer suit
3X = GF against a useful card or side A/K
lowest NT = 19-21
jump NT = 22-24
# if stronger, cue to show extra.
```

3.3 high level overcall

```
(4m) - 4N = nat.
(4M) - 4N = minors or some 5-5.
(1m) - 3m = nat.
(1M) - 3M = ask stop
```

3.4 unusual

```

# 10-16, PH ON but may be a Q lighter
(1M) - 2M = 5+oM, 5+m
      3m = P/C
      2N = inv+ ask
          3m = nat min. 3H/S = max 5+C/D. higher = max and longer suit
      any oM = pre
(1M) - 2N = 55+m

# if 1C = 2+C
(1C) - 2C = 5+C
(1C) - 2N = 55+m
# otherwise
(1C) - 2C = 54M
      2D = ask longer
(1C) - 2N = 5+H, 5+D
# below independent of 1C
(1C) - 2D = 55(+)M
      any M = pre. 2N = nat inv. 3D = s/o.
      3C = inv+, promise some 3M.
          3H = min. other = nat and max

# if 1D = 3+D
(1D) - 2D = 55+M
      any M = pre. 2N = nat inv. 3C = s/o.
      3D = inv+, promise some 3M.
          3H = min. other = nat and max
(1D) - 2N = 5+H, 5+C
# else (usually vs prec)
(1D) - 2D : nat
(1D) - 2N*: 55+m

(2M) - 3M = 5+oM, 5+m
(2M) - 4m = 5+oM, 5+m, weaker than 3M

```

interfered ?

3.5 jump overcall

```
(1m) - ; or (1H) - 2S
# style: the stronger the hand, more shapely to pre 2M

# V/NV
P = may be lengthy but not enough values, ex: AJxxxxx.xxx.xx.x
1M = (8)9-16(17), 5+M
jump suit = same as balancing overcall

# V/V
1M = 8-17, 5+M # could be weaker (LD) if partner PH
2M = 6+M, pre # usually not 6322; unless ex: KQJ9xx.xx.Kxx.xx

# NV/NV
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx.x: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```

3.6 balancing overcall

```
1N = (13)12-15, bal
X = t/o, could be one Q lighter
    rebid 1N/2N = 16-18(19), bal. slightly stronger if X = M
2N = 19-21, bal
cue = any GF
jump 2Y = about 13-16, 6+Y, 5.5 Loser # 3Y : similar range, 1 less Loser
jump 3Y = 6(7)+Y, 5.5 Loser
double jump 3Y = similar range, 1 less Loser
```

3.7 sandwich position

```
(1X) - P - (1Y) -  
1N = nat  
2X = nat  
2Y = nat  
  
(1X) - (2X) - 2N = nat ?  
(1X) - (1N) - X = t/o to X
```

3.8 advances

3.8.1 after simple overcall

```
(bid X) - overcall Y - (P/X)
XX = honor in Y (lead-directing)
1N = 9-11, may be lighter if short
2N = nat inv
1Z = F1. 2Z < X = NF.
transfer from opp's suit. overcaller treat as a NFB initially.
jump / double jump = nat inv
jump cue = mixed raise

# ex 1
(1D) - 1S - (P) -
2C = 7-11, 5+C, NF # may be lighter with longer suit
2D = 7+, 5+H # 12+ promises rebid
2H = cuebid. inv+ w/o stopper; or 10+ values, 3+S
2S = 6-9(10) values
2N = 13-15, nat NF
3CH = 13-15 values, nat NF
3D = mixed raise. 4+S, 10-12 values.
3S = pre

# ex 2
(1D) - 2C - (P) -
2D = 7+, 5+H # 11+ promises rebid
2H = 7+, 5+S # 11+ promises rebid
2S = cuebid. usually (10)11+, 3+C; but may be GF w/o stopper
2N = 11-12(13), nat NF
3C = 8-10, 3+C
3D = ?
3M = 13-15 values, nat NF

# subsequent
overcaller: accept transfer or rebid suit = 15-, otherwise inv.
advancer: rebid Y (shows 2-card) / 2N / raise is NF inv. otherwise GF.

# Rubens is ON if resp made a bid < 2X, otherwise off.
(1H) - 2C - (2D) - 2H = 7+, 5+S
(1S) - 2C - (2D) - 2H = 7-11, 5+H # may actually be weaker if 2D = inv+
(1S) - 2C - (2D) - 2S = cuebid

# otherwise, new suit tend to be NF. inv could double first.
(1D) - 2C - (2H) - 2S = NF # no matter what 2H is
(1C) - 1D - (3C) - 3H = NF # I can bearly imagine a hand that can F here
(1H) - 2D - (2H) - 2S = NF
```

```
(1C) - 1D - (1S) - 2S = good 6+S, NF # now this is not a "jump" so NF
      instead

# advancing sandwich position's overcall ?
```

3.8.2 after NT overcall

```
(1m) - 1N - (P): system on

(1M) - 1N - (P) -
2C → 2D, then
  P/2oM/3C = s/o
  2N = (s)bal inv # will X if 2C interfered
  cue = 4oM, GF # still cue if interfered
  3D+ = good 6+ suit, inv NF
2N = 5+C, inv NF
cue = 4oM, exactly inv
jump cue = spl M, no 4oM, CoG
jump = 5+X, GF
4C+ = system on

(2X) - 2N - (P) -
3M = 5+M, inv NF
cue = 4+oM, GF
3C → 3D, then bid = s/o
4C+ = system on

# off after NT interfered
# off if partner bid before. resp nat instead. ex: (1C) - X - 1D - 1N
# otherwise, Gladiator is default on. ex:
(1C) - P - (1H) - 1N # M = H
(1S) - P - (2S) - 2N
(1H) - P - (1S) - 1N # this is tricky, perhaps set M = H
(1H) - X - (2X) - P; (P) - 2N
1C - (1H) - P - (P) - 1N # 18-19
```

note: minor suit Gladiator is not very useful so I discarded it.

3.8.3 after t/o

```
(1X) - X -
1Y = 0-7, (3)4+Y; or 8-9, 4+Y
2Y = 0-8(9), (3)4+Y
jump 2Y = 8-9, 5+Y; or 10-11(12), 4+Y
jump 3Y = (8)9, 5+Y; or 10-11(12), 4+Y
```

```

double jump = encouraging # not pre !
1N = 8-10(11)
2N = (11)12-13

[X = m] cue = any GF; or GF* w/o stopper; or 44+M inv
    2M = 4+M. raise is the only NF bid
        new suit = usually 5-cards except 2S after 2H
    2D/2N+ = nat and GF. basically shows 16+. # since non-GF must have 4M.
    * I can bearly imagine but probably inv, 43M w/o stopper is acceptable.
[X = M] cue = any GF, usually no 4oM.

```

3.8.4 misc

```

(1m) - X - (XX) - P = pen.
(1M) - X - (XX) - P = pick a suit

```

3.8.5 overcaller rebid

a "free" 2N rebid of a 2m overcaller is unusual (usually 6+m and 4+om)

Chapter 4

conventions

4.1 competitive conventions

4.1.1 forcing pass

```
FP on if GF
FP if a non-rejected inv(+) forcing bid is interfered below the forcing
  level
after 2C opening
low level natural XX FP on until 2N
(2X/3X/4X) - P - (5X) - FP on if not PH
(2X/3X/4X) - bid/X - (5X) - FP on
# however, not necessarily FP on after a pen X or converted pen X
```

4.1.2 vs 1N

4.1.3 unusual vs unusual

4.1.4 support, negative, responsive, Lightner, maximum X/XX

4.2 non-contested conventions

4.2.1 modified 2-way

```

1C - 1M(-1) - 1N; or 1H - 1S - 1N
2C = transfer 2D. s/o or inv
    2D = forced. max with 3M can anti-transfer to 2M.
        P/2X = s/o. 2N+ = nat (6+ if suit) inv. 3N = quant.
2D = GF ask.
    2M = nat. 2N = default. 3m = nat, medium+ suit.
2X = nat inv NF.
2N = transfer 3C.
    P = s/o. bid = ?
3X = nat ST.

# OFF if interfered, except after 1C - (1D) - X/1H = system on
# PH ON except 2D/3X = nat inv

```

4.2.2 PLOB (4SF1)

4.3 other conventions

4.3.1 Leb

4.3.2 2M game try

```

sure fit in 2S -
2N = ask
  3X = feature in X # at least KJ/QJT. for 1D opener this is spl
  3S = min w/o feature. 4S = max w/o feature. # 3N = CoG or non-serious ?
  4X = spl
3X = HSGT/ST in X # request void/x/xx/Qx/A(+)/K(+)
3S = 6+S inv
3N = CoG
4C+ = spl

# for 2H: 2S = ask, and exchange the meaning of 2N and S

```

4.3.3 non-serious 3N

4.3.4 RKC, ORKC, EKRC, 2RKC

4.3.5 5N

- RKC if fit
- choice of slam
- GSF

4.3.6 5M

raise to 5M

- ask control if opp. bids one suit
- general inv

Chapter 5

principles

5.1 misc

5.1.1 cuebids

- when fit in M, below $3M = \text{nat}$ (may be fragment), otherwise cue / (E)RKC
 cue = show stop if two unbid suit or opp. bid two suits, and both cuebids are available. otherwise ask stop if one cuebid is unavailable, assume the stopper is good

5.1.2 artificial / forcing bid interfered

- general art bid doubled - XX = suggests play - usually system on - back to fit suit = min
 - fit cue doubled: - XX = Q # support partner's K - bid = don't worry - P = otherwise
 - two-suited bid doubled: - P = pick better one

5.1.3 unusual NT vs t/o

if unusual NT and t/o have the same meaning, then NT empathizes distrbitional hands.

5.1.4 unnessesary jump

in non-contested auction: splinter to the last real suit or ERKC otherwise natural. however should be fit-showing above 2N for passed hand

5.1.5 forcing or not

when opp. inv+ or opens, new suit tend to be NF.

5.1.6 fast arrival

fast arrival unless double jump to game after GF (1M - 2X; 2Y - 4M)

5.2 doubles

low-level double is not penalty unless:

XX set up FP

after someone doubled 1N for pen; or convert a t/o to pen

no game interest, and deny some suit (or already fit) so that t/o is not possible

obvious case

XX is strength / suggest play unless:

after low-level X converted to penalty: XX is SOS

3N in a competitive auction doubled # XX = plz re-consider

Chapter 6

cardplay

6.1 lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, swap vs 5+ level
A : Ax, AK, AKQ+, (AK+)
K : Kx, AKx, KQ+, (AK+)
Q : Qx(+), QJ+, (AQJ+)
J : Jx(+), JT+, AJT+, KJT+, (AJx), (KJx)
T : Tx, T9+, AT9+, KT9+, QT9+
hi-X: Xx, xXx+
lo-X: xXx+, HxX, HxXx, HxxxX, HxXxxx..., (xxX+)

# lead vs NT: 4-th, coded 9
A : Ax, AKQ+, AK
K : Kx, KQ+, AKx, AKJT+
Q : Qx(+), QJ+, AQJ+, KQT9+, (AQx)
J*: Jx(+), JT+
T*: Tx(+), T9+, AJT+, KJT+
9*: 9x(+), AT9+, KT9+, QT9+, [AKT9+], [AQT9+] # exceptionally
hi-X: Xx, xXx+, (Xx+)
lo-X: HxX, HxxX+, HHxX+, xXx+
```

6.2 signal

```
UDCA: lo = enc/even
# vs suit
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: att
# vs NT
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: lav
```

6.2.1 other

```
# vs suit, knowing partner empty
hi/lo = S/P
```