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0.1 Gladiator

```
(1M) - 1N - (P) -
2C*→2D*: tranfer accepted
    - 2M*: GF, 4+oM
    - 2oM: s/o
    - 2N*: inv, 5+C, NF
    - 3C : s/o
    - 3X : 6+X inv
    - 3M*: GF, 4oM, short in M
    - 3N*: 54+mms CoG, usually extra
2X : inv, 5+X
2M*: inv, 4+oM
2N : inv
3X : GF, 5+X
3M*: GF, w/o 4oM, short in M # 2C* then 3M is 4oM
```

```
(1m) - 1N - (P) -
# similar, but D is the cuebid suit
2C*→2D*: tranfer accepted
    - 2M : s/o
    - 2N*: inv, 5+C, NF
    - 3C : s/o
    - 3X : 6+X inv
    - 3N*: 54+mms CoG, usually extra
2D*: inv+, Stayman
2M : inv, 5+M
2N : inv
3X : GF, 5+X
```

0.2 unusual

```
# if we are able to overcall the higher suit at 1-level, then range = 3-10  
or 16+; otherwise 10+
```

```
(1M) - 2M*: 5+oM, 5+m
```

```
(1M) - 2N*: 55+ms
```

```
(1m) - 2m*: 55+Ms
```

```
(1m) - 2N*: 5+H, 5+om
```

```
(1X) - (1Y) -
```

```
X* : 44+ unbid suits or single suit, strong
```

```
1N*: 54+ unbid suits
```