

Contents

0.1	2H/NV (MM)	2
0.2	2X/NV (wild)	2
0.3	2D/V (multi)	4
0.4	2M/V (nat)	4

0.1 2H/NV (MM)

2H*: 3-10, 44+Ms

0.2 2X/NV (wild)

```

2S - # 3-10, 5+S
2N*: inv+
  - 3m : 3+m, min
  - 3H*: 6+S, max
  - 3S*: 6+S, min
  - 3N*: 5S, max
3C*: 5+H, GF; 2(5+)xx, inv
  - 3D*: 5(1-)xx, min; 52xx, inv; 5(2-)xx, max # then rebid 3N/4H
    - 3H : 26xx, inv
    - 3S : s/o # usually 25xx inv
    - 3N : s/o
  - 3H*: 5(2+)xx, min
  - 3S*: 6(2-)xx, min
  - 3N*: 6(2-)xx, max
  - 4C+: 3+H, max
3D*: 16xx, inv; 6+H, GF
3H*: 3+S, inv+
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed, usually with strength # could be preempt
4H : s/o
4S : s/o

```

```

2D*- # 3-10, 5+H
P : s/o
2H : s/o
2S : 5+S, NF # usually inv
  - 2N : 2-S, max
  - 3H : 6+H, max
  - 3S : 3+S, inv
2N*: inv+
  - 3m : 3+m, min
  - 3H*: 6+H, min
  - 3S*: 6+H, max
  - 3N*: 5H, max
3C*: 5+S, GF
3D*: 3+H, inv+
3H : s/o

```

```
3S : s/o
3N : s/o
4C* : ORKC
4D* → 4H : re-raise not allowed, usually with strength # could be preempt
4H : s/o
4S : s/o
```

0.3 2D/V (multi)

```

2D - # 3-7, 6+M
P : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
  - 3C*: min
    - 3H*: P/C
  - 3D*: H, mid
  - 3H*: S, mid
  - 3S*: H, max
  - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
  - 3H : 6+H
    - 3S : 6+S
    - 3N : 5S
  - 3S : 6(2-)xx
  - 3N*: 6322
  - 4C*: 63xx+, spl D
  - 4D*: 63xx+, spl C max
  - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
  - 4D*: H
  - 4H*: S
4D*: s/o 4M, not allowing re-raise

```

0.4 2M/V (nat)

```

2M - # 8-11, 6+M
2S : nat F
2N*: ask feature
  - 3X : cue
3M : s/o
3N : s/o
4C*: ORKC
4D*: s/o 4M, not allowing re-raise
4M : s/o

```