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0.1 1C

```
1C - # 11-21, 4+C unbal; 12-14/18-19, 4+C bal
1D*: 6+, 4+H
1H*: 6+, 4+S
1S*: 6+, 4+D
1N : 6-11, nat
2C : GF, 4+C
2D*: inv, 4+C
2M : nat pre
2N*: 8-10, 4+C
3C : (0)3-7, 4+C
3M : 7+M, about 6 tricks, NF
```

0.1.1

0.2 1D

```

1D - # 11-21, 4+D unbal; 12-14/18-19, 4+D bal
1M : 6+, 4+M
1N : 6-10, nat
2C : nat (TBD)
2D*: some 6+M pre # shouldn't be interested in 18-19 bal
    # resp. similar to 2D/V (multi) except 3D
    - P : s/o
    - 2H*: P/C
    - 2S*: P/C, may be interested in H
    - 2N*: ask #
        - 3C*: min
            - 3D*: ask
            - 3H*: P/C
        - 3D*: max, H
        - 3H*: max, S
    - 3C : nat, NF
    - 3D : nat, inv # then 3M = max and show suit
2H*: GF, 4+D
2S*: inv, usually 4+D, not prefer to declare
    - 2N : nat min
    - 3C : nat, F1
    - 3D : nat min
    - 3M : nat, stopper
2N : nat inv
3C*: 8-10, 4+D
3D*: (0)3-7, 4+D
3M : 7+M, about 6 tricks, NF

```

0.2.1 XYZW

```

1D - 1H; 1S - 2C*: see utils/XYZW/PLOB
1D - 1M; 1N - ...: see utils/XYZW/2wPCB

```

0.2.2 1D - 2C

0.3 1H

```

1H - # 12-21, 5+H
1S*: F1; 4-6, 3+H [2H]; inv, 3H [3H/4H]; constr. 5+H [4H]; 5-11, 2-S;
    12-14, 4-S bal [3N]
1N*: 5+S, F1
2C : GF, nat
2D : GF, nat
2H : 7-9, 3+S
2S*: 12+, 4+H
2N*: 8-9/12-13, C/S spl
    - 3C*: ask
      - 3D*: C spl
      - 3H*: S spl, 8-9
      - 3S+: S spl, 12-13, cue-bid
3C*: 10-11, 4+H bal; 10-11, 4+H spl # the latter is GF
    - 3D*: ask, ST
      - 3H*: 10-11, 4+S bal
      - 3S+: spl # 3N* replaces the highest spl, i.e. D
3D*: 8-9/12-13, D spl
3H : pre
3S*: 10-12, S void
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void
4H : pre

```

0.3.1 Gazzilli after 1S*/1N*

```

1H - 1S*: F1
1N*: 16+, any; or 12-15, 6+H
2m : 12-15, nat
2H*: 12-15, 4+S
2S*: 14-16, 6+H, 4+S
2N*: 14-16, 6+H, 4+m
    - 3C*: ask
      - 3D : 4+D
      - 3H*: 4+C
3m : 14-16, 5+m, NF
3H : 15-17, (s-)solid 6+H
3S : inv, 5+S, NF
3N*: GF, solid 7+H

```

```

1H - 1N*: 5+S
2C*: 16+, any; or 12-15, 6+H
2D : 12-15, nat
2H*: 12-15, 4+C

```

```

2S : 12-15, 3+S
2N*: 14-16, 6+H, 4+X
    - 3C*: ask
      - 3D : 4+D
      - 3H*: 4+C
      - 3S : 4+S
3m : 14-16, 5+m, NF
3H : 15-17, (s-)solid 6+H
3S : inv, 6+H, 3+S
3N*: GF, solid 7+H

```

0.3.2 1H - 2S* (same as 1S - 2N*)

0.3.3 1H - (X)

```

1H - (X);
P : weak or some unbal inv # then bid/X = inv
XX : 10+, s-bal, usually not concentrated # forcing pass on
1S : 5+S, F1 # system on, may be psyche but rare
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 3+H, 4-6 or 10+
2H : 3+H, 7-9
2S+: system on

```

0.4 1S

```

1S - # 12-21, 5+S
1N*: F1; 4-6, 3+S [2S]; inv, 3S [3S/4S]; constr. 5+S [4S]; 5-11, 2-S;
    12-14, 2-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : GF, nat
2S : 7-9, 3+S
2N*: 12+, 4+S
3C*: 8-9/12-13, C/D spl
    - 3D*: ask
      - 3H*: C spl
      - 3S*: D spl, 8-9
      - 3N+: D spl, 12-13, cue-bid
3D*: 10-11, 4+S bal; 10-11, 4+S spl # the latter is GF
    - 3H*: ask, ST
      - 3S*: 10-11, 4+S bal
      - 3N+: spl # 3N* replaces the highest spl, i.e. H
3H*: 8-9/12-13, H spl
3S : pre
3N*: 12-14, 3S, bal w/o 6m, CoG
4X*: 10-12, X void
4S : pre

```

0.4.1 Gazzilli after 1N

```

1S - 1N*: F1
2C*: 16+, any; or 12-15, 6+S
2D : 12-15, nat
2H : 12-15, 4+H
2S : 12-15, 4+C
2N*: 14-16, 6+S, 4+X
    - 3C*: ask
      - 3X : 4+X
      - 3S*: 4+C
3X : 14-16, 5+X, NF
3S : 15-17, (s-)solid 6+S
3N*: GF, solid 7+S

```

```

1S - 1N*; 2C*: 16+, any; or 12-15, 6+S
2D*: 8+, any
    - 2S : 12-15, 6+S
    - other : nat and GF
2H : 5-7, 5+H
2S : 4-7

```

```
# bids below applies to both 2H and 2M
- 2N*: GF, some 6+S
  - 3C*: ask
    - 3X : 4+X
    - 3S : 4+C
    - 3N : no 4-card suit
- 3X : GF, 5+X # except raise = inv
- 3S : inv, 6+S
2N+: 5-7, nat # 2N usually mms
```

0.4.2 1S - 2N*

```
1S - 2N*: 12+, 4+S
3X : X short # then 3N = FF
3S : 14+, w/o shortness # then 3N = FF
3N*: FF, 12-13, w/o shortness
(TBD) after 3S/3N, choose from spl or cue-bid
# 4X usually with controls in two other suits, otherwise bid 3X instead
4m : 5+m
  - +1*: ask
    - 4S : min
4H : 5+H, extra
4S*: 5+H, min
```

0.4.3 1S - (X)

```
1S - (X);
P : weak or some unbal inv # then bid/X = inv
XX : 10+, s-bal, usually not concentrated # forcing pass on
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 5+H, 6-10; or 4+H, GF
2H*: 3+S, 4-6 or 10+
2S : 3+S, 7-9
2N+: system on
```