Contents

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 or 5M (except 14-15)
11-15 => 1X
16-21 => 1X, then Gazzilli  # except if 16-17 can rebid 1M natrually
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 (10)11-(12) HCP, and accept with (12)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
aggresive high level preempt (1st/2nd-seat usually follows 2/3/4 rule)
some kickback and exchanging meaning with NT
jumps: spl, nat inv, or ST
```

1.3.2 design

```
aim to perform equal or better in most situations vs natrual
balanced between memorization and strength
    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"
if we hide some hands, usually showing it next round is first priority
    # ex: 5S4H 8-10 after 1m, or 6+oM inv after 1M
```

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
```