Contents

Chapter 1

opening

1.1 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 or CoG
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
    1N - 2C; 2D - P/2H = Garbage
    # TODO: 1N - 2C; 2X - 3C = BTUBWS ?
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
    ... 2S - 3H = 55+M, inv NF
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = GF, bal CoG or ST
    ... 2M - 4X = spl
    ... 2H - 2S = 5H4S, inv NF
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   # TODO: 55 CoG => Smolen
    4M = min.
    4D = max.
        4H = s/o, pick one. 4N = 2RKC. 4S = ?
```

```
4S = ?   # maybe 65+m ST
4N = quant
5m = s/o

# TODO: after minor transfer: bid short
# TODO: 4M6m into Stayman ?
```

1.1.1 comp

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

1.2 2C

We use control-showing response (i.e. A = 2, K = 1) after `2C` opening. The rest are simply natural except:

- after any `2N`, we use response same as `2N` opening

- cheaper minor = double negative after `2C - 2D - 2S/3C`

- jump response shows a "one-loser suit" (KQJTxx+) without outside CT.

```
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 w/o 4M, strong slam interest
    # 2C - 3C; 3N/4N - 4C/5C = ask 4M, 4DH/5DH = transfer
    # TODO: what is 3N ?
2N = KKK
    then same as 2N opening
3DHS = 1-loser suit, no outside CT. 3N = same for C.
    ?   # mb ask short
```

1.2.1   2C - 2D

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

1.3   2N

After `2N` or `2C - 2N`, we use:

- puppet Stayman, Jacoby transfer, `3S` minor Stayman

- for 5H4S, transfer H then 3S; for 5S4H, bid 3N; for 55M, transfer S then 4H for s/o, otherwise 4C

- for long minor (M)ST, use Stayman. for mms ST, use minor Stayman.

3C: ask 5M. may be s/o in 3N or 5+m ST.	**3D:** some 4M
	    3M = 4+oM. **3N** = s/o.
	3M: 5+M
	    suit = cuebid. 5m = nat MST
	3N: no 4M
	any - 4N: quant
	3DN - 4m: 5+m, MST+
	    4N = 2m. +1 = RKC

3DH: transfer	**4+ fit must super-accept** **... 3H - 3S:** 5H4S **... 3S - 4H:** 55M, s/o **after transfer, new suit at 4-level = 5-5 nat ST, then lowest unbid suit = 2RKC**
3S: minor Stayman. 44+m	**3N = no 4m. 4m = nat. 4H+ = super-accept, resp to 2RKC**
3N: 5S4H, NF	
4C: 55M, ST. resp same as 1N - 4C.	
4DH: transfer, MST	
4S: no agreement	
4N: quant	
5m: to play	

Chapter 2

defensive