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# Chapter 1

## opening

### 1.1 1m

We use a very natural system for now. For jumps, I suggest: (for now)

- jump  $2X = \text{nat } 6+X \text{ inv NF}$ .  $2N = \text{nat inv}$
- $1D - 3C = \text{nat inv}$ .  $1D - 2C = \text{GF}$ .
- double jump  $3X = \text{nat weak}$ , about 6-6.5 winners.
- these are on unless it is no longer a jump. ( $1m - (X) - 2N$  ?)
- two-way is off after overcalled (but not after t/o) except  $1C - (1D)$

#### 1.1.1 after 2N rebid

1m - 1M; 2N -	
3C: 5M, ask	
3D: fit in opener's minor, SI	
3M: 6+M, SI	
(M = S) 3H: 55+M, SI	
(M = H) 3S: 44+M	4C/D: good support in H/S
3N: s/o	
4m: nat 55 SI	
4M: s/o	
(M = S) 4H: 55+M, s/o	

### 1.2 1M

We use a very natural system for now. For jumps, I suggest: (for now)

- 1M - 2M+1 = Jacoby, 4+M GF usually bal
- 1M - 3m = nat inv
- 1S - 3H & 1H - 2N = limit raise, 4+M inv
- 1M - 3M = pre
- 1M - 3N = (4333), CoG
- double jump = spl, roughly GF minimum
- stronger splinters can use auto-splinter after 2-over-1

### 1.2.1 PH

- 1M - 2C = 9-11, 3+ fit; then 2D = reinv. 2M = s/o. (2H = nat F1 if M = S)
- 1M - 2M = 5-8
- 1M - 1N = 2-M, NF
- 1M - 2N = limit raise (subseq = Jacoby, but 3M is s/o)
- 1H - 2S = nat inv
- 1S - 3H = nat inv

## 1.3 1N

### 1.3.1 response

A brief summarize table:

	s/o	inv	CoG	SI+
4M (6m poss.)		2C->raise/2N	2C	2C-2M-3oM/spl
5M	2DH	2D->2N; 2C->2S	2DH->3m/3N; 2H->2N	2D->3m; 2H->2N/3m
6M		2DH->raise	(4DH is s/o)	2DH->4M (MST); 2DH->3oM+
5S4H	2C->P/2H	2C->2S/3H	Smolen (2C-2D-3HS)	Smolen
5H4S		2D->2S		
55+M		2H->3H		4C
64M	2DH	be 6M or 54M	2C-2D-4CD	2C-2D-4CD
6m	2S/3C	2S/3D	2S/3C->3N/bid(spl)	2S/3C->raise/4N/bid(spl)

1N -

2N = inv. 3N = s/o. 4N = quant.

2C: Stayman

2M-1: -> 2M

(X)

	P: 2-M, then XX = re-transfer XX: 5+ good suit, suggest play 2M: 3+M 2M: default 2N: general super-accept suit: super-accept, Ax or Kx in suit ... SA - 3M-1(4M-1): re-transfer 3M: any 5M
2S: -> 3C	2N: accept inv 3C: decline
3C -> 3D: s/o or GF	after minor transfer ... suit: spl, CoG or SI 3N: CoG or MST 4N: quant raise: MST 4m+1: RKC obvious ERKC: spl first, then use 4m+2
3M: GF, 54+m, spl M	3N: s/o oM: 4+oM, suggest play 4m: 4+m
4C: 55+M, SI	4D: max 4H = only MST, then 4S = s/o, 4N+ = resp to 2RKC 4S = 2RKC, 4N/5C = 2ERKC(D/C) 4M: min 4N: (rare) 22-M, min
4M-1 = transfer M	

## After Stayman

1N - 2C; 2D: no 4M	P = s/o. 2H = MMs s/o 2S: 5S inv NF 2N: inv 3m: 5+m ST 3M: Smolen. 5oM, 4(+)M, GF; 3H may be 55M GF but no SI (will rebid 4H) 3N: s/o 4CD: 64+M, transfer HS +1: max
2M: 4+M	2S: nat inv NF 2N: inv (implies 4oM)

(X)	3m: 5+m ST
	raise: inv
	3N: s/o
	3oM: fit SI
	higher: spl
	4N: always quant (RKC: 3oM/2N first)
	XX: good 5+C, suggest play
	P: stopper in C, resp can ask with XX
	2D+: system on but no stopper

### After transfer

1N - 2M-1; 2M -	
... 2H - 2S: 5H4S, inv NF	
... 2H - 2N: nat inv	
... 2H - 3S: spl or 6+H bal ST	
... 2S - 2N: GF, CoG or ST	TODO: subseq, and what is the difference between this and 3N?
... 2S - 3H: 55M, inv NF	
raise: inv, raise S would be slightly stronger	
3m: GF, 4+m	3M = fit. 3D/oM = fit m only. 4m = double fit. If there are two new suits, bid shows stopper.
other jump: spl	
3N: CoG	

### 1.3.2 comp

#### doubled

We use similar structure against double. However, knowing some weaknesses may help:

- If the opponent lacks PEN X, try P with boring hands NV (even with medium-quality 5M suit)
- For X/bids shows an ambiguous suit, we may try to interfere with overcall
- After XX, we set up FP. Either one's X means "if you hold Hx+, please PEN"; 2N shows a t/o hand if FP ON.

- Notice about our escape scheme:
  - If  $X = \text{PEN}$ , then direct bid is s/o
  - Otherwise, system on
  - P transfers to XX, but since it usually denies inv values (can still have some bad 8-9 that is not willing to FP), opener can freely bid his 5-card suit.
  - No matter what X means, after P transfer to XX, a bid is "DONT" style, and resp can also pass.

```

1N - (X = pen) -
XX = inv+, FP on
P = forcing but non-GF, default transfer to XX.
    suit = nat s/o
    XX = forced
    P = s/o. suit = 44+ X and higher, 2C may be scramble.
    # if interfered, any X = t/o
2X = nat s/o
2N = mms
jump = nat semi-pre

# if X != pen:
system on, but XX/P: same

```

**2m = majors**

We use a simple structure against 2m = majors.

<p>1N - (2m = MM)</p>	<p>delayed X: bal inv (allow convert to PEN)</p> <p>delayed 2N: minors t/o</p> <p>X/m: nat</p> <p>2N+: Leb (direct bid = GF)</p> <p>3M: good 5+M, GF</p> <p>2H: inv</p> <p>2S: GF</p>
-----------------------	---

### 1.3.3 2C = some 6+

$X = (\text{s})\text{bal inv+}$ , FP ON,  $2X = \text{NF}$ . Leb ON.

### 1.3.4 other natural bids (even if promises another suit)

$X = \text{t/o}$ ,  $2X = \text{NF}$ . Leb ON.

### 1.3.5 note on FP

If FP ON, and before giving up PEN,  $2N = \text{t/o}$ , min, NF, suit = 4+ card (unlikely to have 5-card)

## 1.4 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

```

### 1.4.1 2C - 2D

```

2C - 2D;
# note that 22-25 bal can contain 5M
2H = nat or 22-25 bal
    2S = forced
        2N = 22-23 bal. 3N = 5+H, 26-28 bal
        bid = nat
        anti-relay = nat GF # 2N shows S
2S = nat unbal or 25+
    3C = weak or waiting

```



---

```

2N = 24-25 bal. 3N = 26-28 bal ...
... 3N - 4C = ask 4M. 4DH = transfer

```

---

## 1.5 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.

<p>3C: ask 5M. may be s/o in 3N or 5+m ST.</p>	<p>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</p>
<p>3DH: transfer</p>	<p>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</p>
<p>3S: minor Stayman. 44+m</p>	<p>3N = no 4m. 4m = nat. 4H+ =  super-accept, resp to 2RKC</p>
<p>3N: 5S4H, NF</p>	
<p>4C: 55M, ST. resp same as 1N - 4C.</p>	
<p>4DH: transfer, MST</p>	
<p>4S: no agreement</p>	
<p>4N: quant</p>	
<p>5m: to play</p>	

# Chapter 2

## conventions

### 2.1 major GT

Only ON when:

- both sides sees a 8+ fit in M
- current bid is equal or under 2M, except fit in H - (2S) - X is "stolen", i.e. replaces 2S.

fit in M	
suit < 2M: still nat and forcing	
2M+1: ask feature	bid: mid+, feature (KJ+), 2N replaces S if M = H other bid: cue
	3M: min
	3M+1/4M: max w/o feature (always 3M+1 is better, but 4M is still max)
	jump: spl, 3N replaces spl S if M = H
other < 3M: HSGT/ST, want	3M: min
void/x/xx/Qx/A(+)/K(+)	
	3M+1/4M: max
	jump: spl, 3N replaces spl S if M = H
	other bid: feature

### 2.2 principles

These are some general principles, if no agreement is further made.

---

- 2N is natural and inv

- respond/advance new suit is forcing unless:
  - passed hand or failed to overcall
  - (except we are opening) opp. shows inv+
  - (except we are opening) The bidding too high (3C+), so that a forcing bid is not practical
    - note: in this case, you may directly jump to game, or X then bid to show a strong hand
- If new suit is F, X then bid is NF
- cuebid is forcing and strong

## 2.3 responsive double

```
(1m) - X - (minor) - X = 44+M
(1M) - X - (major) - X = 44+m # because t/o is oM-oriented, 4oM will
    just fee bid
(any) - overcall - (raise) - X = 44+ two other suits, but if only one
    unbid M, just 4+M
...
```

## 2.4 two-way

Two way is off after overcalled (but not after t/o) except 1C - (1D).

I made some very slight modification from BTU's two-way:

- Now 2C -> 2D; 3X shows the same hand as directly 3X
- 2C -> 2D; 3N is now pure CoG, no SI.

<pre>1m - 1M; 1N 2C -&gt; 2D: usually s/o; but 2N+ shows inv</pre>	<pre>anti-transfer 2M: max 3M P/2M: s/o 2N: nat inv 3M: 6+M inv 3m: 4M, (4)5+m fit, inv 3om/3oM: nat 55+, inv 3N: 5M(332), CoG</pre>
<pre>2D: GF, likely SI</pre>	<pre>2M: 3M (highest priority) 2oM, 3m: nat 2N: nothing special</pre>
<pre>(M = H) 2H: nat inv NF (M = H) 2S: nat 44M GF</pre>	

(M = S) 2HS: nat inv NF	
2N -> 3C: usually s/o; otherwise CoG with short	P: s/o
	3D: 4-5M, spl D, CoG +1: ask, then 3N = 4M; others = 5M
	3H: 4-5M, spl H (or C if M = H), CoG +1: ask, then 3N = 4M; others = 5M
	3S: 5M, spl S (or C if M = S), CoG
	3N: 4M, spl S (or C if M = S), CoG
3m: 4M, (4)5+m fit, SI	
3om/3oM: nat 55+, SI	
3N: s/o	
4m: spl	
(M = S) 4H: 5S6H, basically s/o	
4M: s/o	
4N: quant	

# Chapter 3

## defensive

### 3.1 overcall

#### 3.1.1 simple overcall

Similar to take-out, an overcall is level-aware:

```
1X: 8+, 5+X (LD values or shape); up to the minimum of off-shape
2m: 10-15, 6+m; 12-17(18), 5+m
2H: (7)8+, 6+H; (10)11-17, 5+H
```

```
could be lighter if partner PH; or under certain conditions such as 1D
- 2C or some vul.
```

We use Rubens when advancing an overcall that is lower than 2m:

(1X) - 1Y - (P/X) -	
1N: 10-12	
2N: 13-14	
2Y: nat comp	
suit < X: nat, 10+, F1	raise/2Y: 8-11
	rebid: to play
	2N: 12-13, inv
	cue: F1
	new suit below 2Y: nat F to 2Y, not promising extra
2X to 2Y-1: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit. Transfer to 2Y is 10+, 3+ fit	accept transfer: 8-11
	2N: nat inv against 10-11
	2Y: s/o
	raise: 6-cards inv NF

	<b>new suit: F</b> <b>rebid 2Y: (10)12-13, 6+Y</b> <b>2N/raise: 12-13, inv</b> <b>new suit: inv+</b>
<b>jump-shift: inv+ (13+) values, fit-showing</b>	
<b>jump-cue: mixed-raise (about limit raise)</b>	

<b>(1X) - 2m - (P/X) -</b> <b>suit &lt; X: nat, 10+, F1</b>	<b>raise/2Y: 8-11</b> <b>rebid: to play</b> <b>2N: 12-13, inv</b> <b>cue: F1</b> <b>new suit below 3m: nat F to 2N, not promising extra</b>
<b>2X to 3m-2: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit.</b>	<b>accept transfer: min</b>
	<b>2N: 12-13, nat inv</b> <b>3m: s/o</b> <b>raise: 6-cards inv NF</b> <b>new suit: F</b> <b>rebid 3m: (10)12-13, 6+Y</b> <b>2N/raise: inv</b> <b>new suit: inv+</b>
<b>transfer to 3m: 10-11 or ST, fit</b>	<b>2N: stopper, F</b>
<b>2N: 12+, F1</b>	<b>3m: min (s/o against 10-11)</b> <b>3m: min (s/o against 12-13)</b>

### 3.1.2 sandwich position

Overcalls are natural and Rubens is ON. However, since advancer failed to make a direct overcall, his bids are NF and shows a NFB quality.

(1X) - P - (1Y) - 2X/2Y = nat, good 6-card  
after (1X) - P - (1Y) - 1Z/2m:  
Rubens is ON and 2Y is the cuebid suit. (i.e. transfer from 2Y)  
The meaning of 2N is still the same, because it is possible to pass with 12-14 bal.

The only special case is (1C) - P - (1D) - 2D. Here we define 3C as the cuebid suit.

### 3.1.3 jump overcall

The most important agreement for overcall IMHO is the precise definition of their strength. Obviously it depends on partnership agreement, but hope that this section provides a good baseline. Notice that this write-up is quite aggressive and vul-sensitive.

```
(1m) - ; or (1H) - 2S
# style: the stronger the hand, more shapely to pre 2M

# V/NV
P = may be lengthy but not enough values, ex: AJxxxxx.xxx.xx.x
1M = (8)9-16(17), 5+M
jump suit = same as balancing overcall

# V/V
1M = 8-17, 5+M # could be weaker (LD) if partner PH
2M = 6+M, pre # usually not 6322; unless ex: KQJ9xx.xx.Kxx.xx

# NV/NV
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```

### 3.1.4 other general principles

**Rubens** is a **whitelist convention**. It is ON iff we made an natural overcall lower than 2m, and LHO passes or doubled.

## 3.2 t/o double

```
# style: slightly emphasizes major
minimum take out at 1-level:
4333: 13(14)+
```

```

4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +(3)4
may be slightly sounder if adv need to bid 1-level higher.

for off-shape hands, if expect to ...
rebid at 1-level: 16+
rebid at 2-level: 18+ or good (6+ cards) 16+
rebid at 3-level: (19)20+ or good (6+ cards) 18+
rebid NT: 19+

```

### 3.2.1 resp

The response is pretty standard but a bit more precisely defined. For (2M) - X, check **Lebonsohl**.

<p>(1X) - X - (P) -  <b>non-jump:</b> nat 0-9</p>	<p><b>raise:</b> (14)15-17  <b>double raise:</b> 18-20  <b>suit:</b> off-shape  <b>jump suit:</b> same strength as suit but longer (usually one less loser)  <b>cuebid:</b> an A(K) stronger than off-shape minimum</p>
<p>1N: 9-11  2N: 12-13  <b>jump:</b> 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder  <b>cue:</b> 12+, F1</p>	<p><b>raise:</b> inv. if 4X (implies max), bid 3N first  <b>jump = spl. other = nat and strong</b>  2M: 4+M, F1  <b>2N &amp; raise are only NF</b>  2N: no 4M (implies not min therefore) GF  <b>cue again:</b> 44M+, SI  4CD: transfer HS, SI  <b>other:</b> nat and GF</p>
<p><b>double jump:</b> semi-pre  <b>jump cue:</b> undefined. maybe ask for stopper.</p>	



For higher level t/o, we use them quite flexibly. To be precise, (4S) - X can have the following possibilities:

- most typically: 16+ bal
- t/o hands weaker than 4N: ranging from -.Axx.Axxxx.Axxxx to J.AQxx.KQxx.AQxx (may judge based on Vul or opp. style)

(4m) - X	4N: undefined
(4H) - X	4N: RKC(S)
(4S+) - X: transferable strength	4N: 2- or 3-suiter (or strong oM)
(1M) - X - (4M) - 4N: RKC(oM)	

### 3.3 vs 1N

We choose the widely-used multi-Landy.

(1N) -	
X: pen, roughly opp's mid-range but 14+	(TODO)
(PH) X: 8+, some 5+m 4M	2CDH: P/C
	2S: s/o
2C: 10+, 54+M; or 8+, 55+M	2D: ask which 5M; 55 usually resp 2S
	... 2M - 2N+: nat inv (2S = s/o)
	2M/3M: s/o
	2N→3C: then P/3X: s/o
	3m: nat constr
2D: 6.5-Losers or 10+, some 6+M	same as resp multi
2M: 10+, some 5M4m; or 8+, some 5M5m	same as resp MM
2N: nat 55m wide in range	
3m: nat. vs str: wide in range; vs	
weak: very constructive (13-15), inv 3N	
3M: nat pre	
3N: idk but I'll assume Gambling 3NT	

#### 3.3.1 resp to multi

When partner makes a multi 2D bid, there can be several possibilities for responder:

- nothing special: simply 2H for P/C
- we want to play in our suit: P or 3C is s/o

- we supports both majors, so we want to preempt: 2M/3M/4H are all P/C. Notice that you may bid 2S when holding 13xx for example.
- we want to invite if partner is H: bid 2S, partner will show feature if he is maximum.
- we want to invite if partner is S: bid 2H, we can invite if partner correct to 2S
- we want to make a general invite: bid 2N
- we have our own major and GF: bid 3D

The responses are as follows:

2D -	
2H: P/C	
2S: P/C	
3M/4H: P/C	
P/3C: s/o	
2N: inv+ ask	3C: min 3D: ask 3M: P/C 3DH: mid, 6+H/S 3SN: max, 6+H/S
3D: some 5+M, GF	3H: 6+H 3S: 6+S, no support (2-H) 3N+: 6+S, 3+H, feature

### in competition

Let's simply use 2D - (X) - P = to play, 2H+ = same, and if 2D is overcalled, X shows "partner please bid your suit" (or convert to penalty if this is your suit).

## 3.4 vs artificial bids

Double is natural (or lead-directing) unless otherwise specified.

### 3.4.1 vs transfer

A transfer opening (preempt) is defined as:

- The bid promises one **specific** higher-ranking suit

- It also counts even if have a strong variant that is not the one promised.  
ex: 2D = weak H or strong S+C is a transfer opening; but 2D = weak H or weak S is not.

Against transfer openings, since we are allowed to double almost freely, and we have four ways of showing strengths: X then P/X, P then X, and direct cuebid. However, there are some questions: first, how do we want to separate our hands (or even the more primitive question: what hands do we want to "make a call") into these groups? Second, what is a reasonable assignment?

To answer these questions, let's see how these calls are different:

- X then P/X: resp are allowed to make a move after the first X, so these two hands should share a trait indicating "resp can move"
- P then X: resp usually won't move before the second X unless he have t/o strength
- direct cuebid: resp is forced to bid

My suggestions are:

	strength	takeout	allow penalty	penalty
X -> P	weak*	yes		
X -> X	normal	yes	yes	
P -> X	penalty			yes
cue	normal	yes		

\*originally couldn't takeout, or t/o minimum. So roughly 9-12/10-13/12-15 at 1/2/3-level

The bidding usually goes like (3C\*) - X - (3D) to the responder. He simply replies assuming the overcaller is a weaker takeout hand. If he passes and sees the overcaller doubles again, he would assume the overcaller is a normal takeout hand but with 2-3(4) cards in opponent's suit (with 0-1 cards and the same strength, he will cuebid instead), and is allowed to bid normally or pass to convert to penalty. What do we gain? First, we allow some weaker takeout hands to bid, especially when against a high-level preempt. Second, for normal takeout hands, instead of mixing into (3D) - X, we now allows a real penalty hand to penalize, and a balanced takeout hand to cooperatively penalize.

**delayed bid**

Let's just assume pass then bid is weaker for now.

### 3.4.2 vs artificial raise

- vs Drury: t/o
- vs Bergen: t/o
- vs splinter: suggest sacrifice

### 3.4.3 vs multi

(2D) -	
X: 13-15, or 16+ off-shape	Leb
	(2D) - X - (2M): as if vs 1N-(2M)
2H: t/o to H	Leb
2S: t/o to S	Leb
2N: 16-18 bal	
3m: nat overcall	
3M: 15-18, nat good 6+M	
delayed X: probably still t/o	

### 3.4.4 vs Ekren

(2H) -	
X: 14+, bal	
2S: C overcall	+1: inv
2N: D overcall	+1: inv
3C: weaker (12-15) mm	
3D: stronger (15-18) mm	
3M: 15-18, nat good 6+M	