Contents

Chapter 1

1X

1.1 Summary

```
# 1m = 11p bal either: AAK, (43)(42) or good 5m(332)
# open 11p 6+m or concentrated 54 quite often
1C*: (11)12+, 2+C
1D : (11)12+, 5+D or 4441; or 17-18 5D332
# open 1M 11p quite often
1M : 11+, 5+M
1N : 14-16, bal, could be 14-15, 5M(332)
2C*: 22+, any; or 16+ 4-L
2D*: 3-7(V)/9(NV), some 6+M
# 2M/V
2M : 8-10, 6+M
# 2M/NV
2H*: 3-9, 44+M
2S : (0)3-8, 5+S  # usually 5
2N : (19 w/ 5m)20-21, (s)bal
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

1.2   1C

```
1C -
1D*: 4+H
1H*: 4+S
1S*: inv+, 4+D; or 5+D
    - 1N : min, 2-D or 4333 or don't want to play in 2D
    - 2C : min unbal
    - 2D : 3+D
1N : 6-10
2C*: GF, 4+C  # inv if PH
    - 2D*: 12-14
    - 2M : 15+, nat, usually 3+M
    - 2N : 17-19
    - 3C : 15-17, 6+C
    - 3X*: spl
2D*: inv, 4+C  # constr if PH
    - 2M : 15+, nat, usually 3+M
    - 2N : nat min
    - 3C : nat min
    - 3X*: spl
    - 3N : 13-14, nat
2H*: 3-7, 5S4H(+)
2S : 3-7, 6+S  # not interested in 17-18 bal, 2-M
    - 2N*: feature (short) ask, inv+
2N : nat inv
3C*: 5-7, (5)6+C  # weaker if PH
3X : 7+X, about 6-6.5 tricks
```

1.2.1   1C - 1DH*

```
1C - [1M-1];
1H*: 12-17, 4+S  # 18+ bids 1S
1S*: 16+, any; or min unbal
1N : 11-13, bal
2C*: (13)14-15, 6+ good C  # 2 of AKQ
2D*: (13)14-15, 6C4D+
(1D/) 2H*: (13)14-15, 6C4H+
2M : min, 4+M
2N : 17-19, bal
3C : (15)16-17, 6+ good C
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+C
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2425
```

```
# M = S
```

```
1C - [1M-1]; 1S*
1N*: 8+
    - 2C*: nat min
    - 2M*: 3M min
    - 2D+: nat GF
2X : s/o
2N+: nat ST
```

1.2.2 XYZW

```
1C - 1D*; 1H*- 1S*: see utils/XYZW/PLOB
1C - 1DH; 1N - ...: see utils/XYZW/2wPCB
1C - 1S ; 1N - ...: no 2-way
```

1.3 1D

```
1D -  # 11-21, 4+D unbal; 17-18, 5+D bal
1M : 6+, 4+M
1N : 6-10, (4)5+C
2C : GF, 5+C
   - 2D : min
   - 2N : 17-18 bal
   - 3C : 14+, 4+C
2D : 6-9, 3+D
2H : 3-7, 5S4H(+)
2S*: inv+, 3+D
   - 2N : 17-18 bal
2N : nat inv
3C : inv, 6+C
3D : 3-6, 4+D
3M : 7+M, about 6-6.5 tricks, NF
```

1.3.1 1D - 1M

```
1D - 1M;
1S : 12-17, 4+S  # 18+ bids 1N
1N*: 16+, any; or min unbal
2C : min 4+C
2D*: (13)14-15, 6+ good D  # 2 of AKQ
(1S/) 2H*: (13)14-15, 6D4H+
2M : min, 4+M
2N : 17-19, 5+D bal
3D : (15)16-17, 6+ good D
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+D
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2452
```

```
1D - 1M; 1N*
2C*: 8+
   - 2D*: nat min
   - 2M*: 3M min
   - 2oM+: nat GF
2X : s/o
2N+: nat ST
```

1.3.2 XYZW

```
1D - 1H; 1S - 2C*: see utils/XYZW/PLOB
```

1.4   1H

```
1H -   # 12-21, 5+H
1S : 4+S, F1
1N*: F1; 4-6, 3+H [2H]; inv, 3H [3H/4H]; constr. 5+H [4H]; 5-11, 2-H;
     12-14, 4-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : 7-9, 3+H
2S*: 12+, 4+H
2N*: 8-10/13-14, 4+H, 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; or 12-14, 3H bal   # the latter is GF
   - 3D*: ask, ST
         - 3H*: 10-11, 4+H bal
         - 3S+: cue
   - 3H : light opening; or min, 5H(332)
   - 3S+: spl
   - 3N : s/o (CoG)
   - 4H : s/o
3D*: 8-10/13-14, 4+H, D spl
3H : pre
3S+: (10)11-12, 4+H, void spl
3N*: 10-11, some spl
4H : pre
```

```
1H - 1SN: F1
1N : 11-15, nat
2C*: 16+, any; or 11-15, 6+H
2D : 11-15, 4+D
2H*: 11-15, (2)4+C
# 1H - 1N*; 2DH- 2S*: inv raise in m
(1S/) 2S : 11-15, 4+S
(1N/) 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 : 14-16, 7+H
(1S/) 3S*: 14-16, 6H4S(+), NF
(1N/) 3S : inv, 6H5S(+), NF
3N*: GF, solid 7+H
```

1.4.1 Gazzilli after 1S/1N

```
1H - 1SN; 2C*
2D*: 8+, any
   - 2H : 12-15, 6+H
   - 2S*→2N*: (18)19+; or 16-18 bal w/ 3S  # 19+ bal open 2C*
             - 3N*: 16-18 bal w/ 3S
             - 3C+: same as below except 3N*
   - 2N*: 5+m
       - 3C*: ask
           - 3D : 16-18, 5+D
           - 3H*: 16-18, 5+C
           - 3S*: 19-21, 5+C
           - 3N*: 19-21, 5+D
   - 3m : 4+m  # may be 65
       - 3H : 2H
       - 4H : min, 3+H
   - 3H : 6+H
   - (1S/) 3S : 4+S
   - (1N/) 3S : 5+S
   - 3N : 16-18, bal w/o 3S
2H+: 4-7, nat
# after a weak nat response
   - 2N*: GF wating, could be 6+H
   - 3X : nat GF  # except raise = nat inv
   - 3H : inv, 6+H
2N*: 12-14 bal
3H : 10-11(12), 3H
4H : nat
```

1.4.2 1H - 2S* (same as 1S - 2N*)

1.4.3 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
```

1.4.4 PH response

```
P - 1H;  # 12-21, 5+H
1S : 4+S
1N*: NF, 5-11, 2-H
2C*: 9-11, 3+H  # Drury
   - 2D*: reinv
   - 2H : s/opening
   - 2S+: nat ST
2D : inv, nat
2H : 6-9, 3+H
2S : 4-7, 6+S
2N*: 8-10, 4+H, some spl
3m*: 8-10, (54+) H and m
3H : pre
3S+: 10-11, void spl
3N*: GF, 5+H  # ?
4H : pre
```

1.5 1N

```
1N -
2C*: ask 4M, may be 5S inv or Garbage
2D*→2H*: 5+H
2H*→2S*: 5+S
2S*: range/minor ask. inv; or 55m s/o; or 55m GF
2N*→3C*: 6+C
3C*→3D*: 6+D
3D*: 54+m, spl S
3H*: 54+m, spl H
3S*: 55Ms, GF+
3N : s/o
4C*: Gerber, ask number of A   # resp 04/1/2/3
4D*→4H*: s/o or ST
4H*→4S*: s/o or ST
4S*: better quant
4N*: weaker quant
```

1.5.1 after Stayman

```
1N - 2C;
(X)- XX : good (AQTx+) C
   - P  : no stopper
       - XX : near-bal, Stayman
       - 3C*: spl C
   - 2D+: same, but have stopper
2D*: no 4M
   - 2H*: Garbage
   - 2S : 5+S inv, may not have 4H
   - 2N : inv
   - 3m : 5+m  # promises 4M
   - 3M : 5oM4M, GF
   - 3N : s/o
   - 4C*→4H*: 46xx+  # 4D* = super acc.
   - 4D*→4S*: 64xx+  # 4H* = super acc.
   - 4M : s/o
2M : 4+M
   - (2H/) 2S : 5+S inv
   - 2N : inv
   - 3m : 5+m, GF  # promises 4oM
   - 3M : inv
   - (2H/) 3S*: spl or bal ST
           - 3N*: not max, waiting
           - 4H : min
   - (2S/) 3H*: bal ST
```

```
   - 3N : 4oM, CoG
   - 4X*: spl
   - 4M : s/o
   - 4N : quant
   - (2H/) 4S*: better quant
```

1.5.2   after Jacoby transfer

```
1N - 2D/H*;
(X)- P  : 2- fit
       - XX*: re-transfer, then bid = at most inv
       - bid: system on
   - XX : 2- fit, good (AQTx+) D
   - 2H/S*: 3+ fit
2H/S*: tr. acc
    - P  : s/o
    - (2H/) 2S: 5H4S inv
         - 2N : s/o
            - 3m : 5+m, s/o
    - (2H/) 2N : nat inv
    - (2S/) 2N*: (6+S) bal ST
    - 3m : 4+m, ST
    - 3M : 6+M, inv
    - (2H/) 3S*: spl or bal ST
               - 3N*: not max, waiting
               - 4H : min
    - (2S/) 3H*: 55Ms inv
    - 3N : CoG
    - 4X*: spl
    - 4M : mild ST
    - 4N : quant
    - (2H/) 4S*: better quant
# 1N - 2H*; 2S*- 4H : 55+Ms, CoG
# super acc. after 1N - 2D*
2S*: max, 4+H, xx in S
2N*: max, 4+H, otherwise
3C*: max, 4+H, xx in C
   - 3D*→3H*: re-transfer  # applies to 2S, 2N, 3C
3D*: max, 5H
3H*: max, 4+H, xx in D
# super acc. after 1N - 2H*
2N*: max, 4+S, otherwise
3m*: max, 4+S, xx in m
   - 3H*→3S*: re-transfer  # applies to 2N, 3m
3H*: max, 5S
3S*: max, 4+S, xx in H
```

1.5.3 after range ask

```
1N - 2S;
2N*: min
   - 3C*: 55ms, min
   - 3M*: GF, spl M
3m : max, m is better
   - P  : s/o
   - 3M*: GF, spl M
   - 3N : s/o
```

1.5.4 after minor transfer

```
1N - 2N*/3C*→3C*/3D*
          - 3N : mild ST
          - bid: nat, usually 64, CoG or ST
```

1.5.5 after major splinter

```
1N - 3DH;
(3D/) 3H : no S stop, 4+ good H
(3D/) 3S*: no S stop, 5+ good H
(3H/) 3S : no H stop, 4+ good S
3N : s/o
4m : (3)4+m
4H+: C = D (3+), resp. to 2RKC
# 4H = 0/3/6 (+0.5), 4S = 1/4 (+0.5), 4N = 2/5, 5C = 2.5/5.5
```

1.5.6 after majors GF

```
1N - 3S;
4C*: mid+, 3+H
   - 4D*: mild ST (re-inv)
4D*: mid+, 3+S
   - 4H*: mild ST (re-inv)
3N : s/o
4M : min s/o
```

1.5.7 comp

```
1N - (2m = nat) - X* : t/o
1N - (2M = nat) - X  : pen
# otherwise UwU
```

1.5.8   vs CAPP

```
1N -(2C*) # some 6+X
P* : X shows t/o afterwards
X  : inv+, near bal, FP on
2D*: Stayman
2M : s/o
   - 3M : s/o
2N*→3C*: s/o in 3m
3C*: 5+D, inv+
3D*: 5+H, inv+
3H*: 5+S, inv+
3S*: 5+C, GF
3N : s/o


1N -(2D*) # MMs
X  : can pen at least one M
P  : may be bal, inv+ (then X)
2H*: 5+C, inv+
2S*: 5+D, inv+
2N : nat inv
3m : s/o


1N -(2M)
X  : pen
```

1.5.9   vs (meckwell) DONT

```
1N -(X*) # some 6+X
XX : inv+, near bal
2N*→3C*: s/o
other: system on

1N -(2m) # m + higher
# treated as nat overcall
X* : t/o
2X : nat

1N -(2H) # MMs
X  : near bal, about Hxx+
```

```
2N*→3C*: s/o in m
2S*: inv+
3m : nat inv
3M*: GF, ask stop
3N : s/o


1N -(2S)
X  : pen
```

```
1N -(X*) # 6+m or 54M
XX : inv+, near bal, FP on
2N*→3C*: s/o in m
other: system on

1N -(2m) # m + higher
# treated as nat overcall
X* : t/o
2X : nat

1N -(2M) # nat
X  : pen
```

1.5.10   after doubled

```
1N - X;
XX*: GF, FP on, penality oriented
P* →XX*: forced
       - P* : s/o
       - 2X : X and higher suit 44+, weak
2X : nat s/o
2N*: no agreement
3X : nat s/o
3N : s/o
```

1.6   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*: 8-10/13-14, 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; 12-14, 3S spl  # the latter is GF
   - 3H*: ask, ST
       - 3S*: 10-11, 4+S bal
       - 3N+: cue
   - 3S : light opening; or min, 5(332)
   - 3N : s/o (CoG)
   - 4X*: spl
   - 4S : s/o
3H*: 8-10/13-14, H spl
3S : pre
3N*: (10)11-12, some spl
4X*: 10-12, X void
4S : pre
```

1.6.1   Gazzilli after 1N*

```
1S - 1N*: F1
2C*: 16+, any; or 12-15, 2+C
2D : 12-15, 4+D
2H : 12-15, 4+H
2S : 12-15, 6+S
2N*: 14-15(16), 6+S, 4+X, strength concentrated
   - 3C*: ask
       - 3X : 4+X
       - 3S*: 4+C
3X : 14-15(16), 5+X, strength concentrated, 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 2S
    - 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*: 12-14, bal
3C+: 5-7, nat  # 2N usually mms, 3H probably 7+H
3N : 12-14, bal
3S : inv, 3S
4S : nat
```

```
1S - 1N*; 2C*- 2D*;
2H*: (18)19+; or 16-18 bal w/ 3H  # 19+ bal open 2C*
    - 2S*: waiting
            - 2N+: same as below
    - 3X : nat good 6+X, ST
2S : 12-15, 6+S
2N : 16-18, some 5+X
    - 3C*: ask
        - 3D : 5+D
        - 3H : 5+H
        - 3S*: 5+C
3X : 16-18, 4+X
    - 3S : 2+S
3S : 16-18, 6S(331) or (322) or 7+S
3N : 16-18, bal w/o 3H
    - 4m : 6+m, ST
```

1.6.2   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
```

1.6.3   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
```

1.6.4   PH response

```
P - 1S -  # 12-21, 5+S
1N*: NF; 4-6, 3+S [2S]; 5-11, 2-S
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H : 12-15, 4+H
   - 2S*: 12-15, nat C
2C*: inv+, 3+S  # Drury
   - 2D*: min bal
   - 2H : nat
   - 2S : light opening
   - 2N+: same as after 1H - 2H
2D : inv+, nat
2H : inv+, 5+H
2S : 7-9, 3+S
2N*: 8-10, 4+S, some spl
3X*: 8-10, (54+) S and X
3S : pre
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void spl
4H : pre
```

1.7   2C

```
2C*-
2D*: 0-1 CT
   - 2H*→2S*- 2N : 22-24 (s)bal
               - 3X : 22+, nat, 5+H
               - 3N : 22-24, 5H(332)
         - 2N*: 4-7, 5+S
   - 2S : 22+, 5+S
         - 3C*: cheaper minor, 0-3
   - 2N : 25-27 (s)bal
   - 3C : nat, 5+C
         - 3D*: cheaper minor, 0-3
   - 3D : GF, 5+D
   - 3M : nat solid ST
   - 3N : 25-27  # 4-th seat: 26-27
   - 4m : nat solid ST
   - 4M : 8.5+ tricks
   - 5m : 8.5+ tricks
2H*: 2CT
2S*: 3CT = AK
2N*: 3CT = KKK
   - resp. same as 2N opening
3C*: 4+CT
   - 3N : nat, forcing to 4N
       - 4C+: resp. same as 2N opening (1 level higher)
3X : exactly A or K in X, 7+X, GF
3N*: exactly A or K in C, 7+C
```

1.7.1   puppet Stayman

```
2N -
3C*: ask 5M  # could be s/o 3N
   - 3D*: some 4+M
       - 3M*: 4+oM
       - 3N : s/o
   - 3M : 5+M
       - (3H/) 3S*: H fit ST
       - (3S/) 4H*: S fit ST
       - 4m : 5+m ST
3D*→3H*: 5+H
       - 3S : 4+S
   - 3S*: 3433
   - 3N+: 4H, cue  # 3N = S
   - 4H : 3H
3H*→3S*: 5+S
```

```
        - 3N*: 4333
        - 4C+: 4S, cue
        - 4S : 3S
3S*→3N*- 4C*: (6)5+C, ORKC(C)
                - 4D*: 2-C, or bad 3C
                - 4H+: same as resp. of RKC
          - 4D*: (6)5+D, ORKC(D)
                - 4H*: 2-D, or bad 3D
                - 4S+: same as resp. of RKC
          - 4H*: 54+mms, C > D
          - 4S*: 54+mms, D > C
          - 4N*: 55+mms
      - 4C*: TODO
3N*: 54xx+
4C*: Gerber
4D*→4H*: 6+H, MST
4H*→4S*: 6+S, MST
4S*: good Quant
4N*: bad Quant
```