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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*: (19 w/ 5m)20-21, bal; or 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*: 3-8, 55+m; could be wilder and 54+m NV/V, 64+m 3th seat
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
      - 2H*: nat or ask
    - 2M : 15+, nat, usually 3+M
    - 2N : 18-19
    - 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; 12-14/18-19, 4+D bal
1M : 6+, 4+M
1N : 6-10, 5+C
2C : inv+, 3+D ; or GF, 5+C
    - 2D : min (against inv)
2D : 6-9, 3+D
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 : 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*: 8-9/12-13, 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; 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
    - 3H : light opening; or min, 5H(332)
3D*: 8-9/12-13, 4+H, D spl
3H : pre
3S+: 10-12, 4+H, void spl
3N*: 12-14, 3H, bal w/o 6m, CoG
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*: 19+
    - 3N*: # ?
    - 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 : min3+H
- 3H : 6+H
- (1S/) 3S : 4+S
- (1N/) 3S : 5+S
- 3N : 16-18, bal
2H+: 4-7, nat
# after a weak nat response
- 2N*: GF wating, could be 6+H
- 3X : GF, 5+X # except raise = nat inv
- 3H : inv, 6+H
3H : inv, 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

temporarily use BTUBWS

```

1N -
2C*: ask 4M
2D* → 2H*: 5+H
2H* → 2S*: 5+S
2S*: ask 4m. s/o in 3m; or 44+m ST or CoG
2N : inv
3m : nat 6+m inv, NF
3H*: 55+Ms, inv, NF
3S*: 55+Ms, ST
3N : s/o
4C*: ask #A
4D* → 4H*: 6+H # FP not on
      - 4S+: (E)RKC
4H* → 4S*: 6+S # FP not on
      - 4N+: (E)RKC
4S*: (stronger) Quant
4N : (weaker) Quant
5m : s/o

```

1.5.1 after Stayman

```

1N - 2C*; # ask 4M
2D*: no 4M
      - 2H*: 5+S, inv # may don't have 4H
        - 2S : s/o
        - 2N : s/o
          - 3m : 5+m, s/o # ?
      - 2S*: 45xx, inv, NF
      - 3M*: 5+oM, GF
      - 4C*: ask #A
      - 4D* → 4H*: 46xx+
      - 4H* → 4S*: 64xx+
2H : 4M
      - 2S : 5+S, inv, NF
        - 2N : s/o
          - 3m : 5+m, s/o
      - 3H : inv
      - 3S*: 4+H, ST
      - 4C+: spl
2S : 4S
      - 3H*: 4+S, ST
      - 3S : inv

```

```

- 4C+: spl
# below applies to all above
- P* : weak and escaping 1N
- 2N : inv, should have 4oM
- 3m : ST, 5+m
- 3N : s/o, should have 4oM
- 4N : Quant

```

1.5.2 after Jacoby transfer

```

1N - 2D/H*; # 5+H
2H/S*: tr. acc
- P : s/o
- 2S*: inv # [TODO] or spl S?
  - 2N : s/o
    - 3m : 5+m, s/o
- 2N*: CoG, usually unbal # no slam interest
  - ... 3X : nat, good stopper or suit
- 3m : 4+m, ST
- 3M : 6+M, inv
- 3oM: 6+M, ST
- 3N : s/o
- 4m : 6+M, spl m # [TODO] actually, BTUBWS plays this as 5+m, ST
- 4M : mild ST
- 4N : 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 2S, 2N, 3C
3H*: max, 5S
3S*: max, 4+S, xx in H

```

1.5.3 after minor Stayman

```

1N - 2S*;
2N*: no 4m
  - 3m : s/o

```

```

3m*: 4+om # 3C could contain 4+C
# bids below applies to all above
- 3M : spl M, may be CoG
- 4om+1: RKC
- 3om: s/o # m = C
- 4om: s/o # m = D

```

1.5.4 comp

```

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

```

1.5.5 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

```

1.5.6 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

```

1.6 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*: 8-9/12-13, 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
    - 3S : light opening; or min, 5(332)
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

```

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+: 5-7, nat # 2N usually mms, 3H probably 7+H
3N : 12-14, bal
3S : inv, 3S
4S : nat

```

```

1S - 1N*; 2C*- 2D*;
2H*: some (18)19+
  - 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 : 16-17, bal
  - 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; or 0-5
  - 2H* → 2S*- 2N : 20-21 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 : 22-24 # 4-th seat: 24-25
  - 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, 6+
2S*: 3CT = AK
2N*: 3CT = KKK
3C*: 4+CT
3X : weak, 0-2CT, 6+X, GF
3N*: weak, 0-2CT, 6+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
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*: 44+m, ST
  - 4m : 4+m
3N*: 54xx+
4C*: Gerber

```

```
4D* → 4H*: 6+H, MST  
4H* → 4S*: 6+S, MST  
4S*: good Quant  
4N*: bad Quant
```
