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# Chapter 1

## principles

## 1.1 misc

### 1.1.1 cuebids

- when fit in M, below  $3M = \text{nat}$  (may be fragment), otherwise cue / (E)RKC  
cue = show stop if two unbid suit or opp. bid two suits, and both cuebids are available. otherwise ask stop if one cuebid is unavailable, assume the stopper is good

### 1.1.2 artificial / forcing bid interfered

- general art bid doubled - XX = suggests play - usually system on - back to fit  
suit = min  
- fit cue doubled: - XX = Q # support partner's K - bid = don't worry - P = otherwise  
- two-suited bid doubled: - P = pick better one

### 1.1.3 unusual NT vs t/o

if unusual NT and t/o have the same meaning, then NT empathizes distrbitional hands.

### 1.1.4 unnessesary jump

in non-contested auction: splinter to the last real suit or ERKC otherwise natural.  
however should be fit-showing above 2N for passed hand

### 1.1.5 forcing or not

when opp. inv+ or opens, new suit tend to be NF.

### 1.1.6 fast arrival

fast arrival unless double jump to game after GF (1M - 2X; 2Y - 4M)

## 1.2 doubles

low-level double is not penalty unless:

XX set up FP

after someone doubled 1N for pen; or convert a t/o to pen

no game interest, and deny some suit (or already fit) so that t/o is not possible

obvious case

XX is strength / suggest play unless:

after low-level X converted to penalty: XX is SOS

3N in a competitive auction doubled # XX = plz re-consider