

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*: (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

```

$4D^* \rightarrow 4H^*$: 6+H, MST

$4H^* \rightarrow 4S^*$: 6+S, MST

$4S^*$: good Quant

$4N^*$: bad Quant

Chapter 2

pre

2.1 2D/NV (multi)

```

2D - # 3-9, 6+M
P : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
  - 3C*: min
    - 3H*: P/C
  - 3D*: H, mid
  - 3H*: S, mid
  - 3S*: H, max
  - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
  - 3H : 6+H
    - 3S : 6+S
    - 3N : 5S
  - 3S : 6(2-)xx
  - 3N*: 6322
  - 4C*: 63xx+, spl D
  - 4D*: 63xx+, spl C max
  - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
  - 4D*: H
  - 4H*: S
4D*: s/o 4M, not allowing re-raise

```

2.2 2H/NV (Ekren)

```

2H*- # 3-8, 4+MMs
2S : s/o
2N*: ask
  - 3C*: min
    - 3D*: ask, GF
      - 3M*: 5+oM
      - 3N : 44Ms
      - 4m*: 55Ms, spl m
  - 3D*: mid+, 55Ms
    - 3M : s/o against mid
    - 4C*: ST in H
    - 4D*: ST in S
  - 3M*: max, 5+oM
  - 3N*: max, 44Ms

```

```

- 4m : max, 553m0
3m : nat constr. # usually P, unless with very good hand or fit
3M : s/o
3N : s/o
4C*: ask, ST
4D*: pick a 4M, not allowing re-raise
4M : s/o

```

2.3 2S/NV (wild)

```

2S -
2N*→3C*- P : s/o
- 3D : s/o
- 3H : 5+H, GF
- 3S : inv
- 3N : no fit, slam interest
3X : nat inv NF
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed
4M : s/o

```

2.4 2D/V (multi)

```

2D - # 3-7, 6+M
P : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
  - 3C*: min
    - 3H*: P/C
  - 3D*: H, mid
  - 3H*: S, mid
  - 3S*: H, max
  - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
  - 3H : 6+H
    - 3S : 6+S
    - 3N : 5S
  - 3S : 6(2-)xx
  - 3N*: 6322
  - 4C*: 63xx+, spl D
  - 4D*: 63xx+, spl C max
  - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
  - 4D*: H
  - 4H*: S
4D*: s/o 4M, not allowing re-raise

```

2.5 2M/V (nat)

```

2M - # 8-11, 6+M
2S : nat F
2N*: ask short
  - 3X*: spl
3M : s/o
3N : s/o
4C*: ORKC
4D*: s/o 4M, not allowing re-raise
4M : s/o

```


2.6 4-th seat

```
2D : 8-13, nat
2M : 8-13, nat
2N : 22-23 bal # 2C = 20-21/24+ bal
3X : nat solid ST
```

2.7 higher preempt

```
2N*: 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

2.8 2N (minors)

```
2N*- # 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3m : s/o
3M : 6+M, inv, NF
3N : s/o
4m : s/o
4M : s/o
4N*: inv to slam
5m : s/o
```

Chapter 3

comp

3.1 Gladiator

```
(1M) - 1N - (P) -
2C*→2D*: tranfer accepted
    - 2M*: GF, 4+oM
    - 2oM: s/o
    - 2N*: inv
    - 3C : s/o
    - 3X : 6+X inv
    - 3M*: GF, 4oM, short in M
    - 3N*: 54+mms CoG, usually extra
2X : inv, 5+X
2M*: inv, 4+oM
2N : inv, 5+C, NF # because may not able to pen. 2M
3X : GF, 5+X
3M*: GF, w/o 4oM, short in M # 2C* then 3M is 4oM
```

```
(1m) - 1N - (P) -
# similar, but D is the cuebid suit
2C*→2D*: tranfer accepted
    - 2M : s/o
    - 2N*: inv
    - 3C : s/o
    - 3X : 6+X inv
    - 3N*: 54+mms CoG, usually extra
2D*: inv+, Stayman
2M : inv, 5+M
2N : inv, 5+C, NF
3X : GF, 5+X
```

```
1m -(1M)- P -(P) ; 1N -(P) - Galdiator
(1X)- X* ; ... 2N - Gladiator
```

3.2 other

3.2.1 vs transfer openings

```
(1M-1*)- # 4+M
1M*: 16+, t/o; or 19+, any
X* : 10+, t/o; or 16-18, any
```

```
(1S*)- # 4+D
X* : t/o
2D*: MMs
```

```
(1D*)- # 44+M
1M : nat
X* : minor-oriented t/o
```

3.3 overcall

```
(1m) -
# 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)9-17, 5+M # rebid 2M = 14-17
2M : 9-13(14), 6+M # promise defensive values

# 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)6+M, pre # usually unbal and partner PH if 5M
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx: 1S/2S
# KQJxx.xxx.Qxx.xx: 1S/1-2S

# NV/V
1M : 8-17, 5+M # 4oM or afraid of losing game
2M : 5+M, pre # wild if partner PH
# KQJxx.xxx.Qxx.xx: 1S/2S
# KJxxx.xx.xxx.xxx: P/2S
```

3.4 unusual

```

# if we are able to overcall the higher suit at 1-level, then range = 3-10
  or 16+; otherwise 10+
(1M) - 2M*: 5+oM, 5+m
      - 3C*: P/C
      - 2N*: ask
        - 3m : 5+m, lo
        - 3H*: 5+C, hi
        - 3S*: 5+D, hi
      - 3X : nat s/o
(1M) - 2N*: 55+m

# if 1C = 3+C
(1C) - 2C*: 54M
(1C) - 2D*: 55(+)M
(1C) - 2N*: 55+DH
# else
(1C) - 2C : nat
(1C) - 2D*: 55+M
(1C) - 2N*: 55+m

# if 1D = 3+D
(1D) - 2D*: 55+M
(1D) - 2N*: 55+CH
# else
(1D) - 2D : nat

(1X) - (1Y) -
X* : 44+ unbid suits or strong
1N*: 54+ unbid suits

(1X)- 2m -(2X)- P -(P) - 2N*: 64+ mms

```

3.5 vs 1N

```

(1N)-
# if NP
X   : (14)15+
    - ...: TODO
# if PH
X*  : 4M5m
    - 2X*: P/C
    - 2S : nat s/o
# all bids below could be lighter balancing seat
2C*: 10+; 6+D, or some 5M4m+; could be 8+ if 55
    → 2D*: P/C
    - 2M : nat 6+M
    - 2N*: F, ask
      - 3C*: min
        - 3D*: P/C
      - 3X : max, nat
2D*: 10+, (44)54+M; or 8+, 55+M
2M  : 8+, 6+M
2N* : 55ms
3X  : nat pre (comp)

```


3.6 vs pre

3.6.1 vs nat

```
(2M) -
X* : t/o
2S : 12-17, 5+S
2N : 15-18
  - 3C* → 3D* - P : s/o
    - 3oM: s/o
    - 3M*: 4oM
  - 3D : 5+D, inv
  - 3oM: 5+oM, inv
  - 3M*: 5+oM, GF
```

3.6.2 vs multi

```
(2D*)- # weak, some 6+m
X : 13+, near-bal; or 16+, any
P* : may be some 12-15 t/o against M [X]
2M : 12-17, 5+M
2N* → 3C*: 12-14, some 6+m
3m : 15-17, 5+m
3M : 15-18, 6+M
3N : s/o
4X : nat strong NF
```

3.6.3 vs Ekren

```
(2D*)-
X : 14+, near-bal
2H*: 14+, 5+C
2S*: 14+, 5+D
2N*: 16+, mms
3C*: 12-15, mms
3D : nat NF
3M : 15-17, 6+M
```

3.6.4 vs transfer preempt

```
(3X-1*)- # transfer pre to 3X
P* : then X = pen
```

```
X* : 15-17 [P]; or 18+ near-bal [X]
3X*: 18+, t/o
bid: nat
```

3.6.5 misc

```
1m - (3M) - X*: ask for stopper; may have 4oM
1m - (3M) - P - (P) - X*: ask for stopper; may have 4oM
# resp: pen with KJxx+ (IP) or equivalent values, otherwise
# 5 good oM [3/4oM] > 1.5 stop [3N] > 4 good oM [3/4oM] > 1 stop [3N]
```

3.7 vs prec

```

(1C*)- # strong
# be a bit decipline when V
X* : 12+, 4H5m or 5+H
  - 1D*: ask
    - 1H : 5+H
    - 2m : 5+m
1D*: 12+, 4S5m or 5+S
  - 1H*: ask
    - 1S : 5+H
    - 2m : 5+m
1H*: (Rank) 0-10, 44+m or 44+M
1S*: (Odd) 0-10, 4C4H or 4D4S
1N*: (Color) 0-10, 4D4H or 4C4S
  # bids below apply to 1H*/1S*/1N*
  # even after opp. bids
  # if you have your own suit, bid twice
  - 1N : nat, (17)-(20)
  - bid: P/C
  - 3M+: nat
2m : 10+, 5+m
2M+: nat pre
2N*: mms, pre

```

3.8 X

```
(1X) - X* -(P) -  
2X*: inv+ w/o stopper; or GF
```

Chapter 4

util

4.1 1-2-3 Stops

```
1m - (1X); 2m  
2X*: inv+  
2N : inv  
3m : s/o
```

```
1M - (X); 2X-1*: (5)6+X, 6-10; or 4+X, GF  
3X : s/o against weak variant
```