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Chapter 1

1X

1.1 1C

```
1C - 1D*/1H*: 6+, 4+H/S
1H*: 4+S
1S*: no 4M fit, 12-15, 5C unbal
    - 1N : s/o
    - 2C : s/o
... (TBD)
```

1.1.1 1C - 1M

1.2 1D

```

1D - # 11-21, 4+D unbal; 12-14/18-19, 4+D bal
1M : 6+, 4+M
1N : 6-10, nat
2C : nat (TBD)
2D*: some 6+M pre # shouldn't be interested in 18-19 bal
    # resp. similar to 2D/V (multi) except 3D
    - P : s/o
    - 2H*: P/C
    - 2S*: P/C, may be interested in H
    - 2N*: ask #
        - 3C*: min
            - 3D*: ask
            - 3H*: P/C
        - 3D*: max, H
        - 3H*: max, S
    - 3C : nat, NF
    - 3D : nat, inv # then 3M = max and show suit
2H*: GF, 4+D
2S*: inv, usually 4+D, not prefer to declare
    - 2N : nat min
    - 3C : nat, F1
    - 3D : nat min
    - 3M : nat, stopper
2N : nat inv
3C*: 8-10, 4+D
3D*: (0)3-7, 4+D
3M : 7+M, about 6 tricks, NF

```

1.2.1 XYZW

```

1D - 1H; 1S - 2C*: see utils/XYZW/PLOB
1D - 1M; 1N - ...: see utils/XYZW/2wPCB

```

1.2.2 1D - 2C

1.3 1H

```

1H - # 12-21, 5+H
1S*: F1; 4-6, 3+H [2H]; inv, 3H [3H/4H]; constr. 5+H [4H]; 5-11, 2-S;
    12-14, 4-S bal [3N]
1N*: 5+S, F1
2C : GF, nat
2D : GF, nat
2H : 7-9, 3+S
2S*: 12+, 4+H
2N*: 8-9/12-13, 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
3D*: 8-9/12-13, D spl
3H : pre
3S*: 10-12, S void
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void
4H : pre

```

1.3.1 Gazzilli after 1S*/1N*

```

1H - 1S*: F1
1N*: 16+, any; or 12-15, 6+H
2m : 12-15, nat
2H*: 12-15, 4+S
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 : 15-17, (s-)solid 6+H
3S : inv, 5+S, NF
3N*: GF, solid 7+H

```

```

1H - 1N*: 5+S
2C*: 16+, any; or 12-15, 6+H
2D : 12-15, nat
2H*: 12-15, 4+C

```

```

2S : 12-15, 3+S
2N* : 14-16, 6+H, 4+X
    - 3C* : ask
      - 3D : 4+D
      - 3H* : 4+C
      - 3S : 4+S
3m : 14-16, 5+m, NF
3H : 15-17, (s-)solid 6+H
3S : inv, 6+H, 3+S
3N* : GF, solid 7+H

```

1.3.2 1H - 2S* (same as 1S - 2N*)

1.3.3 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 1N

temporarily use BTUBWS

1.5 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
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

```

1.5.1 Gazzilli after 1N

```

1S - 1N*: F1
2C*: 16+, any; or 12-15, 6+S
2D : 12-15, nat
2H : 12-15, 4+H
2S : 12-15, 4+C
2N*: 14-16, 6+S, 4+X
    - 3C*: ask
      - 3X : 4+X
      - 3S*: 4+C
3X : 14-16, 5+X, 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 2M
- 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
```

1.5.2 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
```

1.5.3 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
```

Chapter 2

pre

2.1 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
    - 3M*: max, 5+oM
    - 3N*: max, 44Ms
3C*: 4+H, inv+
  - 3D*: re-inv
  - 3H*: min
  - 3S*: shape-FF, 4H but max
  - 3N+: 5H, super max, cuebid
  - 4H : 5H, max, not super max
3D*: 4+S, inv+
  - 3H*: re-inv
  - 3S*: min
  - 3N*: shape-FF, 4S but max
  - 4C+: 5S, super max, cuebid
  - 4S : 5S, max, not super max
3M : s/o
3N : s/o
4C*: ask, ST
4D*: pick a 4M, not allowing re-raise
4M : s/o

```

2.2 2X/NV (wild)

```

2S - # 3-8, 5+S
2N*: inv+
  - 3m : 3+m, min
  - 3H*: 6+S, max
  - 3S*: 6+S, min
  - 3N*: 5S, max
3C*: 5+H, GF; 2(5+)xx, inv
  - 3D*: 5(1-)xx, min; 52xx, inv; 5(2-)xx, max # then rebid 3N/4H
    - 3H : 26xx, inv
    - 3S : s/o # usually 25xx inv
    - 3N : s/o

```

```

- 3H*: 5(2+)xx, min
- 3S*: 6(2-)xx, min
- 3N*: 6(2-)xx, max
- 4C+: 3+H, max
3D*: 16xx, inv; 6+H, GF
3H*: 3+S, inv+
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed, usually with strength # could be preempt
4H : s/o
4S : s/o

```

```

2D*- # 3-8, 5+H
P : s/o
2H : s/o
2S : 5+S, NF # usually inv
- 2N : 2-S, max
- 3H : 6+H, max
- 3S : 3+S, inv
2N*: inv+
- 3m : 3+m, min
- 3H*: 6+H, min
- 3S*: 6+H, max
- 3N*: 5H, max
3C*: 5+S, GF
3D*: 3+H, inv+
3H : s/o
3S : s/o
3N : s/o
4C*: ORKC
4D*→4H : re-raise not allowed, usually with strength # could be preempt
4H : s/o
4S : s/o

```

2.3 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

```

2.4 2M/V (nat)

```

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

```

Chapter 3

comp

3.1 Gladiator

```
(1M) - 1N - (P) -
2C*→2D*: tranfer accepted
    - 2M*: GF, 4+oM
    - 2oM: s/o
    - 2N*: inv, 5+C, NF
    - 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
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, 5+C, NF
    - 3C : s/o
    - 3X : 6+X inv
    - 3N*: 54+mms CoG, usually extra
2D*: inv+, Stayman
2M : inv, 5+M
2N : inv
3X : GF, 5+X
```


3.2 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
```

3.3 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
```

```
(1M) - 2N*: 55+ms
```

```
(1m) - 2m*: 55+Ms; 54+ if NV/V
```

```
(1m) - 2N*: 5+H, 5+om
```

```
(1X) - (1Y) -
```

```
X* : 44+ unbid suits or strong
```

```
1N*: 54+ unbid suits
```

3.4 vs 1N

TBD

3.5 vs pre

```
1m - (3M) - X*: ask for stopper  
1m - (3M) - P - (P)- X*: ask for stoppers  
# 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]
```

Chapter 4

util

4.1 Forcing Pass

4.1.1 $XX = Q$

4.2 suit GT

```
[fit in 2S] -
2N*: HSGT or ST, no shortness
  - 3X*: Qxx or xxx in X # partner having ctrl/xx is consider helped
  - 3S : min
  - 3N+: max # may need to cuebid since partner may want to ST
3S : s/o
# case 1: bidder only shows one suit
3C*: C spl GT; or H spl GT (lo); or C spl ST
  - 3D*: inv C spl
    - 3H*: H spl (lo)
    - 3S : C spl (lo)
    - 3N+: C spl ST
    - 4S : C spl (hi)
  - 3H*: inv H spl
3D*: D spl GT or ST
  - 3H*: inv
3H*: H spl GT (hi) or ST
# case 2: if bidder already shows another suit X, spl X replaced by long X
```

```
[fit in 2H] -
2S*: HSGT or ST, no shortness
  - 2N+: Qxx or xxx in X # partner having ctrl/xx is consider helped
  - 3H : min
  - 3S+: max # may need to cuebid since partner may want to ST
3H : s/o
# case 1: bidder only shows one suit
2N*: S spl GT; or D spl GT (lo); or S spl ST
  - 3C*: inv S spl
    - 3D*: D spl (lo)
    - 3H : S spl (lo)
    - 3S+: S spl ST
    - 4H : S spl (hi)
  - 3D*: inv D spl (lo)
3C*: C spl GT or ST
  - 3S*: inv
3D*: D spl GT (hi) or ST
# case 2: if bidder already shows another suit X, spl X replaced by long X
```

4.3 Lebensohl

TBD

4.4 Rubens

TBD

4.5 Slam bidding

4.5.1 FF

```
[fit in 3M] -
4M : min
3M+1*: FF, mild slam interest
4X*: cuebid, strong slam interest
```

4.5.2 kickback RKC

```
[fit in S] - 4N*: ask number of keycards # 4 Ace + Trump K
5C*: 0/3 keycards
5D*: 1/4 keycards
5H*: 2/5 keycards w/ Trump Q
5S*: 2/5 keycards w/o Trump Q
# case 1: resp. didn't show another suit
5N*: 0/2/4 keycards, some void
  - 6C*: ask
    - 6X*: void in X
6X*: 1/3 keycards, void in X
# case 2: resp. already shows another suit, now only two possibilities
5N*: void in H (if resp. shows D) or D
  - 6C*: ask, no Trump Q
    - 6D*: 0/2/4 keycards w/ Trump Q
      - 6H*: inv
      - 6H*: 1/3 keycards w/ Trump Q
      - 6S*: w/o Trump Q
    - 6D*: want to inv 1/3 keycards
      - 6H*: extra but no Trump Q
      - 6S*: no extra
      - 7S : Trump Q, extra
    - 6H*: have Trump Q, want to inv 0/2/4 keycards
    - 6S*: s/o
6C*: 0/2/4 keycards, void in H (if resp. shows C) or C
  - 6D*: ask Trump Q
    - 6H*: Trump Q, no extra
    - 6S*: no Trump Q
    - 7S : Trump Q, extra
6D*: 1/3 keycards w/o Trump Q, void in C or H
  - 6H*: inv
6H*: 1/3 keycards w/ Trump Q, void in C or H, extra
6S*: 1/3 keycards w/ Trump Q, void in C or H
```

```
[fit in X] - [4X+1]*: ask number of keycards
```

```
# similar responses, 5N replaces void in [X+1]
```

4.5.3 ERKC

```
[fit in X] -
# if opener already shows non-void Y, then it replaces the highest ERKC
5Y*: ask number of keycards, excluding Y
  - +1*: 0/3 keycards
  - +2*: 1/4 keycards
  - +3*: 2 keycards
```

4.5.4 Obvious ERKC

```
[opp. bids Y (or bidder showed shortness in Y) and we fit in X] -
4X+2*: ask number of keycards, excluding Y
# 5Y replaces ERKC in X+2 or the highest ERKC (if X+2 is NT)
```

4.5.5 ORKC

```
preempt in X (not C) - 4C*: ORKC
4D*: min
4H+: same as resp. to RKC
```

4.5.6 2-suited RKC

```
1M - 2X; 3X - 3M; ... [4M+1]: 2-suited RKC
# Queen of M and X act as 0.5 keycards
+1*: 0/3/6 keycards # may +0.5
  - +2*: ask if there's extra 0.5
    - 5M*: no
+2*: 1/4/7 keycards # may +0.5
  - +3*: ask if there's extra 0.5
    - 5M*: no # +4 = 5M
+3*: 2/5 keycards
+4*: 2.5/5.5 keycards
```

4.6 UwU

TBD (low-low, high-high)

4.7 XYZW

4.7.1 2wPCB

(<https://www.ptt.cc/man/BridgeClub/D6D1/D49B/D130/M.924860463.A.html>)

```

1X - 1Y; 1N
2C*→2D*: transfer accepted
    - P : s/o
    - 2M : s/o, choose a partial [M <= Y]; inv, 5+Y, 4+M [M > Y]
    - 2N*: inv
    - 3Z : inv, 6+Z [Z = Y] or 4+Z [Z = X] or 5+Z and 4Y [otherwise]
    - 3N*: 5332, CoG # different from BTUBWS
    - 2Y*: max, 3Y
2D*: GF, ask
    - 2M : 3M [M = Y] or 6M [M = X] or 4M [otherwise]
    - 2N : nat
    - 3X : good 5+X
2M : inv, 5+M [M = Y] or 4+M [otherwise], NF
2N*→3C*: transfer accepted
    - P : s/o
    - 3D+: ... (TBD)
3Z : ST, 4+Z [Z = X] or semi-solid 6+Z [Z = Y] or 5+Z [otherwise]
3N : s/o
4C+: ... (TBD)
4Y : s/o

```

4.7.2 PLOB

not done yet

```

1C - 1D*; 1H*-
1S*: any (9)10-14
    - 1N : 12-14, 2H bal
    - 2C : s/o
    - 2C : 12-14, 2-H, (5)6+C
    # bids below applies to both 1N and 2C
    - 2D*: F, not prefer to declare NT
    - 2H : s/o
    - 2S : s/o
    - 2N+: nat inv
    - 2H : F, 3H
1N : nat NF
2X : s/o
2N*: 15+, catchall
3C*: fit in C, ST

```

3D*: 5+H, 5+D, ST

3H*: 6+H, ST

3S*: 4+S, ST

3N*: 18-19, 4H

1D - 1H; 1S -

1N : nat NF

2C*: any (9)10-14

- 2D : 12-14, 2-H

- P : s/o

- 2H : s/o

- 2S*: F, not prefer to declare NT

- 2N : min

- 3N : max

- 2N+: nat inv

- 2H : F, 3H

- 2S*: general GF

- 2N+: nat GF

2X : s/o

2N*: 15+, catchall

3C*: fit in D, ST

3D*: 5+H, 5+C, ST

3H*: 6+H, ST

3S*: 4+S, ST

3N*: 18-19, 4H
