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# Chapter 1

## intro

## 1.1 Terms

4432	= exact shape (4S 4H 3D 2C)
(4432)	= any permutation of 4432 shape
4D(332)	= 4-card D, any permutation of 332 in other suits
45(31)	= 4531 or 4513
45xx	= any 4S 5H
A; B	= hand A or hand B
*	= artificial
(s)bal	= (semi-)balanced
unbal	= unbalanced
spl	= splinter
PH	= passed hand
s/o	= sign off

## 1.2 Summary

### 1.2.1 general style

```
opens with all 11 HCP or ? ALTC
  resp with A or KTxxx+
invite to 3NT with 11-12 HCP, and accept with 13 HCP
frequent accept 3NT with Hx+ fit in partner's 6+m
invite to 4M with 11-12 values, and accept with 13+ values
may upgrade or "gamble" a game (ex: with good side suit / distribution),
  not often downgrade.
1M in 3rd/4th seat could be light
aggressive high level preempt (1st/2nd-seat usually follows 2/3/4 rule)
some kickback and exchanging meaning with NT
```

### 1.2.2 opening summary

```
1C = 11+, 2+C
1D = 11+, 5+D or 4441; or 17-18 5D332
1M = 11+, 5+M
1N = 14-16, bal # could have 5M if 14-15
2C = 21+ bal or 22+, any; or 16+ 4-L
```





# Chapter 2

## opening

## 2.1 1m

```
no 5M unless longer m
11-13 bal opens 1C
with 17-18 bal, opens 1D with 5+D otherwise 1C
when unbalanced, 1D promises 5+D unless 4441
```

```
transfer response to 1C: 1D = 4+H. 1H = 4+S. 1S = (4)5+D.
  # major first when non-GF
nat response to 1D: 1M = 4+M
1N = 6-10
2H = 3-7, 5S4H+
  2N/3M = inv. P/2S/3m = s/o. 3om = art GF
2S = m fit inv(+) # [m = C] inv, [m = D] inv+
  1D - 2S - 2N = 17-18. 1D - 2S - 3C may be just GF. 1C - 2S - 2N = min s
/o
2N = (s)bal inv
  3m = NF # 3C can be assumed fit (ex: xx63)
3N = 13-15, (4333)
double jump (1D - 3HS & 1C - 3DHS) shows a weak 7+ card with 6-6.5 winners
1C - 2C = GF. 1C - 2D = nat inv
1D - 2C = GF.
  2D = min. 2N = 17-18
1D - 2D = nat 6-10. 1D - 3C = nat inv
  # optional: 1D - 2D frequent 4M ?
1C - 3C = (5)6+C pre. 1D - 3D = (3)4+D pre
```

### 2.1.1 rebid

```
1m - 1M(-1)
2N = 17-18 bal
2m = (13)14-15, good (two of AKQ) 6+m # could be weaker with longer m
  rebid = nat F1. raise & new suit = nat GF
3m = (15)16-17, good (two of AKQ) 6+m
3M = (16)17-18 bal, 4+M # 16 is probably 5D4M22 and not opening 1N
3N = (s)solid m, to play
reverse = concentrated 14-16, 6+m and 4+ suit, NF
jump & jump reverse = inv+, spl
double jump = void spl (4m = 6+m, 4+fit)
1C - 1D - 1H = 11-17, 4+S. 1D - 1H - 1S = 11-17, 4+S. # 18+ uses Gazilli
  4SF ?
1D - 1M - 2C = 11-15, 4+C.
1C - 1DH - 1S = min unbal or 16+. 1D - 1HS - 1N = min unbal or 16+.
  +1 = 8+ # then 2m/2M = min unbal wo/w 3M. others = 16+, GF
  2H = 8-10 # because 1m - 2H = 3-7
  all other = min nat # jump = weak but shapely
```

```

        then new suit = GF
1C - 1DH - 1N = 11-13 bal
    modified 2-way

```

```

1C - 1SN & 1D - 1N
1C - 1S - 1N = 11-13 bal, no 3D unless (4333)
    2m = s/o. 2M = 4+M GF. 2N/3C = inv. others = GF
    # because 1C - 2D = inv
2m = min nat # 1D - 1N - 2C may be 3-card
2M = nat 16+
    2N = min NF
2N = 17-18 bal
rebid/raise 3m = inv
1D - 1N - 3C = GF
double jump = ?

```

## 2.1.2 1m - 1X; 2N

## 2.1.3 after Gazzilli accepted

```

1m - 1M(-1); 1SN - +1;
2m = 11-15 unbal, 2-M. as if natural 1m - 2m (excluding our 1m - 2m)
    [M = S] 2H = 11+, F1. # then new suit = GF. 2N/rebid = NF.
    2M = s/o. 3m/3M = inv. new suit = GF except above.
2M = 11-15, 3M.
other = nat GF # note: do we want to distinguish 19+ ? 2N = ?

```

## 2.1.4 PH responses

```

1m - 2C = inv. 1C - 2S = nat.
2-way on except 2D = F1

```

## 2.1.5 comp

```

1m - (X)
    XX = 11+ near-bal, FP on. others = system on.
1m - (1D)
    X = same as 1C - 1D. 1S = 8+, unsuitable for 1N. 2D+ = ?
    subseq system off. cue = F1.
1m - (1M)
    ?
    subseq system off. cue = F1.

```

## 2.2 1M

```

1H - 1S = 4+S, F1
1N = SF
2C = 2+C, FG
2D = (4)5+D, FG
2M = 7-10 values
jump suit = nat inv NF
2N = 4+ fit, inv+. bal unless min inv (11-12 values).
3M = pre. # NV: wild. V: 4+ fit unbal.
1S - 3N = 11-14, some spl. 1H - 3S = 11-14, some spl.
+1 = ask
4X = 11-14, void spl # not often used. 1H - 3N = spl S

```

### 2.2.1 rebid

```

1M - 1SN
1N = min nat
    modified 2-way
2C = Gazzilli. 11-15, 2+C; or 16+ # can be weaker if want GF opposite 8+
    2D = 8+
    other = min # jump = shapely min
        raise/2N/3M = inv, new suit = GF
2X (X < M) = 11-15, 4+X
    impossible Spade
2M = 11-15, 6+M
1H - 1N - 2S = concentrated 14-16, 6H4S+
1H - 1N - 3S = concentrated 14-16, 6H5S+
1H - 1S - 2S = 11-15, 4+S
1H - 1S - 3S = concentrated 14-16, 6H4S+
2N = concentrated 14-16, some 6-4
    3C = ask # then 3M = 6M4C
    3X = NF
3X (X < M) = concentrated 14-16, 5-5
    ?
3M = 6+ good M, 5.5 Losers # may be 16+
    new suit = cue

```

### 2.2.2 after Gazzilli accepted

### 2.2.3 1M - 2N

```

# open extra = 15+ or good controls
# resp min = originally non-GF. non-serious = GF min.

```

```

3C = 11-14 unbal or 11-12 bal
    3D = ask, resp same as below. 3M = min NF. 4M = s/o. other = nat suit
    MST+.
3D = extra w/o shortness
    4M = min w/o shortness. 3M = min w/ shortness. # then +1 = ask
    3N = non-serious. other = cue.
3HSN = extra. spl # 3oM = spl oM. 3M/3N = spl C/D.
4X = extra. 5+X. usually promise all controls.
4M = 13-14 bal.

```

## 2.2.4 2/1

## 2.2.5 PH responses

```

1M - 2C = 9-11, 3+ fit
    2D = reinv. 2M = s/o. 2N+ same as 1M - 2M but slammish.
    [M = S] 2H = inv+, nat
1M - 2N = originally 1M - 3M+1
    3C = ask shortness
jump = inv, fit-showing # concentrated, 9+ cards in M + X
2/1 becomes nat inv NF

```

## 2.2.6 comp

## 2.3 1N

```

1N -
2C = ask 4M, may be 5S inv or Garbage
    1N - 2C; 3H/3S/4C/4D = 5S/5H/6H/6S
    1N - 2C; 2M - 3oM = ST # higher = spl
    1N - 2C; 2M - 3m = 5m, 4oM, ST
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
2D/2H/2N/3C/4D/4H = transfer 2H/2S/3C/3D/4H/4S # transfer minor promises
6+m
    super accept after 2DH: 3M = 5+M, suit = Ax/Kx, 2N = others
        then 3M-1 = re-transfer
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = bal CoG
    ... 2M - 3oM = 6+M ST. higher = spl
    ... 3m
        suit = 4+ nat GF. 3N = MST. 4m = ORKC. 4m+1 = RKC
2S = range and minor ask. inv; or 55m s/o; or 55m GF; or quant
    2N = min. 3m = max & preference
        3N = quant. 3M = 55m GF, spl M
3D = 55Ms, inv+
    3M = min. 4M = mid. 4C/4D = agree H/S, max # OR 4m = double fit
3M = spl M, 54+m
    oM = good oM. 3N = s/o. 4m = preference.
3N = s/o
4C = Gerber, ask number of A # resp 04/1/2/3
    then 5C = ask number of K
4S+ ?
5m = s/o

```

...

## 2.4 2C

```

2D = 0-1 CT
2H = 2 CT; 2S = AK; 3C = 4+ CT, forcing to 4N
    then nat. bal usually still 2N. will deny bidding NF bids if too strong
.
    # ex: 2C - 2S; 2N - 3C; 4m/4N = nat, slam forcing
    # 2C - 2S; 2N - 3C; 3N/4N - 4C/5C = ask 4M, 4DH/5DH = transfer
2N = KKK
    then same as 2N opening
3DHS = 1-loser suit, no outside CT. 3N = same for C.
?    # mb ask short

```

### 2.4.1 2C - 2D

```

2C - 2D;
# note that 21-24 bal can contain 5M
2H = nat or 21-22 bal
    2S = relay
        2N = 21-22 bal. 3N = 25-27 bal
        bid = nat
2S = nat unbal or 25+
    3C = weak or waiting
2N = 23-24 bal. 3N = 25-27 bal ...
    ... 3N - 4C = ask 4M. 4DH = transfer
3C = nat unbal
    3D = weak or waiting

```

## 2.5 2N

```

3C = ask 5M. promises 4M.
  3D = some 4M
    3H = 4+S. 3S = 4+H. 3N = s/o. 4C+ = ?
  3M = 5+M
    oM = slam inv, m = nat ST
  3N = no 4M
3DH = transfer # 2N - 3D; 3H - 3S = nat
  4+ fit must anti-relay.
  after transfer, new suit = nat ST, then
    [... 3H - 4C] 4D = RKC(C). 4S = RKC(H)
    [... 3H - 4D] 4S = RKC(D). 4N = RKC(H)
    [... 3S - 4C] 4D = RKC(C). 4N = RKC(S)
    [... 3S - 4D] 4H = RKC(D). 4N = RKC(S)
3S = transfer 3N. either to play or minor ST.
  3N = forced
    4m = (5)6+m, ORKC(m) # here min = 2-m
    4H/S = 54+m, longer C/D. 4N = 55+m
4C = Gerber
4DH = transfer 4HS, MST

```



## 2.6 2X



# Chapter 3

## overcall

### 3.1 simple overcall

```
# if PH or partner PH, can be lighter but requires shape or suit quality
1X = 8+, 5+X
1N = (14)15-18, promise stopper.
2X = 10+, 6+X; 12+, 5+X.
3X = 14+, 6+X; (15)16+, 5+X
# upper bound: see t/o
```

### 3.2 take out double

```
minimum take out at 1-level:
4333: 13(14)+
4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +4
may be slightly sounder if adv need to bid 1-level higher.

# style: slightly emphasizes major
```

```
t/o then rebid:
1X = 16-20
2X = (17)18-19(20), can be lighter with longer suit
3X = GF against a useful card or side A/K
lowest NT = 19-21
jump NT = 22-24
# if stronger, cue to show extra.
```

### 3.3 high level overcall

```
(4m) - 4N = nat.
(4M) - 4N = minors or some 5-5.
(1m) - 3m = nat.
(1M) - 3M = ask stop
```

## 3.4 unusual

interfered ?

### 3.5 jump overcall

```
(1m) - ; or (1H) - 2S
# 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)9-16(17), 5+M
jump suit = same as balancing overcall

# 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+M, pre # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx.x: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```

### 3.6 balancing overcall

```
1N = (13)12-15, bal
X = t/o, could be one Q lighter
    rebid 1N/2N = 16-18(19), bal. slightly stronger if X = M
2N = 19-21, bal
cue = any GF
jump 2Y = about 13-16, 6+Y, 5.5 Loser # 3Y : similar range, 1 less Loser
jump 3Y = 6(7)+Y, 5.5 Loser
double jump 3Y = similar range, 1 less Loser
```

### 3.7 sandwich position

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

```
1N = nat
```

```
2X = nat
```

```
2Y = nat
```

```
(1X) - (2X) -
```

```
2N = nat ?
```

## 3.8 advances

### 3.8.1 after simple overcall

```
(bid X) - overcall Y - (P/X)
XX = honor in Y (lead-directing)
1N = 9-11, may be lighter if short
2N = nat inv
1Z = F1. 2Z < X = NF.
transfer from opp's suit. overcaller treat as a NFB initially.
higher = nat inv
jump cue = mixed raise

# ex 1
(1D) - 1S - (P) -
2C = 7-11, 5+C, NF # may be lighter with longer suit
2D = 7+, 5+H # 12+ promises rebid
2H = cuebid. inv+ w/o stopper; or 10+ values, 3+S
2S = 6-9(10) values
2N = 13-15, nat NF
3CH = 13-15 values, nat NF
3D = mixed raise. 4+S, 10-12 values.
3S = pre

# ex 2
(1D) - 2C - (P) -
2D = 7+, 5+H # 11+ promises rebid
2H = 7+, 5+S # 11+ promises rebid
2S = cuebid. usually (10)11+, 3+C; but may be GF w/o stopper
2N = 11-12(13), nat NF
3C = 8-10, 3+C
3D = ?
3M = 13-15 values, nat NF

# subsequent
overcaller: accept transfer or rebid suit = 15-, otherwise inv.
advancer: rebid Y (shows 2-card) / 2N / raise is NF inv. otherwise GF.

# Rubens is ON if resp made a bid < 1X, otherwise off.
(1H) - 2C - (2D) - 2H = 7+, 5+S
(1S) - 2C - (2D) - 2H = 7-11, 5+H # may actually be weaker if 2D = inv+

# otherwise, new suit tend to be NF. inv could double first.
(1D) - 2C - (2H) - 2S = NF # no matter what 2H is
```



### 3.8.2 after NT overcall

```

(1m) - 1N - (P): system on

(1M) - 1N - (P) -
2C → 2D, then
    P/2oM/3C = s/o
    2N = (s)bal inv # will X if 2C interfered
    cue = 4oM, GF # still cue if interfered
    3D+ = good 6+ suit, inv NF
2N = 5+C, inv NF
cue = 4oM, exactly inv
jump cue = spl M, no 4oM, CoG
jump = 5+X, GF
4C+ = system on

(2X) - 2N - (P) -
3M = 5+M, inv NF
cue = 4+oM, GF
3C → 3D, then bid = s/o
4C+ = system on

# off after NT interfered
# off if partner bid before. resp nat instead. ex: (1C) - X - 1D - 1N
# otherwise, Gladiator is default on. ex:
(1C) - P - (1H) - 1N # M = H
1C - (1H) - P - (P) - 1N # 18-19
(1S) - P - (2S) - 2N
(1H) - P - (1S) - 1N # this is tricky, perhaps set M = H
(1H) - X - (2H) - P; (P) - 2N

```

note: minor suit Gladiator is not very useful so I discarded it.

### 3.8.3 after t/o

```

(1X) - X -
1Y = 0-7, (3)4+Y; or 8-9, 4+Y
2Y = 0-8(9), (3)4+Y
jump 2Y = 8-9, 5+Y; or 10-11(12), 4+Y
jump 3Y = 9, 5+Y; or 10-12, 4+Y
double jump = encouraging # not pre !
1N = 8-10(11)
2N = (11)12-13

[X = m] cue = any GF; or GF* w/o stopper; or 44+M inv
    2M = 4+M. raise is the only NF bid
    new suit = usually 5-cards except 2S after 2H

```

---

```

    2D/2N+ = nat and GF. basically shows 16+. # since non-GF must have 4M.
    * I can bearly imagine but probably inv, 43M w/o stopper is acceptable.
    [X = M] cue = any GF, usually no 4oM.

```

---

1N - X ? (1m) - X - (XX) - P = pen. (1M) - X - (XX) - P = pick a suit

### 3.8.4 overcaller rebid

a "free" 2N rebid of a 2m overcaller is unusual (usually 6+m and 4+om)

# Chapter 4

## conventions

## 4.1 competitive conventions

### 4.1.1 forcing pass

```
FP on if GF
FP if a non-rejected inv(+) forcing bid is interfered below the forcing
  level
after 2C opening
low level natural XX FP on until 2N
(2X/3X/4X) - P - (5X) - FP on if not PH
(2X/3X/4X) - bid/X - (5X) - FP on
# however, not necessarily FP on after a pen X or converted pen X
```

### 4.1.2 vs 1N

### 4.1.3 unusual vs unusual

### 4.1.4 support, negative, responsive, Lightner, maximum X/XX

## 4.2 non-contested conventions

### 4.2.1 modified 2-way

## 4.3 other conventions

### 4.3.1 Leb

### 4.3.2 2M game try

```

sure fit in 2S -
2N = ask
  3X = feature in X # at least KJ/QJT. for 1D opener this is spl
  3S = min w/o feature. 4S = max w/o feature. # 3N = CoG or non-serious ?
  4X = spl
3X = HSGT/ST in X # request void/x/xx/Qx/A(+)/K(+)
3S = 6+S inv
3N = CoG
4C+ = spl

# for 2H: 2S = ask, and exchange the meaning of 2N and S

```

### 4.3.3 non-serious 3N

### 4.3.4 RKC, ORKC, EKRC, 2RKC

### 4.3.5 5N

- RKC if fit - choice of slam - GSF

### 4.3.6 5M

raise to 5M - ask control if opp. bids one suit - general inv

# Chapter 5

## principles

## 5.1 misc

### 5.1.1 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

### 5.1.2 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 - if P is non-forcing, then it is weakest - X suggests pen.

### 5.1.3 unusual NT vs t/o

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

### 5.1.4 unnecessary 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

### 5.1.5 forcing or not

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

### 5.1.6 fast arrival

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



## 5.2 doubles

```
low-level double is not penalty unless:  
XX set up FP  
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
```



# Chapter 6

## cardplay

## 6.1 lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, swap vs 5+ level
A : Ax, AK, AKQ+, (AK+)
K : Kx, AKx, KQ+, (AK+)
Q : Qx(+), QJ+, (AQJ+)
J : Jx(+), JT+, AJT+, KJT+, (AJx), (KJx)
T : Tx, T9+, AT9+, KT9+, QT9+
hi-X: Xx, xXx+
lo-X: xXx+, HxX, HxXx, HxxxX, HxXxxx..., (xxX+)

# lead vs NT: 4-th, coded 9
A : Ax, AKQ+, AK
K : Kx, KQ+, AKx, AKJT+
Q : Qx(+), QJ+, AQJ+, KQT9+, (AQx)
J*: Jx(+), JT+
T*: Tx(+), T9+, AJT+, KJT+
9*: 9x(+), AT9+, KT9+, QT9+, [AKT9+], [AQT9+] # exceptionally
hi-X: Xx, xXx+, (Xx+)
lo-X: HxX, HxxX+, HHxX+, xXx+
```

## 6.2 signal

```
UDCA: lo = enc/even
# vs suit
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: att
# vs NT
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: lav
```

### 6.2.1 other

```
# vs suit, knowing partner empty
hi/lo = S/P
```