Contents

Chapter 1

comp

1.1   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
```

1.2 good bad 2NT

```
1X - (1Y)- [bid/X] - (2Y)
2N*→3C*: comp
3X : good hand  # if [bid/X] shows inv+ then GF, otherwise inv
```

```
# other situations that applies
 1X -(P) - 1Y -(2M = jump overcall) - 2N*: good-bad
 1X -(2Y)- X* -(P) - 2N*: good-bad
(1X)- 1Y -(2X)- 2N*: good-bad
(1X)- X* -(2X)- 2N*: good-bad
(1X)- 2Y -(2X)- 2N*→3C*: tr. Leb.  # notice the difference!
```

1.3   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.QJTx.x: 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
```

1.4   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+ms
(1m) - 2m*: 55+Ms; 54+ if NV/V
(1m) - 2N*: 5+H, 5+om
# NV/V
(1m) - 2m*- 2N*: ask
                - 3C*: min
                     - 3D*: ask
                          - 3H*: 5+S
                          - 3S*: 5+H
                     - 3H*: P/C
                - 3D*: min, 55Ms
                - 3H*: max, 5+S
                - 3S*: max, 5+H
                - 3N*: max, 55Ms
                - 4m : 16+, shortness in om
```

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

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

1.5   vs 1N

```
(1N)-
# case 1: non-pass
X  : 15+
2C*: H and another suit, 54+ either-way  # if MM then should be 54xx+
   - 2D*: P/C  # ask the 5-card suit
2D*: S and another suit, 54+ either-way  # if MM then should be 45xx+
   - 2H*: P/C
2M : nat, (5)6+M
2N*: 55(54)+mms
3X : nat, comp
# case 2: PH
X* : S and another suit, 54+ either-way
   - 2C*: P/C
2m*: H and m, 54+ either-way
2M : nat, (5)6+M
2N*: 55(54)+mms
3X : nat, comp
```

1.6 vs pre

```
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]
```