

Contents

1	conventions	2
1.1	major GT	2
1.2	principles	2
1.3	responsive double	3
1.4	two-way	3

Chapter 1

conventions

1.1 major GT

Only ON when:

- both sides sees a 8+ fit in M
- current bid is equal or under 2M, except fit in H - (2S) - X is "stolen", i.e. replaces 2S.

fit in M	
suit < 2M: still nat and forcing	
2M+1: ask feature	bid: mid+, feature (KJ+), 2N replaces S if M = H other bid: cue
	3M: min
	3M+1/4M: max w/o feature (always 3M+1 is better, but 4M is still max)
	jump: spl, 3N replaces spl S if M = H
other < 3M: HSGT/ST, want	3M: min
void/x/xx/Qx/A(+)/K(+)	
	3M+1/4M: max
	jump: spl, 3N replaces spl S if M = H
	other bid: feature

1.2 principles

These are some general principles, if no agreement is further made.

- 2N is natural and inv

- respond/advance new suit is forcing unless:
 - passed hand or failed to overcall
 - (except we are opening) opp. shows inv+
 - (except we are opening) The bidding too high (3C+), so that a forcing bid is not practical
 - note: in this case, you may directly jump to game, or X then bid to show a strong hand
- If new suit is F, X then bid is NF
- cuebid is forcing and strong

1.3 responsive double

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(1m) - X - (minor) - X = 44+M
(1M) - X - (major) - X = 44+m # because t/o is oM-oriented, 4oM will
just fee bid
(any) - overcall - (raise) - X = 44+ two other suits, but if only one
unbid M, just 4+M
...
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1.4 two-way

Two way is off after overcalled (but not after t/o) except 1C - (1D).

I made some very slight modification from BTU's two-way:

- Now 2C -> 2D; 3X shows the same hand as directly 3X
- 2C -> 2D; 3N is now pure CoG, no SI.

<pre>1m - 1M; 1N 2C -> 2D: usually s/o; but 2N+ shows inv</pre>	<pre>anti-transfer 2M: max 3M P/2M: s/o 2N: nat inv 3M: 6+M inv 3m: 4M, (4)5+m fit, inv 3om/3oM: nat 55+, inv 3N: 5M(332), CoG</pre>
<pre>2D: GF, likely SI</pre>	<pre>2M: 3M (highest priority) 2oM, 3m: nat 2N: nothing special</pre>
<pre>(M = H) 2H: nat inv NF (M = H) 2S: nat 44M GF</pre>	

(M = S) 2HS: nat inv NF	
2N -> 3C: usually s/o; otherwise CoG with short	P: s/o
	3D: 4-5M, spl D, CoG +1: ask, then 3N = 4M; others = 5M
	3H: 4-5M, spl H (or C if M = H), CoG +1: ask, then 3N = 4M; others = 5M
	3S: 5M, spl S (or C if M = S), CoG
	3N: 4M, spl S (or C if M = S), CoG
3m: 4M, (4)5+m fit, SI	
3om/3oM: nat 55+, SI	
3N: s/o	
4m: spl	
(M = S) 4H: 5S6H, basically s/o	
4M: s/o	
4N: quant	