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Chapter 1

opening

1.1 1m

We use a very natural system for now. For jumps, I suggest: (for now)

- jump $2X = \text{nat } 6+X \text{ inv NF}$. $2N = \text{nat inv}$
- $1D - 3C = \text{nat inv}$. $1D - 2C = \text{GF}$.
- double jump $3X = \text{nat weak}$, about 6-6.5 winners.
- these are on unless it is no longer a jump. ($1m - (X) - 2N$?)
- two-way is off after overcalled (but not after t/o) except $1C - (1D)$

To Doizi: in GA, there are differences:

- $1m - 2H = \text{weaker } 5S4H$
- $1m - 2S = \text{inv}(+) \text{ fit}$
- $1D - 2D = \text{nat constr}$; $1C - 2C = \text{GF}$ (then $2D = \text{min}$)
- After $1C - 1S$; $1N$: $2C = \text{puppet } 2D$ (then $2N/3C = \text{inv}$, $2M = \text{inv}$, show stopper), $2D \text{ nat inv}$, $2N = \text{transfer to } 3C$, $3C+ = \text{nat ST}$

1.1.1 after 2N rebid

1m - 1M; 2N -	
3C: 5M, ask	
3D: fit in opener's minor, SI	
3M: 6+M, SI	

(M = S) 3H: 55+M, SI	
(M = H) 3S: 44+M	4C/D: good support in H/S
3N: s/o	
4m: nat 55 SI	
4M: s/o	
(M = S) 4H: 55+M, s/o	

1.2 1M

We use a very natural system for now. For jumps, I suggest: (for now)

- 1M - 2M+1 = Jacoby, 4+M GF usually bal
- 1M - 3m = nat inv
- 1S - 3H & 1H - 2N = limit raise, 4+M inv (after 1H - 2N: similar to Jacoby)
- 1M - 3M = pre
- 1M - 3N = (4333), CoG
- double jump = spl, roughly GF minimum
- stronger splinters can use auto-splinter after 2-over-1

To Doizi: in GA, there are differences:

- 1M - 3M+1 = unspecified spl
- 1M - 3N+ = void spl
- 1H - 1S = 0-4S, non-GF
- 1H - 1N = 5+S, F1 (4S GF goes to 1H - 2m)

1.2.1 PH

- 1M - 2C = 9-11, 3+ fit; then 2D = reinv. 2M = s/o. (2H = nat F1 if M = S)
- 1M - 2M = 5-8
- 1M - 1N = 2-M, NF
- 1M - 2N = limit raise (subseq = Jacoby, but 3M is s/o)
- 1H - 2S = nat inv
- 1S - 3H = nat inv

1.3 1N

1.3.1 response

A brief summarize table:

	s/o	inv	CoG	SI+
4M (6m poss.)		2C->raise/2N	2C	2C-2M-3oM/spl
5M	2DH	2D->2N; 2C->2S	2DH->3m/3N; 2H->2N	2D->3m; 2H->2N/3m
6M		2DH->raise	(4DH is s/o)	2DH->4M (MST); 2DH->3oM+
5S4H	2C->P/2H	2C->2S/3H	Smolen (2C-2D-3HS)	Smolen
5H4S		2D->2S		
55+M		2H->3H		4C
64M	2DH	be 6M or 54M	2C-2D-4CD	2C-2D-4CD
6m	2S/3C	2S/3D	2S/3C->3N/bid(spl)	2S/3C->raise/4N/bid(spl)

1N -

2N = inv. 3N = s/o. 4N = quant.

2C: Stayman

2M-1: -> 2M

2S: -> 3C

3C -> 3D: s/o or GF

3M: GF, 54+m, spl M

4C: 55+M, SI

(X)

P: 2-M, then XX = re-transfer

XX: 5+ good suit, suggest play

2M: 3+M

2M: default

2N: general super-accept

suit: super-accept, Ax or Kx in suit

... SA - 3M-1(4M-1): re-transfer

3M: any 5M

2N: accept inv

3C: decline

after minor transfer ...

suit: spl, CoG or SI

3N: CoG or MST

4N: quant

raise: MST

4m+1: RKC

obvious ERKC: spl first, then use 4m+2

3N: s/o

oM: 4+oM, suggest play

4m: 4+m

4D: max

4H = only MST, then 4S = s/o, 4N+ =
resp to 2RKC

4S = 2RKC, 4N/5C = 2ERKC(D/C)

	4M: min
	4N: (rare) 22-M, min
4M-1 = transfer M	

After Stayman

1N - 2C; 2D: no 4M	P = s/o. 2H = MMs s/o 2S: 5S inv NF 2N: inv 3m: 5+m ST 3M: Smolen. 5oM, 4(+)M, GF; 3H may be 55M GF but no SI (will rebid 4H) 3N: s/o 4CD: 64+M, transfer HS +1: max
2M: 4+M	2S: nat inv NF 2N: inv (implies 4oM) 3m: 5+m ST raise: inv 3N: s/o 3oM: fit SI higher: spl 4N: always quant (RKC: 3oM/2N first)
(X)	XX: good 5+C, suggest play P: stopper in C, resp can ask with XX 2D+: system on but no stopper

After transfer

1N - 2M-1; 2M -	
... 2H - 2S: 5H4S, inv NF	
... 2H - 2N: nat inv	
... 2H - 3S: spl or 6+H bal ST	
... 2S - 2N: GF, CoG or ST	TODO: subseq, and what is the difference between this and 3N?
... 2S - 3H: 55M, inv NF	
raise: inv, raise S would be slightly stronger	

3m: GF, 4+m

other jump: spl

3N: CoG

3M = fit. 3D/oM = fit m only. 4m
= double fit. If there are two new
suits, bid shows stopper.

1.3.2 comp

doubled

We use similar structure against double. However, knowing some weaknesses may help:

- If the opponent lacks PEN X, try P with boring hands NV (even with medium-quality 5M suit)
- For X/bids shows an ambiguous suit, we may try to interfere with overcall
- After XX, we set up FP. Either one's X means "if you hold Hx+, please PEN"; 2N shows a t/o hand if FP ON.
- Notice about our escape scheme:
 - If X = PEN, then direct bid is s/o
 - Otherwise, system on
 - P transfers to XX, but since it usually denies inv values (can still have some bad 8-9 that is not willing to FP), opener can freely bid his 5-card suit.
 - No matter what X means, after P transfer to XX, a bid is "DONT" style, and resp can also pass.

```

1N - (X = pen) -
XX = inv+, FP on
P = forcing but non-GF, default transfer to XX.
  suit = nat s/o
  XX = forced
    P = s/o. suit = 44+ X and higher, 2C may be scramble.
    # if interfered, any X = t/o
2X = nat s/o
2N = mms
jump = nat semi-pre

```

```
# if X != pen:
system on, but XX/P: same
```

2m = majors

We use a simple structure against 2m = majors.

1N - (2m = MM)	delayed X: bal inv (allow convert to PEN) delayed 2N: minors t/o X/m: nat 2N+: Leb (direct bid = GF) 3M: good 5+M, GF 2H: inv 2S: GF
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1.3.3 2C = some 6+

X = (s)bal inv+, FP ON, 2X = NF. Leb ON.

1.3.4 other natural bids (even if promises another suit)

X = t/o, 2X = NF. Leb ON.

1.3.5 note on FP

If FP ON, and before giving up PEN, 2N = t/o, min, NF, suit = 4+ card (unlikely to have 5-card)

1.4 2C

We use control-showing response (i.e. A = 2, K = 1) after 2C opening. The rest are simply natural except:

- after any 2N, we use response same as 2N opening
- cheaper minor = double negative after 2C - 2D - 2S/3C
- jump response shows a "one-loser suit" (KQJTxx+) without outside CT.

```

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 w/o 4M, strong slam interest
    # 2C - 3C; 3N/4N - 4C/5C = ask 4M, 4DH/5DH = transfer
    # TODO: what is 3N ?
2N = KKK
    then same as 2N opening
3DHS = 1-loser suit, no outside CT. 3N = same for C.
    ? # mb ask short

```

1.4.1 2C - 2D

```

2C - 2D;
# note that 22-25 bal can contain 5M
2H = nat or 22-25 bal
    2S = forced
        2N = 22-23 bal. 3N = 5+H, 26-28 bal
        bid = nat
    anti-relay = nat GF # 2N shows S
2S = nat unbal or 25+
    3C = weak or waiting
2N = 24-25 bal. 3N = 26-28 bal ...
    ... 3N - 4C = ask 4M. 4DH = transfer

```

1.5 2N

After 2N or 2C - 2N, we use:

- puppet Stayman, Jacoby transfer, 3S minor Stayman
- for 5H4S, transfer H then 3S; for 5S4H, bid 3N; for 55M, transfer S then 4H for s/o, otherwise 4C
- for long minor (M)ST, use Stayman. for mms ST, use minor Stayman.

<p>3C: ask 5M. may be s/o in 3N or 5+m ST.</p>	<p>3D: some 4M 3M = 4+oM. 3N = s/o. 3M: 5+M suit = cuebid. 5m = nat MST 3N: no 4M</p>
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	any - 4N: quant
	3DN - 4m: 5+m, MST+
	4N = 2m. +1 = RKC
3DH: transfer	4+ fit must super-accept
	... 3H - 3S: 5H4S
	... 3S - 4H: 55M, s/o
	after transfer, new suit at 4-level =
	5-5 nat ST, then lowest unbid suit =
	2RKC
3S: minor Stayman. 44+m	3N = no 4m. 4m = nat. 4H+ =
	super-accept, resp to 2RKC
3N: 5S4H, NF	
4C: 55M, ST. resp same as 1N - 4C.	
4DH: transfer, MST	
4S: no agreement	
4N: quant	
5m: to play	