Contents

Chapter 1

1X

1.1   1C

```
1C -
1D*: 4+H
1H*: 4+S
1S*: inv+, 4+D; or 5+D
   - 1N : min, 2-D or 4333 or some 4332
   - 2C : min unbal
   - 2D : 3+D
1N : 6-10
2C*: GF, 4+C  # inv if PH
   - 2D*: 12-14
      - 2H*: nat or ask
   - 2M : 15+, nat, usually 3+M
   - 2N : 18-19
   - 3C : 15-17, 6+C
   - 3X*: spl
2D*: inv, 4+C  # constr if PH
   - 2M : 15+, nat, usually 3+M
   - 2N : nat min
   - 3C : nat min
   - 3X*: spl
   - 3N : 13-14, nat
2M : 3-7, 6+M  # not interested in 18-19 bal, 2-M
   - 2N*: feature ask, inv+
2N*: 7-9, 5+C  # weaker if PH
3C*: 0-6, 5+C  # weaker if PH
3X : 7+X, about 6-6.5 tricks
```

1.1.1   Gazzilli after 1D*/1H*

```
1C - 1D*;
1H*: 4+S  # highest priority unless 4+ fit
1S*: 16+; or (13)14-15, 6+C, GT  # may be 16-17, 2425 [3H]
   - 1N*: 8+
       - 2C*: 6+C, GT
            - P  : s/o
            - 2N : re-inv
            - 3C : re-inv
       - 2D*: GF, catchall
       - 2H : 6+C, GT; and 3H  # same as above but 3H
       - 2S*: 3H, GF
       - 3H : 4H, 16-17
   - 2C : min
   - 2D : min
   - 2H : min
```

```
    # bids below applies to 2X above
          - 2H : 3-4H, 16-17(18)
          - 2S*: 3H, GF
          - 3C : GF
          - 3H : ?
    - 2S*: min, 5+S  # implies 6+H
    - 2N+: C fit ST
    - 3H : solid H ST
1N : min bal
    - 2wPCB
2C : min unbal
    - 2D*: GF
    - 2H : NF
    - 2S*: GF, (3)4+C
    - 2N : inv
    - 3C : inv
    - 3D*: spl
    - 3H : inv, 6+H
    - 3S*: spl
2D*: 14-16, 6+C, 4+D
2H : min, 4+H
2S*: inv+, 4+H, spl S
2N : 18-19, bal
3C : (15)16-17, 6+C, GT
3D*: inv+, 4+H, spl D
3H*: 18-19 bal, 4+H
3S*: 20-22, 4+H, some spl
    - 3N*: ask
3N*: GF, 4+H, S void
4C*: GF, 4+H, 6+C
4D*: GF, 4+H, D void
4H*: 4+H, 20-21 bal  # or good 18-19 bal
```

```
1C - 1H*;
1S*: 16+; or (13)14-15, 6+C, GT  # may be 16-17, 4225 [3S]
    - 1N*: 8+
          - 2C*: 6+C, GT
                - P  : s/o
                - 2N : re-inv
                - 3C : re-inv
          - 2D*: GF, catchall
          - 2H : 6+C, GT; and 3H  # same as above but 3H
          - 2S*: 3H, GF
          - 3H : 4H, 16-17
    - 2C : min
    - 2D : min
    - 2H : min
    - 2S : min
```

```
    # bids below applies to 2X above
          - 2H*: 3S, GF
          - 2S : 3-4S, 16-17(18)
          - 3C : GF
          - 3S : ?
    - 2N+: C fit ST
    - 3S : solid S ST
1N : min bal
2C : min unbal
    - 2D*: GF
    - 2M : NF
    - 2N : inv
    - 3C : inv
    - 3D*: spl
    - 3H*: spl
    - 3S : inv, 6+S
2D*: 14-16, 6+C, 4+D
2H*: 14-16, 6+C, 4+H
2S*: min, 4+S
2N : 18-19, bal
3C : (15)16-17, 6+C, GT
3D*: inv+, 4+S, spl D
3H*: inv+, 4+S, spl H
3S*: 4+S, 18-19 bal
3N*: 20-22, 4+S, some spl
    - 4C*: ask
4C*: GF, 4+S, 6+C
4D*: GF, 4+S, D void
4H*: GF, 4+S, H void
4S*: 4+S, 20-21 bal  # or good 18-19 bal
```

1.1.2 XYZW

```
1C - 1D*; 1H*- 1S*: see utils/XYZW/PLOB
1C - 1DH; 1N - ...: see utils/XYZW/2wPCB
1C - 1S ; 1N - ...: no 2-way
```

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 : inv, 6+C [3C]; or GF, 5+C
   - 2D*: 12-14  # may be 12-14 with good C support; ready to play 3N
        - 2H*: GF, ask
             - 2S*: 5D unbal
             - 2N : min bal
             - 3C : 3+C unbal
             - 3D : 6+D unbal
             - 3N : max bal
        - 2S+: nat GF
        - 3C : nat inv
   - 2M*: 15+ unbal, may be stopper
   - 2N : 18-19 bal
   - 3C : GF, 14+, 4+C
   - 3D : solid D ST
   - 3M*: GF, 4+C, spl
2D*: some 6+M pre  # not interested in 18-19 bal, 2-M
   # 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  # inv if PH
   - 2S*: 15+, catchall  # GF if partner inv
   - 2N : 12-14 bal
   - 3C : nat
   - 3D : min unbal
   - 3M*: spl
   - 3N : 18-19 bal
2S*: inv, usually 4+D, not prefer to declare  # constr if PH
   - 2N : nat min
   - 3C : nat, F1
   - 3D : nat min
   - 3M*: nat, could be stopper
   - 3N : nat
2N : nat inv
```

```
3C*: 8-10, 4+D  # weaker if PH
3D*: (0)3-7, 4+D  # weaker if PH
3M : 7+M, about 6-6.5 tricks, NF
```

1.2.1 XYZW

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

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-H;
     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, 4+H, 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
   - 3H : light opening; or min, 5H(332)
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
```

```
1H - 1S*/1N*; 1N*/2C*: 16+, any; or 12-15, 6+H
+1*: 8+, any
   - 2H : 12-15, 6+H
2X : 4-7, nat
# after a weak nat response
   - 2S*: ... (TBD)
   - 2N*: GF, some 6+H
        - 3C*: ask
             - 3X : 4+X
             - 3H*: 4+C
             - 3N : no 4-card suit
   - 3X : GF, 5+X  # except raise = inv
   - 3H : inv, 6+H
2N+: 5-7, nat  # 2N usually mms
3H : inv, 3H
4H : nat
```

```
1H - 1S*; 1N*-2C*;
2D*: some (18)19+
   - 2H*: waiting
      - 2S+: same as below
   - 3m : nat good 6+m, ST
2S : 16-18, 4+S
2N*: some 5+m  # 65 usually bids 3m then 4m
   - 3C*: ask
      - 3D : 16-18, 5+D
      - 3H*: 16-18, 5+C
3m : 16-18, 4+m
   - 3H : 2H
3H : 16-18, 6H(331/322) or 7+H
3S : 16-18, 7+H, spl S
3N : 16-17 bal
4m : 16-18, 7+H, spl m
4H : 16-18, 7+H
```

```
1H - 1N*; 2C*-2D*;
2S*: some (18)19+
   - 2N*: waiting
      - 3C+: same as below
2N*: some 5+m   # 65 usually bids 3m then 4m
   - 3C*: ask
      - 3D*: 16-18, 5+D
      - 3H*: 16-18, 5+C
      - 3S*: 19-21, 5+C
      - 3N*: 19-21, 5+D
3m : 4+m
   - 3H : 2H
3H : 16-18, 6H(331/322) or 7+H
3S : 16-18, 3+S
3N : 16-17 bal
4m : 16-18, 7+H, spl m
4H : 16-18, 7+H
# 4S ?
```

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
```

1.3.4   PH response

```
P - 1H;   # 12-21, 5+H
1S : 4+S
   - 1N : min nat
         - 2X : nat s/o
         - 2N : inv
         - 3X : nat inv
   - 2C*: 16+, any; or 12-15, 6+H
         - 2D*: 8+
   - 2D : 12-15, nat
   - 2H*: 12-15, nat C
```

```
1N*: NF; 4-5, 3H [2H]; 5-11, 2-S  # 4-5, 4H just simply 2H or 3H
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H*: 12-15, nat C
2C*: inv+, 3+H  # Drury
   - 2D*: 13-14 bal
   - 2H : light opening or 12- bal
   - 2S+: same as after 1H - 2H
2D : inv+, nat
2H : 6-9, 3+H
2S : 4-7, 6+S
2N*: 8-10, 4+H, some spl
3m*: 8-10, (54+) H and m
3H : pre
3S*: 10-12, S void spl
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void spl
4H : pre
```

```
P - 1H - 1S ; 2C*- 2D*;
2S*: some (18)19+
   - 2N*: waiting
      - 3C+: same as below
2N*: some 5+m  # 65 usually bids 3m then 4m
   - 3C*: ask
      - 3D*: 16-18, 5+D
      - 3H*: 16-18, 5+C
      - 3S*: 19-21, 5+C
      - 3N*: 19-21, 5+D
3m : 4+m
   - 3H : 2H
3H : 16-18, 6H(331/322) or 7+H
3S : 16-18, 4+S
3N : 16-17 bal
4m : 16-18, 7+H, spl m
4H : 16-18, 7+H
# 4S ?
```

```
P - 1H - 1N ; 2C*- 2D*;
2S*: some (18)19+
   - 2N*: waiting
      - 3C+: same as below
2N*: some 5+m  # 65 usually bids 3m then 4m
   - 3C*: ask
      - 3D*: 16-18, 5+D
      - 3H*: 16-18, 5+C
      - 3S*: 19-21, 5+C
```

```
      - 3N*: 19-21, 5+D
3m : 4+m
    - 3H : 2H
3H : 16-18, 6H(331/322) or 7+H
3S : 16-18, 5+S
3N : 16-17 bal
4m : 16-18, 7+H, spl m
4H : 16-18, 7+H
```

1.4   1N

temporarily use BTUBWS

```
1N -
2C*: ask 4M
2D*→2H*: 5+H
2H*→2S*: 5+S
2S*: ask 4m. s/o in 3m; or 44+m ST or CoG
2N : inv
3m : nat 6+m inv, NF
3H*: 55+Ms, inv, NF
3S*: 55+Ms, ST
3N : s/o
4C*: ask #A
4D*→4H*: 6+H   # FP not on
      - 4S+: (E)RKC
4H*→4S*: 6+S   # FP not on
      - 4N+: (E)RKC
4S*: (stronger) Quant
4N : (weaker) Quant
5m : s/o
```

1.4.1   after Stayman

```
1N - 2C*;   # ask 4M
2D*: no 4M
   - 2H*: 5+S, inv   # may don't have 4H
     - 2S : s/o
     - 2N : s/o
         - 3m : 5+m, s/o   # ?
   - 2S*: 45xx, inv, NF
   - 3M*: 5+oM, GF
   - 4C*: ask #A
   - 4D*→4H*: 46xx+
   - 4H*→4S*: 64xx+
2H : 4M
   - 2S : 5+S, inv, NF
     - 2N : s/o
         - 3m : 5+m, s/o
   - 3H : inv
   - 3S*: 4+H, ST
   - 4C+: spl
2S : 4S
   - 3H*: 4+S, ST
   - 3S : inv
```

```
    - 4C+: spl
# below applies to all above
    - P* : weak and escaping 1N
    - 2N : inv, should have 4oM
    - 3m : ST, 5+m
    - 3N : s/o, should have 4oM
    - 4N : Quant
```

1.4.2   after Jacoby transfer

```
1N - 2D/H*;  # 5+H
2H/S*: tr. acc
     - P  : s/o
     - 2S*: inv  # [TODO] or spl S?
           - 2N : s/o
               - 3m : 5+m, s/o
     - 2N*: CoG, usually unbal  # no slam interest
           - ... 3X : nat, good stopper or suit
     - 3m : 4+m, ST
     - 3M : 6+M, inv
     - 3oM: 6+M, ST
     - 3N : s/o
     - 4m : 6+M, spl m  # [TODO] actually, BTUBWS plays this as 5+m, ST
     - 4M : mild ST
     - 4N : Quant
# 1N - 2H*; 2S*- 4H : 55+Ms, CoG
# super acc. after 1N - 2D*
2S*: max, 4+H, xx in S
2N*: max, 4+H, otherwise
3C*: max, 4+H, xx in C
    - 3D*→3H*: re-transfer  # applies to 2S, 2N, 3C
3D*: max, 5H
3H*: max, 4+H, xx in D
# super acc. after 1N - 2H*
2N*: max, 4+S, otherwise
3m*: max, 4+S, xx in m
    - 3H*→3S*: re-transfer  # applies to 2S, 2N, 3C
3H*: max, 5S
3S*: max, 4+S, xx in H
```

1.4.3   after minor Stayman

```
1N - 2S*;
2N*: no 4m
    - 3m : s/o
```

```
3m*: 4+om   # 3C could contain 4+C
# bids below applies to all above
   - 3M : spl M, may be CoG
   - 4om+1: RKC
   - 3om: s/o  # m = C
   - 4om: s/o  # m = D
```

1.4.4 comp

```
1N - (2C = nat or some 6+X) - X* : Stayman  # others system on
   - P/2D*: no 4+M
         -(2M)- X  : optional (Hx+)
              - 3M : GF, t/o
              - bid: nat, inv, t/o
1N - (2D = nat) - X* : t/o
1N - (2M = nat) - X  : pen
# otherwise UwU
```

1.4.5 vs CAPP

1.4.6 vs DONT

1.4.7 vs meckwell DONT

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
   - 3S : light opening; or min, 5(332)
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 2S
   - 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, 3H probably 7+H
3N : 12-14, bal
3S : inv, 3S
4S : nat
```

```
1S - 1N*; 2C*- 2D*;
2H*: some (18)19+
   - 2S*: waiting
        - 2N+: same as below
   - 3X : nat good 6+X, ST
2S : 12-15, 6+S
2N : 16-18, some 5+X
   - 3C*: ask
      - 3D : 5+D
      - 3H : 5+H
      - 3S*: 5+C
3X : 16-18, 4+X
   - 3S : 2+S
3S : 16-18, 6S(331) or (322) or 7+S
3N : 16-17, bal
   - 4m : 6+m, ST
```

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
```

1.5.4   PH response

```
P - 1S -  # 12-21, 5+S
1N*: NF; 4-6, 3+S [2S]; 5-11, 2-S
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H : 12-15, 4+H
   - 2S*: 12-15, nat C
2C*: inv+, 3+S  # Drury
   - 2D*: min bal
   - 2H : nat
   - 2S : light opening
   - 2N+: same as after 1H - 2H
2D : inv+, nat
2H : inv+, 5+H
2S : 7-9, 3+S
2N*: 8-10, 4+S, some spl
3X*: 8-10, (54+) S and X
3S : pre
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void spl
4H : pre
```

1.6   2C

```
2C*-
2D*: waiting
   - 2H*→2S*- 2N : 20-21 bal
               - 3X : 22+, nat, 5+H
               - 3N : 22-24, 5H(332)
         - 2N*: 4-7, 5+S
   - 2S : 22+, 5+S
         - 3C*: cheaper minor, 0-3
   - 2N : 22-24   # 4-th seat: 24-25
   - 3C : nat, 5+C
         - 3D*: cheaper minor, 0-3
   - 3D : GF, 5+D
   - 3M : nat solid ST
   - 3N : 25-27   # 4-th seat: 26-27
   - 4m : nat solid ST
   - 4M : 8.5+ tricks
   - 5m : 8.5+ tricks
2M : 8+, 5+M
2N : 8-10
3m : 8+, (5)6+m
3M : 4-7, 6+M
3N : 11-12
4m : 8+, solid (6)7+m, ST
4M : 4-7, 7+M
```

1.6.1   puppet Stayman

```
2N -
3C*: ask 5M   # could be s/o 3N
   - 3D*: some 4+M
         - 3M*: 4+oM
         - 3N : s/o
3D*→3H*: 5+H
         - 3S : 4+S
   - 3S*: 3433
   - 3N+: 4H, cue   # 3N = S
   - 4H : 3H
3H*→3S*: 5+S
   - 3N*: 4333
   - 4C+: 4S, cue
   - 4S : 3S
3S*: 44+m, ST
   - 4m : 4+m
3N*: 54xx+
```

```
4C*: Gerber
4D*→4H*: 6+H, MST
4H*→4S*: 6+S, MST
4S*: good Quant
4N*: bad Quant
```

Chapter 2

pre

2.1 2D/NV (multi)

```
2D - # 3-9, 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
```

2.2 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
```

2.3   2S/NV (wild)

```
2S -
2N*→3C*- P  : s/o
     - 3D : s/o
     - 3H : 5+H, GF
     - 3S : inv
     - 3N : no fit, slam interest
3X : nat inv NF
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed
4M : s/o
```

2.4   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
```

2.5   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
```

2.6   4-th seat

```
2D : 8-13, nat
2M : 8-13, nat
2N : 22-23 bal   # 2C = 20-21/24+ bal
3X : nat solid ST
```

2.7   higher preempt

```
2N*: 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

2.8   2N (minors)

```
2N*-  # 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3m : s/o
3M : 6+M, inv, NF
3N : s/o
4m : s/o
4M : s/o
4N*: inv to slam
5m : s/o
```

Chapter 3

comp

3.1 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
```

3.2   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!
```

3.3   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
```

3.4   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
```

3.5   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
```

3.6 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]
```

3.7 X

```
(1X) - X* -(P) -
2X*: inv+ w/o stopper; or GF
```

Chapter 4

util

4.1   1-2-3 Stops

```
1m - (1X); 2m
2X*: inv+
2N : inv
3m : s/o
```

```
1M - (X); 2X-1*: (5)6+X, 6-10; or 4+X, GF
3X : s/o against weak variant
```

4.2   2NT

```
# B = bid, all (B) here are NF raise, or bids that (may be) weak
 1Y -(2X)- 2N : nat
 1X -(2Y)- 2N : nat
 1N -(2X)- 2N : tr. Leb
(2M)- X* -(P) - 2N : tr. Leb
(2m)- X* -(P) -
(1M)- X* -(2M)- 2N : tr. Leb
(1m)- X* -(2m)-
(1X)- 1Y -(B) - 2N : nat
(1Y)- 2m -(B) - 2N : nat ?
(1S)- 2H -(2S)-
(1X)- B  -(2Z)-
 1X -(2M)- X* -(P) - 2N : good-bad
 1X -(1Y)- X/B-(2Y)- 2N : good-bad
 1X -(1Y)- X/B-(2Z)- 2N : good-bad
 1Y -(2X)- X/B-(P) -
 1Y -(2X)- P  -(P) - 2N : t/o, usually 64+mms
 1Y -(B) - P  -(2X)- 2N : t/o, usually 64+mms
(2M)- P  -(P) - X* -(P) - 2N : tr. Leb
(1X)- P  -(2X)- X* -(P) - 2N : tr. Leb
(1X)- X* -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1X)- 1Y -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1Y)- 2m -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1X)- 1N -(2X)- X* -(P) -

# general rules for other situations:
# ... X* -(P) - 2N = usually normal Leb (good-bad)
# ... X* -(B) - 2N = normal Leb (good-bad) if X = neg or t/o
# free bid 2N is nat if inv is possible; otherwise t/o
```

4.3 Forcing Pass

4.3.1 XX = Q

4.4   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
```

4.5   2NT and Lebensohl

```
Leb over (2M)-
2S : NF
2N*→3C*- P* : s/o
        - 3D*: s/o
        - 3oM: s/o
        - 3M*: 5+C, GF
        - 3N : half stop
   - 3X : 18+, nat
3X*→3X+1: 5+[X+1], inv+; if X+1 = M, then Stayman
        - 3M : max, but ask stop
3S*: ask stop
3N : s/o
```

4.6   maximum X

```
fit in 2M - (opp. comp to 3X) -
# if X = M - 1
X*  : inv+  # allow pen with low probability
# otherwise
3M-1: inv+
```

```
(1m) - 2H [V/NV] - (3D) - X*  : 2+H, inv
(1m) - 2H [V/NV] - (3C) - 3D* : 2+H, inv
```

4.7   Rubens

```
(1X)- 1M -(P/X)-
XX : 10+, near bal
1N : nat
# if Y < X
2Y : 10+, nat, F1
# if Y >= X
2Y*→2Y+1: 10+, 5+[Y+1]   # if Y+1 = M then it means good raise
2X : comp. raise
```

```
(1X)- 1M -(2X)-
?
```

```
(1Y)- 2X -(P/X)-
 XX : 10+, near bal
# if Z < Y
 2Z : 10+, 5+Z
# if Z >= Y
 2Z*→2Z+1: 10+, 5+[Z+1]   # if X = C, 2S is good raise
 2N : nat inv
# if Z < X
 3Z*→3Z+1: 10+, 5+[Z+1]   # 3X-1 is good raise
```

```
(1Y)- 2X -(2Y)-
X* : neg.
2S : NF
# if Y = C/D/H
2N*→3C*: 10+, 3/5/5+C
# if Y = D/H
3C*→3D*: 10+, 3/5+D
# if Y = H
3D*→3H*: 10+, 3+H
```

4.8 Slam bidding

4.8.1 cuebid

```
cue = 1/2nd ctrl
# if opener shows a suit (unless 1C - 1X; 1N/2N), then
opener's cue on that suit = 2 of AKQ, usually source of tricks
resp's cue on that suit = never shortness, can be Q
```

4.8.2 FF

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

4.8.3 kickback RKC

```
[fit in S] - 4N*: ask number of keycards   # 4 Ace + Trump K
5C*: 0/3 keycards
   - 5H*: escape to 5S if 0-keycards
5D*: 1/4 keycards
   - 5S*: P if 1-keycard
5H*: 2/5 keycards w/ Trump Q
5S*: 2/5 keycards w/o Trump Q
5N*: 0/2/4 keycards, some void
   - 6C*: ask
       - 6X*: void in X
6X*: 1/3 keycards, void in X
```

```
[fit in X] - [4X+1]*: ask number of keycards
# similar responses, 5N replaces void in [X+1]
[fit in H] - (4S); 4N*: RKC
```

4.8.4 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
```

4.8.5   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)
```

4.8.6   ORKC

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

4.8.7   2-suied 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
```

4.9 UwU

TBD (low-low, high-high)

4.10 XYZW

4.10.1 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 : 4-5Y, CoG, no slam interest. spl D.
              - 3H*: ask if 5Y
        - 3H : 4-5Y, CoG, no slam interest. spl H.  # spl C if Y = H
              - 3S*: ask if 5Y
        - 3S : 5Y, CoG, no slam interest. spl H.  # spl C if Y = S
        - 3N : 4Y, CoG, no slam interest. spl H.  # spl C if Y = S
        # a bit diff from BTUBWS. similar to 1N - 2S; any - 3M*
3Z : ST, 4+Z [Z = X] or semi-solid 6+Z [Z = Y] or 5+Z [otherwise]
3N : s/o
4C+: 7+Y, spl
   - 4M : waste
4Y : s/o
```

4.10.2 PLOB

```
1C - 1D*; 1H*-
# 2S* is usually F1 only
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
      - 2D*: GF ... (TBD)
      - 2H : F, 3H
          - 2S*: F
          - 3S : inv
      - 2S*: GF, not prefer to declare NT
1N : nat NF
2X : s/o
      - 2S*: F
      - 2N+: nat inv
      - 3S*: 6+C, 5+S, F
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
```

Chapter 5

cardplay

5.1   lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, but vs slam K = ask for count
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
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+
```

5.2   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
```

5.2.1   Smith echo

```
# vs NT, declarer wins the lead, then on the next round available for
    signal,
# if first round x - x - H - win
both defenders' lo: enc leading suit
# if first round x - win - [att] - x
leader's lo: enc leading suit
# note: on/off may depends on dummy/lead
```

5.2.2   other

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