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Chapter 1

principles

1.1 misc

1.1.1 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

1.1.2 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

1.1.3 unusual NT vs t/o

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

1.1.4 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

1.1.5 forcing or not

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

1.1.6 fast arrival

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

1.2 doubles

low-level double is not penalty unless:

XX set up FP

after 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

XX is strength / suggest play unless:

after low-level X converted to penalty: XX is SOS

3N in a competitive auction doubled # XX = plz re-consider