Contents

Chapter 1

opening

1.1   1m

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

- jump 2X = nat 6+X inv NF. 2N = nat inv

- 1D - 3C = nat inv. 1D - 2C = GF.

- double jump 3X = nat weak, about 6-6.5 winners.

- these are on unless it is no longer a jump. (1m - (X) - 2N ?)

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

- 1M - 3M = pre

- 1M - 3N = (4333), CoG

- double jump = spl, roughly GF minimum

- stronger splinters can use auto-splinter after 2-over-1

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                          2M: default
                                     2N: general super-accept
                                     suit: super-accept, Ax or Kx in suit
                                         ...  SA - 3M-1(4M-1): re-transfer
                                     3M: any 5M
2S: -> 3C                            2N: accept inv
                                     3C: decline
3C -> 3D: s/o or GF                  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
3M: GF, 54+m, spl M                  3N: s/o
                                     oM: 4+oM, suggest play
                                     4m: 4+m
4C: 55+M, SI                         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)

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	`3M = fit.  3D/oM = fit m only.  4m = double fit.  If there are two new suits, bid shows stopper.`
`other jump:` spl	
`3N:` CoG	

1.3.2   comp

```
1N - (X = pen) -
XX = inv+, FP on
```

```
P = forcing, default transfer to XX.
    suit = nat s/o
    XX = forced
        P = s/o. suit = 44+ X and higher, 2C may be scamble.
    # if interfered, resp's X = t/o
2X = nat s/o
2N = mms
jump = nat semi-pre
```

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 21-24 bal can contain 5M
2H = nat or 21-22 bal
    2S = forced
        2N = 21-22 bal. 3N = 5+H, 25-27 bal
        bid = nat
    # do we need anti-relay ?
2S = nat unbal or 25+
    3C = weak or waiting
2N = 23-24 bal. 3N = 25-27 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.

`3C:` ask 5M. may be s/o in 3N or 5+m ST.	`3D:` some 4M
	    `3M = 4+oM. 3N = s/o.`
	`3M:` 5+M
	    suit = cuebid. 5m = nat MST
	`3N:` no 4M
	`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	

Chapter 2

defensive

2.1 overcall

2.1.1 simple overcall

Similar to take-out, an overcall is level-aware:

```
1X: 8+, 5+X (LD values or shape); up to the minimum of off-shape
2m: 10-15, 6+m; 12-17(18), 5+m
2H: (7)8+, 6+H; (10)11-17, 5+H

could be lighter if partner PH; or under certain conditions such as 1D
    - 2C or some vul.
```

We use Rubens when advancing an overcall:

```
(1X) - 1Y - (P/X) -
1N: 9-11
2N: undefined
2Y: nat comp
suit < X: nat, 10+, F1                    raise/2Y: min
                                             rebid: to play
                                          2N: 12-13, inv
                                          cue: ?
                                          new suit: ?
2X   2Y-1: transfer to next suit.  10+,   accept transfer: min
5+ suit; or 8+, 6+ suit
                                          2N/raise: 12-13, inv
                                          new suit: ?
                                          2Y: ?
jump-shift and 2N: ?
```

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(TODO) advancing a 2-level overcall and Rubens

2.1.2 jump overcall

The most improtant agreement for overcall IMHO is the precise definition of their strength. Obviously it depends on partnership agreement, but hope that this section provides a good baseline. Notice that this write-up is quite aggressive and vul-sensitive.

```
(1m) - ; or (1H) - 2S
# 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)9-16(17), 5+M
jump suit = same as balancing overcall

# 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+M, pre  # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTx.x: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M  # 4oM or afraid of losing game
2M = 5+M, pre  # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```

2.2 t/o double

```
# style: slightly emphasizes major
minimum take out at 1-level:
4333: 13(14)+
4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
```

```
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +(3)4
may be slightly sounder if adv need to bid 1-level higher.

for off-shape hands, if expect to ...
rebid at 1-level: 16+
rebid at 2-level: 18+ or good (6+ cards) 16+
rebid at 3-level: (19)20+ or good (6+ cards) 18+
rebid NT: 19+
```

2.2.1 resp

The response is pretty standard but a bit more precisely defined. For `(2M) - X`, check **Lebonsohl**.

`(1X) - X - (P) -`

non-jump: nat 0-9

raise: (14)15-17
double raise: 18-20
suit: off-shape
jump suit: same strength as suit but longer (usually one less loser)
cuebid: an A(K) stronger than off-shape minimum

1N: 9-11
2N: 12-13

jump: 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder

raise: inv. if 4X (implies max), bid 3N first
jump = spl. other = nat and strong

cue: 12+, F1

2M: 4+M, F1
   2N & raise are only NF
2N: no 4M (implies not min therefore) GF
cue again: 44M+, SI
4CD: transfer HS, SI
other: nat and GF

double jump: semi-pre
jump cue: undefined. maybe ask for stopper.

For higher level t/o, we use them quite flexibly. To be precise, `(4S) - X` can have the following possibilities:

- most typically: 16+ bal

- t/o hands weaker than 4N: ranging from -.Axx.Axxxx.Axxxx to J.AQxx.KQxx.AQxx (may judge based on Vul or opp. style)

(4m) – X	**4N:** undefined
(4H) – X	**4N:** RKC(S)
(4S+) – X: transferable strength	**4N:** 2- or 3-suiter (or strong oM)
(1M) – X – (4M) – 4N: RKC(oM)	