Contents

Chapter 1

opening

1.1 1m

```
no 5M unless longer m
11-13 bal opens 1C
with 17-18 bal, opens 1D with 5+D otherwise 1C
when unbalanced, 1D promises 5+D unless 4441
```

```
transfer response to 1C: 1D = 4+H. 1H = 4+S. 1S = (4)5+D.
    # major first when non-GF
nat response to 1D: 1M = 4+M
1N = 6-10
2H = 3-7, 5S4H+
    2N/3M = inv. P/2S/3m = s/o. 3om = art GF
2S = m fit inv(+)  # [m = C] inv, [m = D] inv+
    1D - 2S - 2N = 17-18. 1D - 2S - 3C may be just GF. 1C - 2S - 2N = min s
   /o
2N = (s)bal inv
    3m = NF  # 3C can be assumed fit (ex: xx63)
3N = 13-15, (4333)
double jump (1D - 3HS & 1C - 3DHS) shows a weak 7+ card with 6-6.5 winners
1C - 2C = GF. 1C - 2D = nat inv
1D - 2C = GF.
    2D = min. 2N = 17-18
1D - 2D = nat 6-10. 1D - 3C = nat inv
    # optional: 1D - 2D frequent 4M ?
1C - 3C = (5)6+C pre. 1D - 3D = (3)4+D pre
```

1.1.1 rebid

```
1m - 1M(-1)
2N = 17-18 bal
2m = (13)14-15, good (two of AKQ) 6+m  # could be weaker with longer m
    rebid = nat F1. raise & new suit = nat GF
3m = (15)16-17, good (two of AKQ) 6+m
3M = (16)17-18 bal, 4+M  # 16 is probably 5D4M22 and not opening 1N
3N = (s)solid m, to play
reverse = concentrated 14-16, 6+m and 4+ suit, NF
jump & jump reverse = inv+, spl
double jump = void spl (4m = 6+m, 4+fit)
1C - 1D - 1H = 11-17, 4+S. 1D - 1H - 1S = 11-17, 4+S.  # 18+ uses Gazilli
    4SF ?
1D - 1M - 2C = 11-15, 4+C.
1C - 1DH - 1S = min unbal or 16+. 1D - 1HS - 1N = min unbal or 16+.
    +1 = 8+  # then 2m/2M = min unbal wo/w 3M. others = 16+, GF
    2H = 8-10  # because 1m - 2H = 3-7
    all other = min nat  # jump = weak but shapely
```

```
        then new suit = GF
1C - 1DH - 1N = 11-13 bal
    modified 2-way
```

```
1C - 1SN & 1D - 1N
1C - 1S - 1N = 11-13 bal, no 3D unless (4333)
    2m = s/o. 2M = 4+M GF. 2N/3C = inv. others = GF
    # because 1C - 2D = inv
2m = min nat  # 1D - 1N - 2C may be 3-card
2M = nat 16+
    2N = min NF
2N = 17-18 bal
rebid/raise 3m = inv
1D - 1N - 3C = GF
double jump = ?
```

1.1.2 1m - 1X; 2N

1.1.3 after Gazzilli accepted

```
1m - 1M(-1); 1SN - +1;
2m = 11-15 unbal, 2-M. as if natural 1m - 2m (excluding our 1m - 2m)
    [M = S] 2H = 11+, F1.  # then new suit = GF. 2N/rebid = NF.
    2M = s/o. 3m/3M = inv. new suit = GF except above.
2M = 11-15, 3M.
other = nat GF  # note: do we want to distinguish 19+ ? 2N = ?
```

1.1.4 PH responses

```
1m - 2C = inv. 1C - 2S = nat.
2-way on except 2D = F1
```

1.1.5 comp

```
1m - (X)
    XX = 11+ near-bal, FP on. others = system on.
1m - (1D)
    X = same as 1C - 1D. 1S = 8+, unsuitable for 1N. 2D+ = ?
    subseq system off. cue = F1.
1m - (1M)
    ?
    subseq system off. cue = F1.
```

1.2 1M

```
1H - 1S = 4+S, F1
1N = SF
2C = 2+C, FG
2D = (4)5+D, FG
2M = 7-10 values
jump suit = nat inv NF
2N = 4+ fit, inv+. bal unless min inv (11-12 values).
3M = pre.  # NV: wild. V: 4+ fit unbal.
1S - 3N = 11-14, some spl. 1H - 3S = 11-14, some spl.
     +1 = ask
4X = 11-14, void spl  # not often used. 1H - 3N = spl S
```

1.2.1 rebid

```
1M - 1SN
1N = min nat
    modified 2-way
2C = Gazilli. 11-15, 2+C; or 16+  # can be weaker if want GF opposite 8+
    2D = 8+
    other = min  # jump = shapely min
        raise/2N/3M = inv, new suit = GF
2X (X < M) = 11-15, 4+X
    impossible Spade
2M = 11-15, 6+M
1H - 1N - 2S = concentrated 14-16, 6H4S+
1H - 1N - 3S = concentrated 14-16, 6H5S+
1H - 1S - 2S = 11-15, 4+S
1H - 1S - 3S = concentrated 14-16, 6H4S+
2N = concentrated 14-16, some 6-4
    3C = ask  # then 3M = 6M4C
    3X = NF
3X (X < M) = concentrated 14-16, 5-5
    ?
3M = 6+ good M, 5.5 Losers  # may be 16+
    new suit = cue
```

1.2.2 after Gazzilli accepted

1.2.3 1M - 2N

```
# open extra = 15+ or good controls
# resp min = originally non-GF. non-serious = GF min.
```

```
3C = 11-14 unbal or 11-12 bal
    3D = ask, resp same as below. 3M = min NF. 4M = s/o. other = nat suit
   MST+.
3D = extra w/o shortness
    4M = min w/o shortness. 3M = min w/ shortness.  # then +1 = ask
    3N = non-serious. other = cue.
3HSN = extra. spl  # 3oM = spl oM. 3M/3N = spl C/D.
4X = extra. 5+X. usually promise all controls.
4M = 13-14 bal.
```

1.2.4 2/1

1.2.5 PH responses

```
1M - 2C = 9-11, 3+ fit
    2D = reinv. 2M = s/o. 2N+ same as 1M - 2M but slammish.
    [M = S] 2H = inv+, nat
1M - 2N = originally 1M - 3M+1
    3C = ask shortness
jump = inv, fit-showing  # concentrated, 9+ cards in M + X
2/1 becomes nat inv NF
```

1.2.6 comp

1.3 1N

```
1N -
2C = ask 4M, may be 5S inv or Garbage
    1N - 2C; 3H/3S/4C/4D = 5S/5H/6H/6S
    1N - 2C; 2M - 3oM = ST  # higher = spl
    1N - 2C; 2M - 3m = 5m, 4oM, ST
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
2D/2H/2N/3C/4D/4H = transfer 2H/2S/3C/3D/4H/4S  # transfer minor promises
   6+m
    super accept after 2DH: 3M = 5+M, suit = Ax/Kx, 2N = others
        then 3M-1 = re-transfer
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = bal CoG
    ... 2M - 3oM = 6+M ST. higher = spl
    ... 3m
        suit = 4+ nat GF. 3N = MST. 4m = ORKC. 4m+1 = RKC
2S = range and minor ask. inv; or 55m s/o; or 55m GF; or quant
    2N = min. 3m = max & preference
        3N = quant. 3M = 55m GF, spl M
3D = 55Ms, inv+
    3M = min. 4M = mid. 4C/4D = agree H/S, max  # OR 4m = double fit
3M = spl M, 54+m
    oM = good oM. 3N = s/o. 4m = preference.
3N = s/o
4C = Gerber, ask number of A  # resp 04/1/2/3
    then 5C = ask number of K
4S+ ?
5m = s/o
```

...

1.4 2C

```
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, slam forcing
    # 2C - 2S; 2N - 3C; 3N/4N - 4C/5C = ask 4M, 4DH/5DH = transfer
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 = relay
        2N = 21-22 bal. 3N = 25-27 bal
        bid = nat
2S = nat unbal or 25+
    3C = weak or waiting
2N = 23-24 bal. 3N = 25-27 bal ...
    ... 3N - 4C = ask 4M. 4DH = transfer
3C = nat unbal
    3D = weak or waiting
```

1.5 2N

```
3C = ask 5M. promises 4M.
    3D = some 4M
        3H = 4+S. 3S = 4+H. 3N = s/o. 4C+ = ?
    3M = 5+M
        oM = slam inv, m = nat ST
    3N = no 4M
3DH = transfer  # 2N - 3D; 3H - 3S = nat
    4+ fit must anti-relay.
    after transfer, new suit = nat ST, then
        [... 3H - 4C] 4D = RKC(C). 4S = RKC(H)
        [... 3H - 4D] 4S = RKC(D). 4N = RKC(H)
        [... 3S - 4C] 4D = RKC(C). 4N = RKC(S)
        [... 3S - 4D] 4H = RKC(D). 4N = RKC(S)
3S = transfer 3N. either to play or minor ST.
    3N = forced
        4m = (5)6+m, ORKC(m)  # here min = 2-m
        4H/S = 54+m, longer C/D. 4N = 55+m
4C = Gerber
4DH = transfer 4HS, MST
```

1.6 2X