Contents

Chapter 1

util

1.1 Forcing Pass

1.1.1 XX = Q

1.2 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
```

1.3 Lebensohl

```
 1N -(2M)- 2N+: Leb
(2M)- X* - 2N+: Leb
 1m -(2M)- 2N+: Leb
```

```
Leb over (2M)-
2S : NF
2N*→3C*- P* : s/o
        - 3D*: s/o
        - 3oM: s/o
        - 3M*: ask stop
        - 3N : half stop
   - 3X : 18+, nat
3C*→3D*: inv+, 4+D
3D*→3oM: inv+, 5+oM
# 3M* depends on context:
# 1N -(2M): 4oM, GF
#(2M)- X* : 4oM, GF
# 1m -(2M): m fit, ask for stopper (since we have neg X)
3oM: 6+oM, inv  # 4oM if partner t/o
3N : s/o
```

```
1H -(2S)-
2N*→3C*- P* : s/o
        - 3D*: s/o
        - 3H : comp raise
        - 3S*: ask stop
        - 3N : half stop
   - 3X : nat 18+
3C*: inv+, 5+D
3D*: inv+, 3+H
3H : constr raise
3S+: spl
```

1.4 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
```

1.5 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
```

```
(1H)- 2C - (P/X)-
XX : 10+, near bal
2D*: 10+, F1  # usually C fit or 5+D
2H*: 10+, 5+S, F1
2S*: 6-9, 5+S
2N+: nat
```

```
(1S)- 2C - (P/X)-
XX : 10+, near bal
2D*: 10+, 5+H, F1
2H : 6-9, 5+H
2S*: 10+, (3)4+C
2N+: nat
```

1.6 Slam bidding

1.6.1 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
```

1.6.2 FF

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

1.6.3 kickback RKC

```
[fit in S] - 4N*: ask number of keycards  # 4 Ace + Trump K
5C*: 0/3 keycards
5D*: 1/4 keycards
5H*: 2/5 keycards w/ Trump Q
5S*: 2/5 keycards w/o Trump Q
# case 1: resp. didn't show another suit
5N*: 0/2/4 keycards, some void
   - 6C*: ask
        - 6X*: void in X
6X*: 1/3 keycards, void in X
# case 2: resp. already shows another suit, now only two possibilities
5N*: void in H (if resp. shows D) or D
   - 6C*: ask, no Trump Q
        - 6D*: 0/2/4 keycards w/ Trump Q
             - 6H*: inv
        - 6H*: 1/3 keycards w/ Trump Q
        - 6S*: w/o Trump Q
   - 6D*: want to inv 1/3 keycards
        - 6H*: extra but no Trump Q
        - 6S*: no extra
        - 7S : Trump Q, extra
   - 6H*: have Trump Q, want to inv 0/2/4 keycards
   - 6S*: s/o
6C*: 0/2/4 keycards, void in H (if resp. shows C) or C
   - 6D*: ask Trump Q
        - 6H*: Trump Q, no extra
```

```
        - 6S*: no Trump Q
        - 7S : Trump Q, extra
6D*: 1/3 keycards w/o Trump Q, void in C or H
   - 6H*: inv
6H*: 1/3 keycards w/ Trump Q, void in C or H, extra
6S*: 1/3 keycards w/ Trump Q, void in C or H
```

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

1.6.4 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
```

1.6.5 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)
```

1.6.6 ORKC

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

1.6.7 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
```

1.7 UwU

TBD (low-low, high-high)

1.8 XYZW

1.8.1 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+: ... (TBD)
3Z : ST, 4+Z [Z = X] or semi-solid 6+Z [Z = Y] or 5+Z [otherwise]
3N : s/o
4C+: ... (TBD)
4Y : s/o
```

1.8.2 PLOB

not done yet

```
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
```