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Chapter 1

opening

1.1 1m

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

- jump $2X = \text{nat } 6+X \text{ inv NF. } 2N = \text{nat inv}$
- $1D - 3C = \text{nat inv. } 1D - 2C = \text{GF.}$
- double jump $3X = \text{nat weak, about 6-6.5 winners.}$
- 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)

- $1M - 2M+1 = \text{Jacoby, } 4+M \text{ GF usually bal}$
- $1M - 3m = \text{nat inv}$
- $1S - 3H \ \& \ 1H - 2N = \text{limit raise, } 4+M \text{ inv}$
- $1M - 3M = \text{pre}$
- $1M - 3N = (4333), \text{ CoG}$
- 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

2S: -> 3C

3C -> 3D: s/o or GF

3M: GF, 54+m, spl M

4C: 55+M, SI

4M-1 = transfer M

2M: default

2N: general super-accept

suit: super-accept, Ax or Kx in suit

... SA - 3M-1(4M-1): re-transfer

3M: any 5M

2N: accept inv

3C: decline

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

3N: s/o

oM: 4+oM, suggest play

4m: 4+m

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

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 scramble.
    # 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:

<pre>(1X) - 1Y - (P/X) - 1N: 10-12 2N: 13-14 2Y: nat comp suit < X: nat, 10+, F1</pre>	<pre>raise/2Y: 8-11 rebid: to play 2N: 12-13, inv cue: F1 new suit below 2Y: nat F to 2Y, not promising extra</pre>
<pre>2X 2Y-1: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit</pre>	<pre>accept transfer: 8-11</pre>
<pre>jump-shift: 13+ values, fit-showing</pre>	<pre>rebid 2Y: (10)12-13, 6+Y 2N/raise: 12-13, inv new suit: at least inv</pre>

```
jump-cue: mixed-raise (about limit
raise)
```

(TODO) advancing a 2-level overcall and Rubens

2.1.2 jump overcall

The most important 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.QJTxx: 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**.

<p>(1X) - X - (P) - non-jump: nat 0-9</p>	<p>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</p>
<p>1N: 9-11 2N: 12-13 jump: 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder cue: 12+, F1</p>	<p>raise: inv. if 4X (implies max), bid 3N first jump = spl. other = nat and strong 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</p>
<p>double jump: semi-pre jump cue: undefined. maybe ask for stopper.</p>	

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)	