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 ?)
- two-way is off after overcalled (but not after t/o) except `1C - (1D)`

1.1.1   after 2N rebid

```
1m - 1M; 2N -
3C: 5M, ask
3D: fit in opener's minor, SI
3M: 6+M, SI
(M = S) 3H: 55+M, SI
(M = H) 3S: 44+M                    4C/D: good support in H/S
3N: s/o
4m: nat 55 SI
4M: s/o
(M = S) 4H: 55+M, s/o
```

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 22-25 bal can contain 5M
2H = nat or 22-25 bal
    2S = forced
        2N = 22-23 bal. 3N = 5+H, 26-28 bal
        bid = nat
    anti-relay = nat GF  # 2N shows S
2S = nat unbal or 25+
    3C = weak or waiting
2N = 24-25 bal. 3N = 26-28 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

conventions

2.1 principles

There are some general prinicples, if no agreement is further made.

```
- 2N is natrual and inv
- respond/advance new suit is forcing unless:
    - passed hand or failed to overcall
    - (except we are opening) opp. shows inv+
    - (except we are opening) The bidding too high (3C+), so that a
  forcing bid is not practical
        - note: in this case, you may directly jump to game, or X then
  bid to show a strong hand
- If new suit is F, X then bid is NF
- cuebid is forcing and strong
```

2.2 responsive double

```
(1m) - X - (minor) - X = 44+M
(1M) - X - (major) - X = 44+m  # because t/o is oM-oreiented, 4oM will
   just fee bid
(any) - overcall - (raise) - X = 44+ two other suits, but if only one
   unbid M, just 4+M
...
```

Chapter 3

defensive

3.1 overcall

3.1.1 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 that is lower than **2m**:

(1X) - 1Y - (P/X) -
1N: 10–12
2N: 13–14
2Y: nat comp
suit < X: nat, 10+, F1

    raise/2Y: 8–11
        rebid: to play
    2N: 12–13, inv
    cue: F1
    new suit below 2Y: nat F to 2Y, not promising extra

2X to 2Y-1: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit. Transfer to 2Y is 10+, 3+ fit
    accept transfer: 8–11

        2N: nat inv against 10–11
        2Y: s/o
        raise: 6-cards inv NF

new suit: F
rebid 2Y: (10)12-13, 6+Y
2N/raise: 12-13, inv
new suit: inv+

jump-shift: inv+ (13+) values, fit-showing
jump-cue: mixed-raise (about limit raise)

(1X) - 2m - (P/X) -
suit < X: nat, 10+, F1

raise/2Y: 8-11
   rebid: to play
2N: 12-13, inv
cue: F1
new suit below 3m: nat F to 2N, not promising extra

2X to 3m-2: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit.

accept transfer: min

   2N: 12-13, nat inv
   3m: s/o
   raise: 6-cards inv NF
   new suit: F
rebid 3m: (10)12-13, 6+Y
2N/raise: inv
new suit: inv+

transfer to 3m: 10-11 or ST, fit

2N: stopper, F
3m: min (s/o against 10-11)

2N: 12+, F1

3m: min (s/o against 12-13)

3.1.2 sandwich position

Overcalls are natrual and Rubens is ON. However, since advancer failed to made a direct overcall, his bids are NF and shows a NFB quality.

```
(1X) - P - (1Y) - 2X/2Y = nat, good 6-card
after (1X) - P - (1Y) - 1Z/2m:
Rubens is ON and 2Y is the cuebid suit. (i.e. transfer from 2Y)
The meaning of 2N is still the same, because it is possible to pass
   with 12-14 bal.


The only special case is (1C) - P - (1D) - 2D. Here we define 3C as the
    cuebid suit.
```

3.1.3 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
```

3.1.4 other general principles

Rubens is a **whitelist convention**. It is ON iff we made an natrual overcall lower than `2m`, and LHO passes or doubled.

3.2 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+
```

3.2.1   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)
```

3.3   vs 1N

We choose the widely-used multi-Landy.

```
(1N) -
X: pen, roughly opp's mid-range but 14+  (TODO)
(PH) X: 8+, some 5+m 4M                  2CDH: P/C
                                         2S: s/o
2C: 10+, 54+M; or 8+, 55+M               2D: ask which 5M; 55 usually resp 2S
                                            ...  2M - 2N+: nat inv (2S = s/o)
                                         2M/3M: s/o
                                         2N→3C: then P/3X: s/o
                                         3m: nat constr
2D: 6.5-Losers or 10+, some 6+M          same as resp multi
2M: 10+, some 5M4m; or 8+, some 5M5m     same as resp MM
2N: nat 55m wide in range
3m: nat.  vs str:  wide in range; vs
weak:  very constructive (13-15), inv 3N
3M: nat pre
3N: idk but I'll assume Gambling 3NT
```

3.3.1   resp to multi

When partner makes a multi `2D` bid, there can be several possibilities for responder:

- nothing special: simply `2H` for P/C

- we want to play in our suit: `P` or `3C` is s/o

- we supports both majors, so we want to preempt: `2M/3M/4H` are all P/C. Notice that you may bid `2S` when holding `13xx` for example.

- we want to invite if partner is H: bid `2S`, partner will show feature if he is maximum.

- we want to invite if partner is S: bid `2H`, we can invite if partner correct to `2S`

- we want to make a general invite: bid `2N`

- we have our own major and GF: bid `3D`

The responses are as follows:

```
2D -
2H: P/C
2S: P/C
3M/4H: P/C
P/3C: s/o
2N: inv+ ask                            3C: min
                                           3D: ask
                                           3M: P/C
                                        3DH: mid, 6+H/S
                                        3SN: max, 6+H/S
3D: some 5+M, GF                        3H: 6+H
                                        3S: 6+S, no support (2-H)
                                        3N+: 6+S, 3+H, feature
```

in competition

Let's simply use `2D - (X) - P = to play`, `2H+ = same`, and if `2D` is overcalled, `X` shows "partner please bid your suit" (or convert to penalty if this is your suit).

3.4 vs artificial bids

Double is natrual (or lead-directing) unless otherwise specified.

3.4.1 vs transfer

A `transfer opening (preempt)` is defined as:

- The bid promises one **specific** higher-ranking suit

- It also counts even if have a strong variant that is not the one promised. ex: `2D = weak H or strong S+C` is a transfer opening; but `2D = weak H or weak S` is not.

Against transfer openings, since we are allowed to double almost freely, and we have four ways of showing strengths: `X then P/X`, `P then X`, and `direct cuebid`. However, there are some questions: first, how do we want to seperate our hands (or even the more primitive question: what hands do we want to "make a call") into these groups? Second, what is a reasonable assignment?
To answer these questions, let's see how these calls are different:

- X then P/X: resp are allowed to make a move after the first X, so these two hands should share a trait indicating "resp can move"

- P then X: resp usually won't move before the second X unless he have t/o strength

- direct cuebid: resp is forced to bid

My suggestions are:

	strength	takeout	allow penalty	penalty
X -> P	weak*	yes		
X -> X	normal	yes	yes	
P -> X	penalty			yes
cue	normal	yes		

*originally couldn't takeout, or t/o minimum. So roughly 9-12/10-13/12-15 at 1/2/3-level

The bidding usually goes like `(3C*) - X - (3D)` to the responder. He simply replies assuming the overcaller is a weaker takeout hand. If he passes and sees the overcaller doubles again, he would assume the overcaller is a normal takeout hand but with 2-3(4) cards in opponent's suit (with 0-1 cards and the same strength, he will cuebid instead), and is allowed to bid normally or pass to convert to penalty. What do we gain? First, we allow some weaker takeout hands to bid, especially when against a high-level preempt. Second, for normal takeout hands, instead of mixing into `(3D) - X`, we now allows a real penalty hand to penalize, and a balanced takeout hand to cooperatively penalize.

delayed bid

Let's just assume pass then bid is weaker for now.

3.4.2 vs artificial raise

- vs Drury: t/o
- vs Bergen: t/o
- vs splinter: suggest sacrifice

3.4.3 vs multi

(2D) -	
X: 13-15, or 16+ off-shape	Leb
	(2D) - X - (2M): as if vs 1N-(2M)
2H: t/o to H	Leb
2S: t/o to S	Leb
2N: 16-18 bal	
3m: nat overcall	
3M: 15-18, nat good 6+M	
delayed X: probably still t/o	

3.4.4 vs Ekren

(2H) -	
X: 14+, bal	
2S: C overcall	+1: inv
2N: D overcall	+1: inv
3C: weaker (12-15) mm	
3D: stronger (15-18) mm	
3M: 15-18, nat good 6+M	