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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. ($1m - (X) - 2N$?)
- 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

3M: GF, 54+m, spl M	obvious ERKC: spl first, then use 4m+2 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

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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

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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.

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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

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1.4.1 2C - 2D

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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.

<p>3C: ask 5M. may be s/o in 3N or 5+m ST.</p> <p>3DH: transfer</p> <p>3S: minor Stayman. 44+m</p> <p>3N: 5S4H, NF</p> <p>4C: 55M, ST. resp same as 1N - 4C.</p>	<p>3D: some 4M</p> <p>3M = 4+oM. 3N = s/o.</p> <p>3M: 5+M</p> <p>suit = cuebid. 5m = nat MST</p> <p>3N: no 4M</p> <p>any - 4N: quant</p> <p>3DN - 4m: 5+m, MST+</p> <p>4N = 2m. +1 = RKC</p> <p>4+ fit must super-accept</p> <p>... 3H - 3S: 5H4S</p> <p>... 3S - 4H: 55M, s/o</p> <p>after transfer, new suit at 4-level =</p> <p>5-5 nat ST, then lowest unbid suit =</p> <p>2RKC</p> <p>3N = no 4m. 4m = nat. 4H+ =</p> <p>super-accept, resp to 2RKC</p>
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4DH: transfer, MST	
4S: no agreement	
4N: quant	
5m: to play	