Contents

Chapter 1

opening

1.1   1m

Again, thanks to the space preserved by dutch doubleton and transfer responses, one can see that `1C - 1DH - 1S` and `1D - 1HS - 1N` (since no min bal) is undefined. Therefore we are allowed to use them to show strong (16+) hands, with many higher bidding spaces left. For example, after `1D - 1S`, since `1N` shows all strong (16+) hands, `2H, 3C, 3H` are undefined. Unlike major suit openings where the opener can easily have shapely hands, minors don't (and among those does, lot of them are single-suited). Therefore, we decide to prioritize major fits – using jump rebids as mini-splinter. For normal reverses, since we have already dealt with mini-splinters, we simply leave it natrual "with-Gazilli-style": showing a shapely (6-4) hand with 14-16 concentrated HCP.

Similar to major suit Gazzilli, we are allowed to include a weak variant by rebidding `2X` after Gazzilli accepted (i.e. responder rebids `+1`). In natrual systems, however, we usually rebid `2m` with any weak unbal hands. Therefore, we are left two seemingly unnessesary options: direct rebid of `2m` and Gazzilli then `2m`. There may be several options for this: for example, identifying a 3-card fit (compare to `1m - 1M - 2M` may be 3-card or `1C - 1DH - 1HS` is (2)3-card); or perhaps game try (targeting `3N`) with a good (AJT or KQ) 6+ suit. In our system, we choose to do BOTH (obviously, slightly weaker then choosing one) by agreeing:

- direct rebid `2m`: 14-15, good 6+ suit

- jump rebid `3m`: 16-17, good 6+ suit

- min unbal uses the Gazzilli. If accepted, rebid `2M & 2m` to show min unbal with or without 3-card fit

Note that there are a few side effects: first, this also tighten the range of the original `3m` rebid (from 15-17 to 16-17); second, rebidding `3m` becomes game-forcing (18+); last, strong hands cannot show 3-card fit using `2M` (note: only after Gazzilli accepted), but we don't think it's a big deal since there are plenty of spaces left, including seemingly undefined `2N`.

1.1.1   resp

Other than transfer response, we also feature a slightly different (but not uncommon) response system. Some players simply use jump response as weak natrual, and perhaps double jump as splinter. IMHO this is not very efficient because it

rarely happens (imagine the last time you hold 6+S, 4 HCP against `1m` opener), therefore we have changed it a bit (see below). One noticable change (recommended by Jonky) is the "reverse Flannery" which shows 3-7 HCP and 54xx+ (usually 5-7 but can be weaker due to length or Vul), therefore `1S` response followed by `2H` shows 8+. This synergized quite well with minor-suit Gazzilli because we are allowed to show a constructed (8-10) 54xx+ with `1C - 1H; 1S - 2H` & `1D - 1S; 1N - 2H`.

```
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  # 1D - 2N; 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.
    1C - 2C - 2D = art min.
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
```

1.1.2 rebid

We have described most rebids previously. For subsequent auctions, we simply use natrual (jump = inv, 4SF, new-suit F) except PLOB and modified 2-way.

```
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 5m4M22 and not opening 1N
3N = (s)solid m, to play  # range from about 7-card 13 HCP to 6-card 18 HCP
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
```

```
     PLOB (4SF1)
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
```

After `1C - 1SN` & `1D - 1N`, it's almost the same as natrual. After opener's reverse, `2N` is the only weak and non-GF bid (OPTIONAL).

```
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 = ?
```

1.1.3   after Gazzilli accepted

Rebidding `2m` & `2M` is weak, as described, and we simply set all other bids nat and GF for now.

```
1m - 1M(-1); 1SN - +1;
2m = 11-15 unbal, 2-M. as if natural 1m - 2m (excluding our 1m - 2m)
    # subseq. as if natrual 1m - 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 unbal w/ 3M.
other = nat GF
2N = ?
```

1.1.4   1m - 1X; 2N (Wolff + 3D fit m)

I arbitrarily chooses the scheme for now.

```
1m - 1M(-1); 2N -
3C → 3D
```

```
    P/3M = s/o. 3oM = 4oM, GF.
3D = fit in opener's minor
3M = 5+M, slam interest
[M = S] 3H = 55+M, MST+
[M = H] 3S = 5H4S, GF
3N/4M = s/o  # 1m - 1S(-1); 2N - 4H = 55M s/o


# other scheme: 3DH transfer and 3S = fit in opener's m
# 4m; 3C then 3N; and 3C then 4m ?
```

1.1.5 PH responses

```
1m - 2C = inv. 1C - 2S = nat.
```

1.1.6 comp

```
1m - (X)
    XX = 11+ near-bal, FP on. others = system on.
1C - (1D)
    X = 4+H,same as 1C - 1D. 1S = 8+, unsuitable for 1N.
    2D = original 2S. 2S = nat weak. 2H+ = same.
    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  # 1H - 3N = spl S


# possible / better to make 1S - 3H = ambiguous spl and 1M - 3N = (4333) ?
```

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

```
1M - 1SN; 2C - 2D
2M = 11-15, 2+C
```

```
      impossible Spade
2N = 16-18 [M = S] or 16+ [M = H], any 5-5 (or 6-6, which can jump or rebid
    4X)
    3C = relay
        [M = S] 3DH = nat. 3S = 5+C
        [M = H] 3D = 16-18, 5+D. 3H = 16-18, 5+C. 3S = 19+, 5+C. 3N = 19+,
    5+D
3X = 4+X  # 1H - 1N; 2C - 3S = 6H5S
3M = 6+M, GF
3N = 16-18, bal, without 3oM unless after 1H - 1N (which may also be 45xx)
2oM = 19+, catchall; or some kind of bal hand (rebids 3N)
    +1 = relay
        all except 3N = same but 19+
        [1S - 1N ...] 3N = 16-18, 3H, bal
        [1H - 1S ...] 3N = 16-18, 3S, bal
        [1S - 1N ...] 3N = 19+, 45xx
anti-relay shows a good 6+ suit, either slam interest or CoG
```

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

```
1M - 2X
2Y < M = 4+Y any range
2M = min
2N = 15+, catchall
    3M = 2M, may not have extra. suit = MST+
any 3X (may be jump) = (15)16+ values, 5-5 or 4+m.
    1S - 2H - 3H = 3+H not promising extra. raise 2D can be 3-card.
3M = s-solid, < 5.5 Loser (at least 1M - 1N - 3M)
    4m = ?
```

```
1M - 2X; 2M -
2S = nat 4+S
2N = default   # bal or with stop
    3M = 6+M. suit / raise = (3)4+ cards. 3Y > X = ?
non-reverse 3Y = nat 5-5, MST+
reverse 3Y = ask or show stop (default); or 6-5 (promise rebid)
    # show stop if there are two reverses, otherwise ask
rebid 3X = 6+X, MST+
3M = MST+, then non-serious applies
    # optional: 2N then 3M/4M shows bal, 3M shows 5+X
3N = quant
jump = 3+M, spl
4M = s/o
```

```
1M - 2X; 2Y -
2M = 3+M, any
    2N = default
        jump = spl. suit = extra and nat. 4M = min.
        3M = MST+, then non-serious applies.
    suit = extra and nat
fourth-suit = ask stop (default); or 6-5 (promise rebid)
2N = default. 3N = quant.
rebid 3X / raise 3Y = nat extra.
4M = min, concentrated in X and M. 3M = similar but stronger.
```

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 or CoG
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
    1N - 2C; 2D - P/2H = Garbage
    # TODO: 1N - 2C; 2X - 3C = BTUBWS ?
2D/2H/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
    ... 2S - 3H = 55+M, inv NF
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = GF, bal CoG or ST
    ... 2M - 4X = spl
    ... 2H - 2S = 5H4S, inv NF
2S = transfer 3C
    2N = accept 6+C inv. 3C = decline.
        P/3C = s/o. suit = GF nat 4+.
        ... 2N - 3N = s/o. ... 3C - 3N = CoG or mild ST
2N = nat inv
3C = transfer 3D. s/o or GF
3D = nat inv NF
3M = GF, spl M, 54+m
    oM = good oM. 3N = s/o. 4m = preference.
3N = s/o
4C = 55+M GF
    4M = min.
    4D = max.
        4H = s/o, pick one. 4N = 2RKC. 4S = ?
4S = ?  # maybe 65+m ST
4N = quant
5m = s/o

# TODO: after minor transfer: bid short
# TODO: 4M6m into Stayman ?
```

1.3.1   comp

```
1N - (X = pen) -
XX = inv+, FP on
P = forcing, default transfer to XX.
    suit = nat
```

```
    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 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

I like scheme 2 more. May need to discuss what `4m` is after Stayman.

```
3C = ask 5M. may be s/o in 3N.
    3D = some 4M
        3H = 4+S. 3S = 4+H. 3N = s/o. 4C+ = ?  # maybe 4S5m
        # ... 3D - 3H; 3N - 4H = s/o, 4X = fit H cue.
    3M = 5+M
        oM = fit M MST+  # m = nat ST ?
    3N = no 4M
3DH = transfer  # 2N - 3D; 3H - 3S = nat
    4+ fit must super-accept. 4M = 5M. suit = Ax/Kx. 3N = others  # similar
    to 1N
    ... 3H - 3S = 5H4S
    after transfer, new suit at 4-level = 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 - 4H] 4N = RKC(H). 5C = RKC(S)
3N = 5S4H NF
4CD = transfer 4HS
    +1 = max

# scheme 1
3S = transfer 3N. minor ST.
    3N = forced
        4m = (5)6+m, ORKC(m)  # here min = 2-m
        4H/S = 54+m, longer C/D. 4N = 55+m

# scheme 2
3S = minor Stay
4H/S = 6+C/D ST
```

1.6 2X