Contents

Chapter 1

1X

1.1 Summary

```
# 1m = 11p bal either: AAK, (43)(42) or good 5m(332)
# open 11p 6+m or concentrated 54 quite often
1C*: (11)12+, 2+C
1D : (11)12+, 5+D or 4441; or 17-18 5D332
# open 1M 11p quite often
1M : 11+, 5+M
1N : 14-16, bal, could be 14-15, 5M(332)
2C*: 22+, any; or 16+ 4-L
2D*: 3-7(V)/9(NV), some 6+M
# 2M/V
2M : 8-10, 6+M
# 2M/NV
2H*: 3-9, 44+M
2S : (0)3-8, 5+S  # usually 5
2N : (19 w/ 5m)20-21, (s)bal
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

1.2 1C

```
1C -
1D*: 4+H
1H*: 4+S
1S*: inv+, 4+D; or 5+D
   - 1N : min, 2-D or 4333 or don't want to play in 2D
   - 2C : min unbal
   - 2D : 3+D
1N : 6-10
2C*: GF, 4+C  # inv if PH
   - 2D*: 12-14
   - 2M : 15+, nat, usually 3+M
   - 2N : 17-19
   - 3C : 15-17, 6+C
   - 3X*: spl
2D*: inv, 4+C  # constr if PH
   - 2M : 15+, nat, usually 3+M
   - 2N : nat min
   - 3C : nat min
   - 3X*: spl
   - 3N : 13-14, nat
2H*: 3-7, 5S4H(+)
2S : 3-7, 6+S  # not interested in 17-18 bal, 2-M
   - 2N*: feature (short) ask, inv+
2N : nat inv
3C*: 5-7, (5)6+C  # weaker if PH
3X : 7+X, about 6-6.5 tricks
```

1.2.1 1C - 1DH*

```
1C - [1M-1];
1H*: 12-17, 4+S  # 18+ bids 1S
1S*: 16+, any; or min unbal
1N : 11-13, bal
2C*: (13)14-15, 6+ good C  # 2 of AKQ
2D*: (13)14-15, 6C4D+
(1D/) 2H*: (13)14-15, 6C4H+
2M : min, 4+M  # subseq: see util/GT
2N : 17-19, bal
3C : (15)16-17, 6+ good C
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+C
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2425
```

```
# M = S
```

```
1C - [1M-1]; 1S*
1N*: 8+
   - 2C*: nat min
   - 2M*: 3M min
   - 2D+: nat GF
2X : s/o
2N+: nat ST
```

1.2.2 XYZW

```
1C - 1D*; 1H*- 1S*: see utils/XYZW/PLOB
1C - 1DH; 1N - ...: see utils/XYZW/2wPCB
1C - 1S ; 1N - ...: no 2-way
```

1.3 1D

```
1D -  # 11-21, 4+D unbal; 17-18, 5+D bal
1M : 6+, 4+M
1N : 6-10, (4)5+C
2C : GF, 5+C
   - 2D : min
   - 2N : 17-18 bal
   - 3C : 14+, 4+C
2D : 6-9, 3+D
2H : 3-7, 5S4H(+)
2S*: inv+, 3+D
   - 2N : 17-18 bal
2N : nat inv
3C : inv, 6+C
3D : 3-6, 4+D
3M : 7+M, about 6-6.5 tricks, NF
```

1.3.1 1D - 1M

```
1D - 1M;
1S : 12-17, 4+S  # 18+ bids 1N
1N*: 16+, any; or min unbal
2C : min 4+C
2D*: (13)14-15, 6+ good D  # 2 of AKQ
(1S/) 2H*: (13)14-15, 6D4H+
2M : min, 4+M  # subseq: see util/GT
2N : 17-19, 5+D bal
3D : (15)16-17, 6+ good D
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+D
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2452
```

```
1D - 1M; 1N*
2C*: 8+
   - 2D*: nat min
   - 2M*: 3M min
   - 2oM+: nat GF
2X : s/o
2N+: nat ST
```

1.3.2 XYZW

```
1D - 1H; 1S - 2C*: see utils/XYZW/PLOB
```

1.4 1H

```
1H -  # 12-21, 5+H
1S : 4+S, F1
1N*: F1; 4-6, 3+H [2H]; inv, 3H [3H/4H]; constr. 5+H [4H]; 5-11, 2-H;
   12-14, 4-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : 7-9, 3+H  # subseq: see util/GT
2S*: 12+, 4+H
2N*: 8-10/13-14, 4+H, C/S spl
   - 3C*: ask
        - 3D*: C spl
        - 3H*: S spl, 8-9
        - 3S+: S spl, 12-13, cue-bid
3C*: 10-11, 4+H bal; or 12-14, 3H bal  # the latter is GF
   - 3D*: ask, ST
        - 3H*: 10-11, 4+H bal
        - 3S+: cue
   - 3H : light opening; or min, 5H(332)
   - 3S+: spl
   - 3N : s/o (CoG)
   - 4H : s/o
3D*: 8-10/13-14, 4+H, D spl
3H : pre
3S+: (10)11-12, 4+H, void spl
3N*: 10-11, some spl
4H : pre
```

```
1H - 1SN: F1
1N : 11-15, nat
2C*: 16+, any; or 11-15, 6+H
2D : 11-15, 4+D
2H*: 11-15, (2)4+C
# 1H - 1N*; 2DH- 2S*: inv raise in m
(1S/) 2S : 11-15, 4+S
(1N/) 2S*: 14-16, 6+H, 4+S
2N*: 14-16, 6+H, 4+m
   - 3C*: ask
        - 3D : 4+D
        - 3H*: 4+C
   - 3D : nat 6+D, F
3m : 14-16, 5+m, NF
3H : 14-16, 7+H
(1S/) 3S*: 14-16, 6H4S(+), NF
(1N/) 3S : inv, 6H5S(+), NF
3N*: GF, solid 7+H
```

1.4.1 Gazzilli after 1S/1N

```
1H - 1SN; 2C*
2D*: 8+, any
   - 2H : 12-15, 6+H
   - 2S*→2N*: (18)19+; or 16-18 bal w/ 3S  # 19+ bal open 2C*
             - 3N*: 16-18 bal w/ 3S
             - 3C+: same as below except 3N*
   - 2N*: 5+m
        - 3C*: ask
            - 3D : 16-18, 5+D
            - 3H*: 16-18, 5+C
            - 3S*: 19-21, 5+C
            - 3N*: 19-21, 5+D
   - 3m : 4+m  # may be 65
        - 3H : 2H
        - 4H : min, 3+H
   - 3H : 6+H
   - (1S/) 3S : 4+S
   - (1N/) 3S : 5+S
   - 3N : 16-18, bal w/o 3S
2H+: 4-7, nat
# after a weak nat response
   - 2N*: GF wating, could be 6+H
   - 3X : nat GF  # except raise = nat inv
   - 3H : inv, 6+H
2N*: 12-14 bal
   - 4H : 12-15, 6+H
   - bid: nat and strong
3H : 10-11(12), 3H
4H : nat
```

1.4.2 1H - 2S* (same as 1S - 2N*)

1.4.3 1H - (X)

```
1H - (X);
P  : weak or some unbal inv  # then bid/X = inv
XX : 10+, s-bal, usually not concentrated  # forcing pass on
1S : 5+S, F1  # system on, may be psyche but rare
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 3+H, 4-6 or 10+
2H : 3+H, 7-9
2S+: system on
```

1.4.4 PH response

```
P - 1H;  # 12-21, 5+H
1S : 4+S
1N*: NF, 5-11, 2-H
2C*: 9-11, 3+H  # Drury
   - 2D*: reinv
   - 2H : s/opening
   - 2S+: nat ST
2D : inv, nat
2H : 6-9, 3+H
2S : 4-7, 6+S
2N*: 8-10, 4+H, some spl
3m*: 8-10, (54+) H and m
3H : pre
3S+: 10-11, void spl
3N*: GF, 5+H  # ?
4H : pre
```

1.5 1N

```
1N -
2C*: ask 4M, may be 5S inv or Garbage
2D*→2H*: 5+H
2H*→2S*: 5+S
2S*: range/minor ask. inv; or 55m s/o; or 55m GF
2N*→3C*: 6+C
3C*→3D*: 6+D
3D*: 54+m, spl S
3H*: 54+m, spl H
3S*: 55Ms, GF+
3N : s/o
4C*: Gerber, ask number of A  # resp 04/1/2/3
4D*→4H*: s/o or ST
4H*→4S*: s/o or ST
4S*: better quant
4N*: weaker quant
```

1.5.1 after Stayman

```
1N - 2C;
(X)- XX : good (AQTx+) C
   - P  : no stopper
        - XX : near-bal, Stayman
        - 3C*: spl C
   - 2D+: same, but have stopper
2D*: no 4M
   - 2H*: Garbage
   - 2S : 5+S inv, may not have 4H
   - 2N : inv
   - 3m : 5+m  # promises 4M
   - 3M : 5oM4M, GF
   - 3N : s/o
   - 4C*→4H*: 46xx+  # 4D* = super acc.
   - 4D*→4S*: 64xx+  # 4H* = super acc.
   - 4M : s/o
2M : 4+M
   - (2H/) 2S : 5+S inv
   - 2N : inv
   - 3m : 5+m, GF  # promises 4oM
   - 3M : inv
   - (2H/) 3S*: spl or bal ST
             - 3N*: not max, waiting
             - 4H : min
   - (2S/) 3H*: bal ST
```

```
   - 3N : 4oM, CoG
   - 4X*: spl
   - 4M : s/o
   - 4N : quant
   - (2H/) 4S*: better quant
```

1.5.2 after Jacoby transfer

```
1N - 2D/H*;
(X)- P  : 2- fit
        - XX*: re-transfer, then bid = at most inv
        - bid: system on
   - XX : 2- fit, good (AQTx+) D
   - 2H/S*: 3+ fit
2H/S*: tr. acc
     - P  : s/o
     - (2H/) 2S: 5H4S inv
          - 2N : s/o
               - 3m : 5+m, s/o
     - (2H/) 2N : nat inv
     - (2S/) 2N*: (6+S) bal ST
     - 3m : 4+m, ST
     - 3M : 6+M, inv
     - (2H/) 3S*: spl or bal ST
                - 3N*: not max, waiting
                - 4H : min
     - (2S/) 3H*: 55Ms inv
     - 3N : CoG
     - 4X*: spl
     - 4M : mild ST
     - 4N : quant
     - (2H/) 4S*: better quant
# 1N - 2H*; 2S*- 4H : 55+Ms, CoG
# super acc. after 1N - 2D*
2S*: max, 4+H, xx in S
2N*: max, 4+H, otherwise
3C*: max, 4+H, xx in C
   - 3D*→3H*: re-transfer  # applies to 2S, 2N, 3C
3D*: max, 5H
3H*: max, 4+H, xx in D
# super acc. after 1N - 2H*
2N*: max, 4+S, otherwise
3m*: max, 4+S, xx in m
   - 3H*→3S*: re-transfer  # applies to 2N, 3m
3H*: max, 5S
3S*: max, 4+S, xx in H
```

1.5.3 after range ask

```
1N - 2S;
2N*: min
   - 3C*: 55ms, min
   - 3M*: GF, spl M
3m : max, m is better
   - P  : s/o
   - 3M*: GF, spl M
   - 3N : s/o
```

1.5.4 after minor transfer

```
1N - 2N*/3C*→3C*/3D*
            - 3N : mild ST
            - bid: nat, usually 64, CoG or ST
```

1.5.5 after major splinter

```
1N - 3DH;
(3D/) 3H : no S stop, 4+ good H
(3D/) 3S*: no S stop, 5+ good H
(3H/) 3S : no H stop, 4+ good S
3N : s/o
4m : (3)4+m
4H+: C = D (3+), resp. to 2RKC
# 4H = 0/3/6 (+0.5), 4S = 1/4 (+0.5), 4N = 2/5, 5C = 2.5/5.5
```

1.5.6 after majors GF

```
1N - 3S;
4C*: mid+, 3+H
   - 4D*: mild ST (re-inv)
4D*: mid+, 3+S
   - 4H*: mild ST (re-inv)
3N : s/o
4M : min s/o
```

1.5.7 comp

```
1N - (2X = nat) - X* : t/o
# otherwise UwU
```

1.5.8 after doubled

```
1N - X;
XX*: GF, FP on, penality oriented
P* →XX*: forced
        - P* : s/o
        - 2X : X and higher suit 44+, weak
        # if opp. bid, then 2N = inv, X = t/o, bid = NF but constr/inv
2X : nat s/o
2N*: no agreement
3X : nat s/o
3N : s/o
```

1.5.9 other

```
1N -(2X)- P -(P)- X* : t/o
```

1.6 1S

```
1S -  # 12-21, 5+S
1N*: F1; 4-6, 3+S [2S]; inv, 3S [3S/4S]; constr. 5+S [4S]; 5-11, 2-S;
   12-14, 2-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : GF, nat
2S : 7-9, 3+S  # subseq: see util/GT
2N*: 12+, 4+S
3C*: 8-10/13-14, C/D spl
   - 3D*: ask
        - 3H*: C spl
        - 3S*: D spl, 8-9
        - 3N+: D spl, 12-13, cue-bid
3D*: 10-11, 4+S bal; 12-14, 3S spl  # the latter is GF
   - 3H*: ask, ST
        - 3S*: 10-11, 4+S bal
        - 3N+: cue
   - 3S : light opening; or min, 5(332)
   - 3N : s/o (CoG)
   - 4X*: spl
   - 4S : s/o
3H*: 8-10/13-14, H spl
3S : pre
3N*: (10)11-12, some spl
4X*: 10-12, X void
4S : pre
```

1.6.1 Gazzilli after 1N*

```
1S - 1N*: F1
2C*: 16+, any; or 12-15, 2+C
2D : 12-15, 4+D
2H : 12-15, 4+H
2S : 12-15, 6+S
2N*: 14-15(16), 6+S, 4+X, strength concentrated
   - 3C*: ask
        - 3X : 4+X
        - 3S*: 4+C
   - 3X : nat 6+X, F
3X : 14-15(16), 5+X, strength concentrated, NF
3S : 15-17, (s-)solid 6+S
3N*: GF, solid 7+S
```

```
1S - 1N*; 2C*: 16+, any; or 12-15, 6+S
```

```
2D*: 8+, any
   - 2S : 12-15, 6+S
   - other : nat and GF
2H : 5-7, 5+H
2S : 4-7
# bids below applies to both 2H and 2S
   - 2N*: GF, some 6+S
        - 3C*: ask
             - 3X : 4+X
             - 3S*: 4+C
             - 3N : no 4-card suit
   - 3X : GF, 5+X  # except raise = inv
   - 3S : inv, 6+S
2N*: 12-14, bal
   - 4S : 12-15, 6+S
   - bid: nat and strong
3C+: 5-7, nat  # 2N usually mms, 3H probably 7+H
3N : 12-14, bal
3S : inv, 3S
4S : nat
```

```
1S - 1N*; 2C*- 2D*;
2H*: (18)19+; or 16-18 bal w/ 3H  # 19+ bal open 2C*
   - 2S*: waiting
          - 2N+: same as below
   - 3X : nat good 6+X, ST
2S : 12-15, 6+S
2N : 16-18, some 5+X
   - 3C*: ask
        - 3D : 5+D
        - 3H : 5+H
        - 3S*: 5+C
3X : 16-18, 4+X
   - 3S : 2+S
3S : 16-18, 6S(331) or (322) or 7+S
3N : 16-18, bal w/o 3H
   - 4m : 6+m, ST
```

1.6.2 1S - 2N*

```
1S - 2N*: 12+, 4+S
3X : X short  # then 3N = FF
3S : 14+, w/o shortness  # then 3N = FF
3N*: FF, 12-13, w/o shortness
(TBD) after 3S/3N, choose from spl or cue-bid
# 4X usually with controls in two other suits, otherwise bid 3X instead
```

```
4m : 5+m
   - +1*: ask
        - 4S : min
4H : 5+H, extra
4S*: 5+H, min
```

1.6.3 1S - (X)

```
1S - (X);
P  : weak or some unbal inv  # then bid/X = inv
XX : 10+, s-bal, usually not concentrated  # forcing pass on
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 5+H, 6-10; or 4+H, GF
2H*: 3+S, 4-6 or 10+
2S : 3+S, 7-9
2N+: system on
```

1.6.4 PH response

```
P - 1S -  # 12-21, 5+S
1N*: NF; 4-6, 3+S [2S]; 5-11, 2-S
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H : 12-15, 4+H
   - 2S*: 12-15, nat C
2C*: inv+, 3+S  # Drury
   - 2D*: min bal
   - 2H : nat
   - 2S : light opening
   - 2N+: same as after 1H - 2H
2D : inv+, nat
2H : inv+, 5+H
2S : 7-9, 3+S
2N*: 8-10, 4+S, some spl
3X*: 8-10, (54+) S and X
3S : pre
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void spl
4H : pre
```

1.7 2C

```
2C*-
2D*: 0-1 CT
   - 2H* →2S*- 2N : 22-24 (s)bal
               - 3X : 22+, nat, 5+H
               - 3N : 22-24, 5H(332)
         - 2N*: 4-7, 5+S
   - 2S : 22+, 5+S
         - 3C*: cheaper minor, 0-3
   - 2N : 25-27 (s)bal
   - 3C : nat, 5+C
         - 3D*: cheaper minor, 0-3
   - 3D : GF, 5+D
   - 3M : nat solid ST
   - 3N : 25-27  # 4-th seat: 26-27
   - 4m : nat solid ST
   - 4M : 8.5+ tricks
   - 5m : 8.5+ tricks
2H*: 2CT
2S*: 3CT = AK
2N*: 3CT = KKK
   - resp. same as 2N opening
3C*: 4+CT
   - 3N : nat, forcing to 4N
         - 4C+: resp. same as 2N opening (1 level higher)
3X : exactly A or K in X, 7+X, GF
3N*: exactly A or K in C, 7+C
```

1.8 2N

```
2N -
3C*: ask 5M  # could be s/o 3N
   - 3D*: some 4+M
        - 3M*: 4+oM
        - 3N : s/o
   - 3M : 5+M
        - (3H/) 3S*: H fit ST
        - (3S/) 4H*: S fit ST
        - 4m : 5+m ST
3D*→3H*: 5+H
        - 3S : 4+S
   - 3S*: 3433
   - 3N+: 4H, cue  # 3N = S
   - 4H : 3H
3H*→3S*: 5+S
   - 3N*: 4333
   - 4C+: 4S, cue
   - 4S : 3S
3S*→3N*- 4C*: (6)5+C, ORKC(C)
            - 4D*: 2-C, or bad 3C
            - 4H+: same as resp. of RKC
        - 4D*: (6)5+D, ORKC(D)
            - 4H*: 2-D, or bad 3D
            - 4S+: same as resp. of RKC
        - 4H*: 54+mms, C > D
        - 4S*: 54+mms, D > C
        - 4N*: 55+mms
   - 4C*: TODO
3N*: 54xx+
4C*: Gerber
4D*→4H*: 6+H, MST
4H*→4S*: 6+S, MST
4S*: good Quant
4N*: bad Quant
```

Chapter 2

pre

2.1 2D/NV (multi)

```
2D - # 3-9, 6+M
P  : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
   - 3C*: min
        - 3H*: P/C
   - 3D*: H, mid
   - 3H*: S, mid
   - 3S*: H, max
   - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
   - 3H : 6+H
        - 3S : 6+S
        - 3N : 5S
   - 3S : 6(2-)xx
   - 3N*: 6322
   - 4C*: 63xx+, spl D
   - 4D*: 63xx+, spl C max
   - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
   - 4D*: H
   - 4H*: S
4D*: s/o 4M, not allowing re-raise
```

```
2D*-(X) -
P* : to play, may be strong (then X = pen.)
XX : bad majors, strong. partner may P with (3)4+D
2M+: same
```

2.2 2H/NV (Ekren)

```
2H*- # 3-8, 4+MMs
2S : s/o
2N*: ask
   - 3C*: min
        - 3D*: ask
             - 3M*: 5+M
             - 3N : 44Ms
             - 4m*: 55Ms, spl m
        - 3M : s/o
```

```
   - 3D*: mid+, 5+H  # will bid 3N if max
   - 3H*: mid+, 5+S  # will bid 3N if max
   - 3S*: GF, 55M+
   - 3N*: max, 44Ms
   - 4m : max, 553m0
3m : nat constr.  # usually P, unless with very good hand or fit
3M : s/o
3N : s/o
4C*: ask, ST
4D*: pick a 4M, not allowing re-raise
4M : s/o
```

2.3 2S/NV (wild)

```
2S -
2N*→3C*- P  : s/o
       - 3D : s/o
       - 3H : 5+H, GF
       - 3S : inv
       - 3N : no fit, slam interest
3X : nat inv NF
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed
4M : s/o
```

2.4 2D/V (multi)

```
2D - # 3-7, 6+M
P  : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
   - 3C*: min
        - 3H*: P/C
   - 3D*: H, mid
   - 3H*: S, mid
   - 3S*: H, max
   - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
   - 3H : 6+H
        - 3S : 6+S
        - 3N : 5S
   - 3S : 6(2-)xx
   - 3N*: 6322
   - 4C*: 63xx+, spl D
   - 4D*: 63xx+, spl C max
   - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
   - 4D*: H
   - 4H*: S
4D*: s/o 4M, not allowing re-raise
```

2.5 2M/V (nat)

```
2M - # 8-11, 6+M
2S : nat F
2N*: ask short
   - 3X*: spl
3M : s/o
3N : s/o
4C*: ORKC
4D*: s/o 4M, not allowing re-raise
4M : s/o
```

2.6 4-th seat

```
2D : 8-13, nat
2M : 8-13, nat
2N : 22-23 bal  # 2C = 20-21/24+ bal
3X : nat solid ST
```

2.7 higher preempt

```
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

Chapter 3

comp

3.1 Gladiator

```
(1M) - 1N - (P) -
2C*→2D*: tranfer accepted
        - 2M*: GF, 4+oM
        - 2oM: s/o
        - 2N*: inv
        - 3C : s/o
        - 3X : 6+X inv
        - 3M*: GF, 4oM, short in M
        - 3N*: 54+mms CoG, usually extra
2X : inv, 5+X
2M*: inv, 4+oM
2N : inv, 5+C, NF  # because may not able to pen. 2M
3X : GF, 5+X
3M*: GF, w/o 4oM, short in M  # 2C* then 3M is 4oM
```

```
(1m) - 1N - (P) -
# similar, but D is the cuebid suit
2C*→2D*: tranfer accepted
        - 2M : s/o
        - 2N*: inv
        - 3C : s/o
        - 3X : 6+X inv
        - 3N*: 54+mms CoG, usually extra
2D*: inv+, Stayman
2M : inv, 5+M
2N : inv, 5+C, NF
3X : GF, 5+X
```

```
 1m -(1M)- P  -(P) ; 1N -(P) - Galdiator
(1X)- X* ; ... 2N - Gladiator
```

3.2 other

3.2.1 vs transfer openings

```
(1M-1*)- # 4+M
1M*: 16+, t/o; or 19+, any
X* : 10+, t/o; or 16-18, any

(1S*)- # 4+D
X* : t/o
2D*: MMs

(1D*)- # 44+M
1M : nat
X* : minor-oriented t/o
```

3.3 overcall

```
(1X)-
1Y : 8+, 5+Y  # resp: Rubens
1N : 15-18  # resp: Gladiator
# Y < X
2Y : 10+, 6+Y; or 12+, 5+Y  # resp: Rubens
(1m/)2X*: unusual if 1m promise 3+m. otherwise nat.
        # after a nat overcall
        -(2C/)2D*: cuebid. F1
        -(2D/)3C*: cuebid. F1
(1M/)2X*: unusual
2N*: unusual
(1m/)3X*: nat pre
(1M/)3M*: ask fot stopper
```

3.3.1 weak

```
(1m) -
# 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
2M : 13-16, 6+M, 5.5 Loser

# 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)6+M, pre  # usually unbal and partner PH if 5M
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTx.x: 1S/2S
# KQJxx.xxx.Qxx.xx: 1S/1-2S

# NV/V
1M : 8-17, 5+M  # 4oM or afraid of losing game
2M : 5+M, pre  # wild if partner PH
# KQJxx.xxx.Qxx.xx: 1S/2S
# KJxxx.xx.xxx.xxx: P/2S
```

3.3.2 balancing overcall

```
(1X)- P -(P)-
# natural overcalls can be one Q lighter
1N : 12-15(13-16), bal
X* : t/o, could be (one Q) lighter
# X then 1N/2N = 16-18, bal. slightly stronger if X = M
2N : 19-21, bal
2X*: GF, any
# Y > X
2Y : 13-16, 6+Y, 5.5 Loser  # 3Y : similar range, 1 less Loser
# Y <= X
3Y : 7+Y, (4.5)5 Loser
```

3.4 unusual & Michael

```
# 10-16
(1M) - 2M*: 5+oM, 5+m
          - 3m*: P/C
          - 2N*: ask, inv+
                - 3m : 5+m, min
                - 3H*: 5+C, max
                - 3S*: 5+D, max
                - 3N*: no agreement
                - 4m : 6+m
                - 4M*: void M, probably 6+oM
                - 4oM: 6+oM
(1M) - 2N*: 55+m

# if 1C = 2+C
(1C) - 2C : 5+C
# otherwise
(1C) - 2C*: 54M
(1C) - 2D*: 55(+)M
          - 2N*: ask, inv+
                - 3m : feature, min
                - 3H*: feature C, max
                - 3S*: feature D, max
                - 3N*: no agreement
                - 4m*: void m
                - 4M : 6+M
(1C) - 2N*: x55x+

# if 1D = 3+D
(1D) - 2D*: 55+M  # subseq. same as (1C) - 2D
(1D) - 2N*: x5x5+
# else
(1D) - 2D : nat
```

```
(1X) - (1Y) - 1N : nat 15-18
(1X) - (2X) - 2N*: unusual
```

```
(1X)- 2m -(2X)- P  -(P) - 2N*: 64+ mms
```

3.5 vs 1N

```
(1N)-
# if NP
X  : (14)15+
   - ...: TODO
# if PH
X* : 4M5m
   - 2X*: P/C
   - 2S : nat s/o
# all bids below could be lighter balancing seat
2C*: 10+; 6+D, or some 5M4m+; could be 8+ if 55
   →2D*: P/C
   - 2M : nat 6+M
   - 2N*: F, ask
        - 3C*: min
             - 3D*: P/C
        - 3X : max, nat
2D*: 10+, (44)54+M; or 8+, 55+M
2M : 8+, 6+M
2N*: 55ms
3X : nat pre (comp)
```

3.6 vs pre

3.6.1 vs nat

```
(2M) -
X* : t/o
2S : 12-17, 5+S
2N : 15-18
   - 3C*→3D*- P  : s/o
             - 3oM: s/o
             - 3M*: 4oM
   - 3D : 5+D, inv
   - 3oM: 5+oM, inv
   - 3M*: 5+oM, GF
3X : (14)15-18, 5+X
3M*: ask for stopper
3N : s/o
4m*: 5+H, 5+m
```

3.6.2 vs multi

```
(2D*)- # weak, some 6+m
X  : 13-15/19+, near bal; or 17+, any
P* : may be some 10-13 t/o against M [X]
2M : 12-17, 5+M
2N : 16-18, bal
3m : 15-17, 5+m
3M : 15-18, 6+M
3N : s/o
4X : nat strong NF

(2D*)- X -(2M)-
X* : some 4+M. inv(+)
```

3.6.3 vs Ekren

```
(2D*)-
X  : 14+, near-bal
2H*: 14+, 5+C
2S*: 14+, 5+D
2N*: 16+, mms
3C*: 12-15, mms
3D : nat NF
3M : 15-17, 6+M
```

3.6.4 vs transfer preempt

```
(3X-1*)- # transfer pre to 3X
P* : then X = pen
X* : 15-17 [P]; or 18+ near-bal [X]
3X*: 18+, t/o
bid: nat
```

3.6.5 misc

```
1m - (3M) - X*: ask for stopper; may have 4oM
1m - (3M) - P - (P) - X*: ask for stopper; may have 4oM
# resp: pen with KJxx+ (IP) or equivalent values, otherwise
# 5 good oM [3/4oM] > 1.5 stop [3N] > 4 good oM [3/4oM] > 1 stop [3N]
```

3.7 vs prec

```
(1C*)-  # strong
# be a bit decipline when V
X* : 12+, 4H5m or 5+H
   - 1D*: ask
        - 1H : 5+H
        - 2m : 5+m
1D*: 12+, 4S5m or 5+S
   - 1H*: ask
        - 1S : 5+H
        - 2m : 5+m
1H*: (Rank) 0-10, 44+m or 44+M
1S*: (Odd) 0-10, 4C4H or 4D4S
1N*: (Color) 0-10, 4D4H or 4C4S
   # bids below apply to 1H*/1S*/1N*
   # even after opp. bids
   # if you have your own suit, bid twice
   - 1N : nat, (17)-(20)
   - bid: P/C
   - 3M+: nat
2m : 10+, 5+m
2M+: nat pre
2N*: mms, pre
```

3.8 X

```
(1X) - X* -(P) -
2X*: inv+ w/o stopper; or GF
```

```
X is usually t/o (or optional / just strong) unless after a FP XX, or 1N -
   (2M)
```

3.8.1 support X

```
1X - 1Y - (1Z/1N/2Z < 2Y) - X*: 3-card Y  # also applies to 1C - 1S*
new suit: NF

1X - 1Y - (X) - XX*: 3-card Y
bid: System on
```

Chapter 4

util

4.1 1-2-3 Stops

```
1m - (1X); 2m
2X*: inv+
2N : inv
3m : s/o
```

```
1M - (X); 2X-1*: (5)6+X, 6-10; or 4+X, GF
3X : s/o against weak variant
```

4.2 1m - 1M; 2N

```
1m - 1H(-1); 2N -
3C*: ask
   - 3D : 4+D [m = C], or catchall [m = D]
   - 3H : 3H
   - 3S : 4S  # could have 3H if m = C
   - 3N*: 5+C [m = C], or 4S3H [m = D]
3D : 5+D [m = C], or 3+D [m = D], MST+
3H : 6+H, MST+
3S*: (4)5+C
3N : s/o
4m : 5H5m
4H : s/o
```

```
1m - 1S(-1); 2N -
3C*: ask
   - 3D : 4+D [m = C], or catchall [m = D]
   - 3H : 4H  # could have 3S if m = C
   - 3S : 3S
   - 3N*: 5+C [m = C], or 3S4H [m = D]
3D : 5+D [m = C], or 3+D [m = D], MST+
3H*: (4)5+C
3S : 6+S, MST+
3N : s/o
4X : 5H5X, MST+
4S : s/o
```

4.3 2NT

```
# B = bid, all (B) here are NF raise, or bids that (may be) weak
 1Y -(2X)- 2N : nat
 1X -(2Y)- 2N : nat
 1N -(2X)- 2N : tr. Leb
(2C)- X* -(P) - 2N : nat
(2X)- X* -(P) - 2N : Leb
(1C)- X* -(2C)- 2N : nat
(1X)- X* -(2X)- 2N : Leb
(1X)- 1Y -(B) - 2N : nat
(1Y)- 2X -(B) - 2N : nat
 1X -(2M)- X* -(P) - 2N : good-bad
 1X -(1Y)- X/B-(2Y)- 2N : good-bad
 1X -(1Y)- X/B-(2Z)- 2N : good-bad
 1Y -(2C)- X/B-(P) - 2N : nat
 1Y -(2X)- X/B-(P) - 2N : good-bad
 1Y -(2X)- P  -(P) - 2N : t/o, usually 64+mms
 1Y -(B) - P  -(2X)- 2N : t/o, usually 64+mms
(2M)- P  -(P) - X* -(P) - 2N : Leb
(1X)- P  -(2X)- X* -(P) - 2N : Leb
(1X)- X* -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1X)- 1Y -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1Y)- 2X -(B) - X* -(P) - 2N : normal Leb (good-bad)
(1C)- 2X -(2C)- X* -(P) - 2N : nat
(1X)- 1N -(2X)- X* -(P) - 2N : min nat

# general rules for other situations:
# tr. Leb applies only after 1N - (2X) and (1S)- 2H -(2S)
# ... X* -(P) - 2N = usually normal Leb (good-bad)
# ... X* -(B) - 2N = normal Leb (good-bad) if X = neg or t/o
# otherwise, free bid 2N is nat if inv is possible; otherwise t/o
# if there is not possible for inv+ (ex: balancing X by 1N opener), then 2N
    = nat
```

4.4 Forcing Pass

4.4.1 XX = Q

4.4.2 (3X) - X - (5X) - P = F

4.5 suit GT

```
1S - 2S -  # or anytime showing 4-4 fit in 2S
2N*: ask
   - 3X*: feature in X  # at least KJ/QJT
   - 3S : min, w/o feature
   - 3N*: max, w/o feature
   - 4X*: spl X
3X*: HSGT/ST in X  # request void/x/xx/Qx/A(+)/K(+)
3S : 6+S inv
3N : s/o
4C+: spl
```

```
1H - 2H -  # or anytime showing 5-3 fit in 2M
2S*: ask
   - 2N*: feature in S  # at least KJ/QJT
   - 3m*: feature in m
   - 3H : min, w/o feature
   - 3S*: max, w/o feature
   - 3N*: spl S
   - 4X*: spl X
2N*: HSGT/ST in S  # request void/x/xx/Qx/A(+)/K(+)
3m*: HSGT/ST in m
3H : 6+H inv
3S+: spl
3N : s/o
```

```
1m - 1S[-1] - 2S -  # or anytime showing 4-4 fit in 2S
2N*: ask
   - 3m*: good m
   - 3X*: spl X
   - 3S : min, w/o short
   - 3N*: max, w/o short
2N*: HSGT/ST in S  # request void/x/xx/Qx/A(+)/K(+)
3m*: HSGT/ST in m
3H : 6+H inv
3S+: spl
3N : s/o
```

```
1m - 1H[-1] - 2H -  # or anytime showing 4-4 fit in 2H
2S*: ask
   - 2N*: spl S
   - 3m*: good m
   - 3om: spl om
   - 3H : min, w/o short
   - 3S*: max, w/o short
2N*: HSGT/ST in S  # request void/x/xx/Qx/A(+)/K(+)
```

```
3m*: HSGT/ST in m
3H : 6+H inv
3S+: spl
3N : s/o
```

4.6 transfer Lebensohl

```
transfer Leb over (2M)-
2S : NF
2N*→3C*- P* : s/o
        - 3D*: s/o
        - 3oM: s/o
        - 3M*: 5+C, GF
        - 3N : half stop
   - 3X : 18+, nat
3X*→3X+1: 5+[X+1], inv+; if X+1 = M, then Stayman
         - 3M : max, but ask stop
3S*: ask stop
3N : s/o
```

4.7 normal Lebensohl

```
nomal Leb over (2M) -
(2H/) 2S : NF
2N*→3C*- 3X : s/o
        - 3M*: 4+oM, GF, have stopper
        - (2H/) 3S : 5+S, inv
3X [X < M]: 5+X, inv
3M*: 4+oM, GF, no stopper
3X [X > M]: 5+X, GF
```

4.8 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
```

4.9 Rubens

```
(1X)- 1Y -(P/X)-
XX : 10+, near bal
1N : nat, 9-11
2N : nat, 12-14
# if Z < X
2Z : 10+, nat F1
# if X < Z < Y (transfer from opp's suit)
2Z-1 → 2Z*: 10+, nat F1; or s/o in Z
     - 3Z : s/o
2Y-1: cuebid. 10+, 3+Y; or GF w/o stopper
2Y : constr raise
# Z > Y
2Z : 13-15, 6+Z, inv
# jumps
3Z : 13-15, 6+Z, inv
3X*: mixed raise. 9-11, 4+Y
3Y : pre
```

```
(1Y)- 2X -(P/X)-
XX : 10+, near bal
2N : nat inv
# if Z < Y
2Z : 10+, nat F1
# if Y < Z (transfer from opp's suit)
2Z-1 → 2Z*: 10+, nat F1; or s/o in Z
# if Z < Y (transfer from opp's suit in 3rd-level)
3Z-1 → 3Z*: GF; or s/o in Z
3Y-1: cuebid. 10+, 3+Y
3Y : constr raise
```

4.10 Slam bidding

4.10.1 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
cuebid denies lower control
```

4.10.2 FF

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

4.10.3 kickback RKC

```
[fit in S] - 4N*: ask number of keycards  # 4 Ace + Trump K
5C*: 0/3 keycards
   - 5H*: escape to 5S if 0-keycards
5D*: 1/4 keycards
   - 5S*: P if 1-keycard
5H*: 2/5 keycards w/ Trump Q
5S*: 2/5 keycards w/o Trump Q
5N*: 0/2/4 keycards, some void
   - 6C*: ask
        - 6X*: void in X
6X*: 1/3 keycards, void in X
```

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

4.10.4 ERKC

```
[fit in X] -
# if opener already shows non-void Y, then it is just cue-bid
5Y*: ask number of keycards, excluding Y
   - +1*: 0/0+Q
   - +2*: 1
```

```
   - +3*: 1+Q
   - +4*: 2
   - +5*: 2+Q
   - +6*: 3
   - +7*: 3+Q
   ...
```

4.10.5 ORKC

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

4.10.6 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
```

4.11 UwU

TBD (low-low, high-high)

4.12 XYZW

4.12.1 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 : 4-5Y, CoG, no slam interest. spl D.
            - 3H*: ask if 5Y
        - 3H : 4-5Y, CoG, no slam interest. spl H.  # spl C if Y = H
            - 3S*: ask if 5Y
        - 3S : 5Y, CoG, no slam interest. spl S.  # spl C if Y = S
        - 3N : 4Y, CoG, no slam interest. spl S.  # spl C if Y = S
        # a bit diff from BTUBWS. similar to 1N - 2S; any - 3M*
3Z : ST, 4+Z [Z = X] or semi-solid 6+Z [Z = Y] or 5+Z [otherwise]
3N : s/o
4C+: 7+Y, spl
   - 4M : waste
4Y : s/o
```

4.12.2 PLOB

```
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*: 5+H, 5+C, ST
3D*: fit in D, ST
3H*: 6+H, ST
3S*: 4+S, ST
3N*: 18-19, 4H
```

4.12.3 after 2N = 18-19 bal

```
1m - 1M(-1); 2N-
3C*: major-oreiented ask, promises 5+M
3D*: fit in opener's suit, ST
3M : 6+M, ST
3oM: nat, 4+oM [M = H]; or 5+oM [M = S]
```

```
3N : s/o
4om: nat 5+M, 5+om
4m : RKC(om)  # usually 6+om
```

Chapter 5

cardplay

5.1 lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, but vs slam K = ask for count
A : Ax, AK, AKQ+, (AK+)
K : Kx, AKx, KQ+, (AK+)
Q : Qx(+), QJ+, (AQJ+)
J : Jx(+), JT+, AJT+, KJT+, (AJx), (KJx)
T : Tx, T9+, AT9+, KT9+, QT9+
hi-X: Xx, xXx+
lo-X: xXx+, HxX, HxXx, HxxxX, HxXxxx..., (xxX+)
# lead vs NT: 4-th
A : Ax, AKQ+, AK
K : Kx, KQ+, AKx, AKJT+
Q : Qx(+), QJ+, AQJ+, KQT9+, (AQx)
J*: Jx(+), JT+
T*: Tx(+), T9+, AJT+, KJT+
9*: 9x(+), AT9+, KT9+, QT9+, [AKT9+], [AQT9+]  # exceptionally
hi-X: Xx, xXx+, (Xx+)
lo-X: HxX, HxxX+, HHxX+, xXx+
```

5.2 signal

```
UDCA: lo = enc/even
# vs suit
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: att
# vs NT
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: lav
```

5.2.1 Smith echo

```
# vs NT, declarer wins the lead, then on the next round available for
   signal,
# if first round x - x - H - win
both defenders' lo: enc leading suit
# if first round x - win - [att] - x
leader's lo: enc leading suit
# note: on/off may depends on dummy/lead
```

5.2.2 other

```
# vs suit, knowing partner empty
hi/lo = S/P
```