Contents

Chapter 1

1X

1.1   1C

```
1C -
1D*: 4+H
1H*: 4+S
1S*: inv+, 4+D; or 5+D
    - 1N : min, 2-D or 4333 or some 4332
    - 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 : 18-19
    - 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 : nat  # 13-14/18-19
2M : 3-7, 6+M  # not interested in 16-17, 2-M
2N*: 7-9, 5+C
3C*: 0-6, 5+C
3X : 7+X, about 6-6.5 tricks
```

1.1.1   Gazzilli after 1D*/1H*

```
1C - 1D*;
1H*: 4+S  # highest priority unless 4+ fit
1S*: 16+; or 13-14(15), 6+C, GT  # may be 16-17, 2425 [3H]
    - 1N*: 8+
        - 2C*: 6+C, GT
            - P  : s/o
            - 2N : re-inv
            - 3C : re-inv
    - 2C : min
    - 2D : min
    - 2H : min
    - 2S*: min, 5+S  # implies 6+H
    - 2N+: C fit ST
    - 3H : solid H ST
1N : min bal
2C : min unbal
2D*: 14-16, 6+C, 4+D
```

```
2H : min, 4+H
2S*: inv+, 4+H, spl S
2N : 18-19, bal
3C : (15)16-17, 6+C, GT
3D*: inv+, 4+H, spl D
3H*: 18-19 bal, 4+H
3S*: 20-22, 4+H, some spl
   - 3N*: ask
3N*: GF, 4+H, S void
4C*: GF, 4+H, 6+C
4D*: GF, 4+H, D void
4H*: 4+H, 20-21 bal  # or good 18-19 bal
```

```
1C - 1H*;
1S*: 16+; or 13-14(15), 6+C, GT  # may be 16-17, 4225 [3S]
   - 1N*: 8+
       - 2C*: 6+C, GT
             - P  : s/o
            - 2N : re-inv
            - 3C : re-inv
   - 2C : min
   - 2D : min
   - 2H : min
   - 2S : min
   - 2N+: C fit ST
   - 3S : solid S ST
1N : min bal
2C : min unbal
2D*: 14-16, 6+C, 4+D
2H*: 14-16, 6+C, 4+H
2S*: min, 4+S
2N : 18-19, bal
3C : (15)16-17, 6+C, GT
3D*: inv+, 4+S, spl D
3H*: inv+, 4+S, spl H
3S*: 4+S, 18-19 bal
3N*: 20-22, 4+S, some spl
   - 4C*: ask
4C*: GF, 4+S, 6+C
4D*: GF, 4+S, D void
4H*: GF, 4+S, H void
4S*: 4+S, 20-21 bal  # or good 18-19 bal
```

1.1.2 XYZW

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

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

1.2   1D

```
1D -  # 11-21, 4+D unbal; 12-14/18-19, 4+D bal
1M : 6+, 4+M
1N : 6-10, nat
2C : inv, 6+C [3C]; or GF, 5+C
   - 2D*: 12-14  # may be 12-14 with good C support; ready to play 3N
        - 2H*: GF, ask
             - 2S*: 5D unbal
             - 2N : min bal
             - 3C : 3+C unbal
             - 3D : 6+D unbal
             - 3N : max bal
        - 2S+: nat GF
        - 3C : nat inv
   - 2M*: 15+ unbal, may be stopper
   - 2N : 18-19 bal
   - 3C : GF, 14+, 4+C
   - 3D : solid D ST
   - 3M*: GF, 4+C, spl
2D*: some 6+M pre  # shouldn't be interested in 18-19 bal
   # resp. similar to 2D/V (multi) except 3D
   - P  : s/o
   - 2H*: P/C
   - 2S*: P/C, may be interested in H
   - 2N*: ask  #
        - 3C*: min
             - 3D*: ask
             - 3H*: P/C
        - 3D*: max, H
        - 3H*: max, S
   - 3C : nat, NF
   - 3D : nat, inv  # then 3M = max and show suit
2H*: GF, 4+D  # inv if PH
   - 2S*: 15+, catchall  # GF if partner inv
   - 2N : 12-14 bal
   - 3C : nat
   - 3D : min unbal
   - 3M*: spl
   - 3N : 18-19 bal
2S*: inv, usually 4+D, not prefer to declare  # constr if PH
   - 2N : nat min
   - 3C : nat, F1
   - 3D : nat min
   - 3M*: nat, could be stopper
   - 3N : nat
2N : nat inv
```

```
3C*: 8-10, 4+D
3D*: (0)3-7, 4+D
3M : 7+M, about 6 tricks, NF
```

1.2.1 XYZW

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

1.3   1H

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

1.3.1   Gazzilli after 1S*/1N*

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

```
1H - 1N*: 5+S
2C*: 16+, any; or 12-15, 6+H
2D : 12-15, nat
```

```
2H*: 12-15, 4+C
2S : 12-15, 3+S
2N*: 14-16, 6+H, 4+X
   - 3C*: ask
        - 3D : 4+D
        - 3H*: 4+C
        - 3S : 4+S
3m : 14-16, 5+m, NF
3H : 15-17, (s-)solid 6+H
3S : inv, 6+H, 3+S
3N*: GF, solid 7+H
```

1.3.2 1H - 2S* (same as 1S - 2N*)

1.3.3 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
```

1.3.4 PH response

```
1H -  # 12-21, 5+H
1S : 4+S
   - 1N : min nat
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H*: 12-15, nat C
1N*: NF; 4-6, 3+H [2H]; 5-11, 2-S
   - 2C*: 16+, any; or 12-15, 6+H
        - 2D*: 8+
   - 2D : 12-15, nat
   - 2H*: 12-15, nat C
2C*: inv+, 3+H  # Drury
   - 2D*: min bal
   - 2H : light opening
   - 2S+: same as after 1H - 2H
2D : inv+, nat
```

```
2H : 7-9, 3+H
2S : 4-7, 6+S
2N*: 8-10, 4+H, some spl
3m*: 8-10, (54+) H and m
3H : pre
3S*: 10-12, S void
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void
4H : pre
```

1.4   1N

temporarily use BTUBWS

1.4.1   comp

```
1N - (2C = nat or some 6+X) - X* : Stayman   # others system on
1N - (2D = nat) - X* : t/o
1N - (2M = nat) - X  : pen
# otherwise UwU
```

1.5   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
2N*: 12+, 4+S
3C*: 8-9/12-13, 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; 10-11, 4+S spl  # the latter is GF
   - 3H*: ask, ST
       - 3S*: 10-11, 4+S bal
       - 3N+: spl  # 3N* replaces the highest spl, i.e. H
   - 3S : light opening; or min, 5(332)
3H*: 8-9/12-13, H spl
3S : pre
3N*: 12-14, 3S, bal w/o 6m, CoG
4X*: 10-12, X void
4S : pre
```

1.5.1   Gazzilli after 1N

```
1S - 1N*: F1
2C*: 16+, any; or 12-15, 6+S
2D : 12-15, nat
2H : 12-15, 4+H
2S : 12-15, 4+C
2N*: 14-16, 6+S, 4+X
   - 3C*: ask
       - 3X : 4+X
       - 3S*: 4+C
3X : 14-16, 5+X, 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+: 5-7, nat  # 2N usually mms
3S : inv, 3S
4S : nat
```

1.5.2   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
```

1.5.3   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   2C

```
2C*-
2D*: waiting
   - 2H*→2S*- 2N : 20-21 bal
             - 3X : 22+, nat, 5+H
             - 3N : 22-24, 5H(332)
       - 2N*: 4-7, 5+S
   - 2S : 22+, 5+S
   - 2N : 22-24
   - 3m : GF, 5+m
   - 3M : nat solid ST
   - 3N : 25-27
   - 4m : nat solid ST
   - 4M : 8.5+ tricks
   - 5m : 8.5+ tricks
2M : 8+, 5+M
2N : 8-10
3m : 8+, (5)6+m
3M : 4-7, 6+M
3N : 11-12
4m : 8+, solid (6)7+m, ST
4M : 4-7, 7+M
```