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

1.2 1M

We use a very natural system for now. For jumps, I suggest: (for now)

- $1M - 2M+1 = \text{Jacoby, } 4+M \text{ GF usually bal}$
- $1M - 3m = \text{nat inv}$
- $1S - 3H \ \& \ 1H - 2N = \text{limit raise, } 4+M \text{ inv}$
- $1M - 3M = \text{pre}$
- $1M - 3N = (4333), \text{ CoG}$
- 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

2S: -> 3C

3C -> 3D: s/o or GF

3M: GF, 54+m, spl M

4C: 55+M, SI

4M-1 = transfer M

2M: default

2N: general super-accept

suit: super-accept, Ax or Kx in suit

... SA - 3M-1(4M-1): re-transfer

3M: any 5M

2N: accept inv

3C: decline

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

3N: s/o

oM: 4+oM, suggest play

4m: 4+m

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

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
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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

```

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

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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

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	