# Contents

1	pre		3
	1.1	2D/NV (multi)	4
	1.2	2H/NV (Ekren)	4
	1.3	2S/NV (wild)	5
	1.4	2D/V (multi)	6
	1.5	2M/V (nat)	6
	1.6	4-th seat	7
	1.7	higher preempt	8

Chapter 1
pre

#### 1.1 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
4\,\mbox{C}^*\colon fit in both majors, slam interest, ask
  - 4D*: H
   - 4H*: S
4D*: s/o 4M, not allowing re-raise
2D^* - (X) -
```

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

## 1.2 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
```

## $1.3 ext{ 2S/NV (wild)}$

```
2S - 2N^* \rightarrow 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^* \rightarrow 4S : re-raise not allowed
4M : s/o
```

#### 1.4 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
```

#### 1.5 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
```

## 1.6 4-th seat

2D : 8-13, nat 2M : 8-13, nat 3X : nat solid ST

# 1.7 higher preempt

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