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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
2D*: inv, 4+C
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 1C - [1M-1]

```

1C - 1D*;
1H*: 4+S # highest priority unless 4+ fit
1S*: 16+; or 13-14(15), 6+C, GT
    - 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*: 4+H, 18-19 bal
3S*: ... (TBD)

```

```

1C - 1H*;
1S*: 16+; or 13-14(15), 6+C, GT

```

```
- 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
```

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
      - 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*: 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
2S*: inv, usually 4+D, not prefer to declare
    - 2N : nat min
    - 3C : nat, F1
    - 3D : nat min
    - 3M : nat, stopper
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/PL0B  
1D - 1M; 1N - ...: see utils/XYZW/2wPCB
```

1.2.2 1D - 2C

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
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

```

1.4 1N

temporarily use BTUBWS

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
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
```

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
```