

Contents

1	conventions	2
1.1	principles	2
1.2	responsive double	2

Chapter 1

conventions

1.1 principles

There are some general principles, if no agreement is further made.

- 2N is natural and inv
- respond/advance new suit is forcing unless:
 - passed hand or failed to overcall
 - (except we are opening) opp. shows inv+
 - (except we are opening) The bidding too high (3C+), so that a forcing bid is not practical
 - note: in this case, you may directly jump to game, or X then bid to show a strong hand
- If new suit is F, X then bid is NF
- cuebid is forcing and strong

1.2 responsive double

- (1m) - X - (minor) - X = 44+M
- (1M) - X - (major) - X = 44+m # because t/o is oM-oriented, 4oM will just fee bid
- (any) - overcall - (raise) - X = 44+ two other suits, but if only one unbid M, just 4+M
- ...