Contents

Chapter 1

opening

1.1 1m

Again, thanks to the space preserved by dutch doubleton and transfer responses, one can see that `1C - 1DH - 1S` and `1D - 1HS - 1N` (since no min bal) is undefined. Therefore we are allowed to use them to show strong (16+) hands, with many higher bidding spaces left. For example, after `1D - 1S`, since `1N` shows all strong (16+) hands, `2H, 3C, 3H` are undefined. Unlike major suit openings where the opener can easily have shapely hands, minors don't (and among those does, lot of them are single-suited). Therefore, we decide to prioritize major fits – using jump rebids as mini-splinter. For normal reverses, since we have already dealt with mini-splinters, we simply leave it natrual "with-Gazilli-style": showing a shapely (6-4) hand with 14-16 concentrated HCP.

Similar to major suit Gazzilli, we are allowed to include a weak variant by rebidding `2X` after Gazzilli accepted (i.e. responder rebids `+1`). In natrual systems, however, we usually rebid `2m` with any weak unbal hands. Therefore, we are left two seemingly unnessesary options: direct rebid of `2m` and Gazzilli then `2m`. There may be several options for this: for example, identifying a 3-card fit (compare to `1m - 1M - 2M` may be 3-card or `1C - 1DH - 1HS` is (2)3-card); or perhaps game try (targeting `3N`) with a good (AJ9 or KQ) 6+ suit. In our system, we choose to do BOTH (obviously, slightly weaker then choosing one) by agreeing:

- direct rebid `2m`: 14-15, good 6+ suit
- jump rebid `3m`: 16-17, good 6+ suit
- min unbal uses the Gazzilli. If accepted, rebid `2M & 2m` to show min unbal with or without 3-card fit

Note that there are a few side effects: first, this also tighten the range of the original `3m` rebid (from 15-17 to 16-17); second, rebidding `3m` becomes game-forcing (18+); last, strong hands cannot show 3-card fit using `2M` (note: only after Gazzilli accepted), but we don't think it's a big deal since there are plenty of spaces left, including seemingly undefined `2N`.

1.1.1 resp

Other than transfer response, we also feature a slightly different (but not uncommon) response system. Some players simply use jump response as weak natrual, and perhaps double jump as splinter. IMHO this is not very efficient because it

rarely happens (imagine the last time you hold 6+S, 4 HCP against `1m` opener), therefore we have changed it a bit (see below). One noticable change (recommended by Jonky) is the "reverse Flannery" which shows 3-7 HCP and 54xx+ (usually 5-7 but can be weaker due to length or Vul), therefore `1S` response followed by `2H` shows 8+. This synergized quite well with minor-suit Gazzilli because we are allowed to show a constructed (8-10) 54xx+ with `1C - 1H; 1S - 2H & 1D - 1S; 1N - 2H`.

```
transfer response to 1C: 1D = 4+H. 1H = 4+S. 1S = (4)5+D.
    # major first when non-GF
nat response to 1D: 1M = 4+M
1N = 6-10
2H = 3-7, 5S4H+
    2N/3M = inv. P/2S/3m = s/o. 3om = art GF.
2S = m fit inv(+)  # [m = C] inv, [m = D] inv+
    1D - 2S - 2N = SI.  # ?
    1C - 2S - 2N = min s/o
2N = (s)bal inv
    3m = NF  # 1D - 2N; 3C can be assumed fit (ex: xx63)
3N = 13-15, (4333)
double jump (1D - 3HS & 1C - 3DHS) shows a weak 7+ card with 6-6.5 winners
1C - 2C = GF. 1C - 2D = nat inv.
    1C - 2C - 2D = art min.
1D - 2C = GF.
    2D = min. 2N = 17-18.
1D - 2D = nat 6-10. 1D - 3C = nat inv
    # optional: 1D - 2D frequent 4M ?
1C - 3C = (5)6+C pre. 1D - 3D = (3)4+D pre
```

1.1.2 rebid

We have described most rebids previously. For subsequent auctions, we simply use natrual (jump = inv, 4SF, new-suit F) except PLOB and modified 2-way.

```
1m - 1M(-1)
2N = 17-18 bal
2m = (13)14-15, good (two of AKQ) 6+m  # could be weaker with longer m
    rebid = nat F1. raise & new suit = nat GF
3m = (15)16-17, good (two of AKQ) 6+m
3M = (16)17-18 bal, 4+M  # 16 is probably 5m4M22 and not opening 1N
3N = (s)solid m, to play  # range from about 7-card 13 HCP to 6-card 18 HCP
reverse = concentrated 14-16, 6+m and 4+ suit, NF
jump & jump reverse = inv+, spl
double jump = void spl (4m = 6+m, 4+fit)
1C - 1D - 1H = 11-17, 4+S. 1D - 1H - 1S = 11-17, 4+S.  # 18+ uses Gazilli
```

```
    PLOB (4SF1)
1D - 1M - 2C = 11-15, 4+C.
1C - 1DH - 1S = min unbal or 16+. 1D - 1HS - 1N = min unbal or 16+.
    +1 = 8+  # then 2m/2M = min unbal wo/w 3M. others = 16+, GF
    2H = 8-10  # because 1m - 2H = 3-7
    all other = min nat  # jump = weak but shapely
        then new suit = GF
1C - 1DH - 1N = 11-13 bal
    modified 2-way
```

After `1C - 1SN & 1D - 1N`, it's almost the same as natrual. After opener's reverse, `2N` is the only weak and non-GF bid (OPTIONAL).

```
1C - 1SN & 1D - 1N
1C - 1S - 1N = 11-13 bal, no 3D unless (4333)
    2m = s/o. 2M = 4+M GF. 2N/3C = inv. others = GF
    # because 1C - 2D = inv
2m = min nat  # 1D - 1N - 2C may be 3-card
2M = nat 16+
    2N = min NF
2N = 17-18 bal
rebid/raise 3m = inv
1D - 1N - 3C = GF ?
double jump = ?
```

1.1.3 after Gazzilli accepted

Rebidding `2m & 2M` is weak (as described previously). The only artificial bid here is that we let `2oM` become an artificial raise. To differentiate 16-18 and 19+ (extra), we make the former rebids `2N` as a waiting bid.

```
1m - 1M(-1); 1SN - +1;
2m = 11-15 unbal, 2-M. as if natural 1m - 2m (excluding our 1m - 2m)
    # subseq. as if natrual 1m - 1M - 2m
    [M = S] 2H = 11+, F1.  # then new suit = GF. 2N/rebid/raise = NF.
    2M = s/o. 3m/3M = inv. new suit = GF except above.
2M = 11-15 unbal w/ 3M.
2oM = GF, 3M.
2N = 16-18, 2-M, waiting. if M = H, may be 18+ with 4S.
3X = 19+, nat  # except when M = H, 3S shows 6C5S.
[m = C] 2D = nat
```

1.1.4 1m - 1X; 2N

```
1m - 1M(-1); 2N -
3C = ask 3M, may be s/o.
    3M = 3M. 3D = no 3M. [M = S] 3H = 3S4H.
        P/3M = s/o. other = nat GF.
3D = fit in opener's minor ?
3M = 6+M, slam interest
[M = S] 3H = 55+M, MST+
[M = H] 3S = 44M  # why not 3C ?
3N/4M = s/o  # 1m - 1S(-1); 2N - 4H = 55M s/o
```

1.1.5 PH responses

```
1m - 2C = inv. 1C - 2S = nat.
```

1.1.6 comp

```
1m - (X)
    XX = 11+ near-bal, FP on. others = system on.
1C - (1D)
    X = 4+H, same as 1C - 1D. 1S = 8+, unsuitable for 1N.
    2D = original 2S. 2S = nat weak. 2H+ = same.
    subseq system off. cue = F1.
1m - (1M)
    ?
    subseq system off. cue = F1.
```

1.2 1M

We play Kaplan-interchange after `1H` (`1S` shows `4-S` and non-GF values, while `1N` shows `5+S`) to cope with the rebid problem. This should be a clear winning move against natrual system, with the cost of memorization. Therefore, I tried my best to reduce the complexity for subsequent auctions, hope that it helps. This is a list of major tweaks:

- Kaplan-interchange: `1S` shows `4-S` and non-GF values, while `1N` shows `5+S`
- one exception above is that inv with 6S will bid `1S` initially, then rebid 2S regardless of opener's rebid. As a consequence (and similar to `1C - 2D = inv`), a jump rebid is GF after `1H - 1N`.
- rebid `2C` always shows Gazzilli. (we use 6+M as the weak variant)
- because of Gazzilli, jumps, reverses, and `2N` rebid shows a distributional hand.
- `1H - 1S - 1N` shows a balanced hand or 4S, partner can inquiry with `2C`.
- jump oM is limit raise.

```
1H - 1S = 6-11(12), 4-S; or inv, 6+S
1H - 1N = 5+S, F1
1S - 1N = SF
2C = 2+C, FG  # may have 4S
2D = (4)5+D, FG
raise = 7-10 values
jump raise = pre  # NV: wild, V: usually unbal
2N = 4+ fit, GF
3m = nat inv
1S - 3H = 4+ fit, inv
1H - 2S = 4+ fit, inv
    2N = ask.
        3C = spl C or bal (then 3D = REJECT spl C)
        3D/H = spl D/S
3N = (4333), CoG
double jump = void spl

# note: you can definitely exchange 1H - 2S and 2N, but I'll keep it for
   beauty
# you can also include ambiguous (GF) splinter within 1H - 2S & 1S - 3H
```

1.2.1 rebid

```
1H - 1S & 1H - 1N & 1S - 1N
2C = Gazilli. 11-15, 6+M; or 16+  # can be weaker if want GF opposite 8+
    2D = 8+
    other = min  # except 1H - 1S; 2C - 2S
        raise/2N/3M = inv, new suit = GF
2X (X < M) = 11-15, 4+X
2M = 11-15, 5M, (2)4+C
jump = concentrated 14-16, 5-5
2N = concentrated 14-16, some 6-4
    3C = ask  # then 3M = 6M4C
    3X = NF  # 3C then bid = GF
3M = 6+ good M, 5.5 Losers  # may be 16+
    new suit = cue
3N = solid M  # TODO: define range
```

Some differences are made over Kaplan-interchange:

```
1H - 1S - 1N = 11-15, 2-4S
    2C = ask
        2D = no 4S
            2S = 4S, P/C  # usually with C because refuses 2D & 2H
        2H = 4S, min
        2S = 4S, max
    other = nat

1H - 1S - 2S = 14-16, concentrated 6H4S

1H - 1N
    2S = min raise
    3S = inv raise

# note i: I'm not sure if it's a good idea to put non-GF raises into Gaz.
   but it looks a bit wide now.
# note ii: Do we also want minispl HERE ??
```

1.2.2 after Gazzilli accepted

(TODO)

1.2.3 1M - 2N

(TODO)

1.2.4 2/1

```
1M - 2X
2Y < M = 4+Y any range
2M = min
2N = 15+, catchall
    3M = 2M, may not have extra. suit = MST+
any 3Y (may be jump) = (15)16+ values, 5-5.
raise = fit, extra.
3M = s-solid, < 5.5 Loser (at least 1M - 1N - 3M)
    4m = ?
```

```
1M - 2X; 2M -
2S = nat 4+S
2N = default  # bal or with stop
    3M = 6+M. suit / raise = (3)4+ cards. 3Y > X = ?
non-reverse 3Y = nat 5-5, MST+
reverse 3Y = ask/show stop (default); or 6-5 (promise rebid)
    # (principle) show stop if there are two reverses, otherwise ask
rebid 3X = 6+X, MST+
3M = MST+, then non-serious applies
    # optional: 2N then 3M/4M shows bal, 3M shows 5+X
3N = quant
jump = 3+M, spl
4M = s/o
```

```
1M - 2X; 2Y -
2M = 3+M, any
    2N = default
        jump = spl. suit = extra and nat. 4M = min.
        3M = MST+, then non-serious applies.
    suit = extra and nat
fourth-suit = ask stop (default); or 6-5 (promise rebid)
    # except: 1S - 2D; 2H - 3C = 5-5 SI.
2N = default. 3N = quant.
rebid 3X / raise 3Y = nat extra.
4M = min, concentrated in X and M. 3M = similar but stronger.
```

1.2.5 PH responses

```
1M - 2C = 9-11, 3+ fit
    2D = reinv. 2M = s/o. 2N+ same as 1M - 2M but slammish.
    [M = S] 2H = inv+, nat
1M - 2N = ?  # TODO
jump = inv, fit-showing  # concentrated, 9+ cards in M + X
2/1 becomes nat inv NF
```

1.2.6 comp

?

1.3 1N

```
1N -
2C = ask 4M, may be 5S inv or Garbage
    1N - 2C; 3H/3S/4C/4D = 5S/5H/6H/6S
    1N - 2C; 2M - 3oM = ST  # higher = spl
    1N - 2C; 2M - 3m = 5m, 4oM, ST or CoG
        3oM = fit. 3M = nat 5M. om = fit m only. 4m = double fit.
    1N - 2C; 2D - P/2H = Garbage
    # TODO: 1N - 2C; 2X - 3C = BTUBWS ?
2D/2H/4D/4H = transfer 2H/2S/3C/3D/4H/4S  # transfer minor promises 6+m
    super accept after 2DH: 3M = 5+M, suit = Ax/Kx, 2N = others
        then 3M-1 = re-transfer
    ... 2S - 3H = 55+M, inv NF
    ... 2M - 3m = 4+m GF
        3M = fit. 3D/oM = fit m only. 4m = double fit.
    ... 2S - 2N = GF, bal CoG or ST
    ... 2M - 4X = spl
    ... 2H - 2S = 5H4S, inv NF
2S = transfer 3C
    2N = accept 6+C inv. 3C = decline.
        P/3C = s/o. suit = GF nat 4+.
        ... 2N - 3N = s/o. ... 3C - 3N = CoG or mild ST
2N = nat inv
3C = transfer 3D. s/o or GF
3D = nat inv NF
3M = GF, spl M, 54+m
    oM = good oM. 3N = s/o. 4m = preference.
3N = s/o
4C = 55+M GF  # TODO: 55 CoG => Smolen
    4M = min.
    4D = max.
        4H = s/o, pick one. 4N = 2RKC. 4S = ?
4S = ?  # maybe 65+m ST
4N = quant
5m = s/o

# TODO: after minor transfer: bid short
# TODO: 4M6m into Stayman ?
```

1.3.1 comp

```
1N - (X = pen) -
XX = inv+, FP on
P = forcing, default transfer to XX.
    suit = nat
```

```
    XX = forced
        P = s/o. suit = 44+ X and higher, 2C may be scamble.
    # 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

```
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

I like scheme 2 more. May need to discuss what `4m` is after Stayman.

```
3C = ask 5M. may be s/o in 3N.
    3D = some 4M
        3H = 4+S. 3S = 4+H. 3N = s/o. 4C+ = ?  # maybe 4S5m
        # ... 3D - 3H; 3N - 4H = s/o, 4X = fit H cue.
    3M = 5+M
        oM = fit M MST+  # m = nat ST ?
    3N = no 4M
3DH = transfer  # 2N - 3D; 3H - 3S = nat
    4+ fit must super-accept. 4M = 5M. suit = Ax/Kx. 3N = others  # similar
    to 1N
    ... 3H - 3S = 5H4S
    after transfer, new suit at 4-level = 5-5 nat ST, then lowest unbid
   suit = 2RKC
3N = 5S4H NF
4CD = transfer 4HS
    +1 = max

# scheme 1
3S = transfer 3N. minor ST.
    3N = forced
        4m = (5)6+m, ORKC(m)  # here min = 2-m
        4H/S = 54+m, longer C/D. 4N = 55+m

# scheme 2
3S = minor Stay
4H/S = 6+C/D ST
```

1.6 2X