Contents

Chapter 1

comp

1.1 Gladiator

```
(1M) - 1N - (P) -
2C*→2D*: tranfer accepted
        - 2M*: GF, 4+oM
        - 2oM: s/o
        - 2N*: inv
        - 3C : s/o
        - 3X : 6+X inv
        - 3M*: GF, 4oM, short in M
        - 3N*: 54+mms CoG, usually extra
2X : inv, 5+X
2M*: inv, 4+oM
2N : inv, 5+C, NF  # because may not able to pen. 2M
3X : GF, 5+X
3M*: GF, w/o 4oM, short in M  # 2C* then 3M is 4oM
```

```
(1m) - 1N - (P) -
# similar, but D is the cuebid suit
2C*→2D*: tranfer accepted
        - 2M : s/o
        - 2N*: inv
        - 3C : s/o
        - 3X : 6+X inv
        - 3N*: 54+mms CoG, usually extra
2D*: inv+, Stayman
2M : inv, 5+M
2N : inv, 5+C, NF
3X : GF, 5+X
```

```
 1m -(1M)- P  -(P) ; 1N -(P) - Galdiator
(1X)- X* ; ... 2N - Gladiator
```

1.2   other

1.2.1   vs transfer openings

```
(1M-1*)- # 4+M
1M*: 16+, t/o; or 19+, any
X* : 10+, t/o; or 16-18, any

(1S*)- # 4+D
X* : t/o
2D*: MMs

(1D*)- # 44+M
1M : nat
X* : minor-oriented t/o
```

1.3   overcall

```
(1m) -
# style: the stronger the hand, more shapely to pre 2M

# V/NV
P  : # may be lengthy but not enough values, ex: AJxxxxx.xxx.xx.x
1M : (8)9-17, 5+M  # rebid 2M = 14-17
2M : 9-13(14), 6+M  # promise defensive values

# V/V
1M : 8-17, 5+M  # could be weaker (LD) if partner PH
2M : 6+M, pre  # usually not 6322; unless ex: KQJ9xx.xx.Kxx.xx

# NV/NV
1M : 8-17, 5+M  # 4oM or afraid of losing game
2M : (5)6+M, pre  # usually unbal and partner PH if 5M
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTx.x: 1S/2S
# KQJxx.xxx.Qxx.xx: 1S/1-2S

# NV/V
1M : 8-17, 5+M  # 4oM or afraid of losing game
2M : 5+M, pre  # wild if partner PH
# KQJxx.xxx.Qxx.xx: 1S/2S
# KJxxx.xx.xxx.xxx: P/2S
```

1.4   unusual & Michael

```
# 10-16
(1M) - 2M*: 5+oM, 5+m
         - 3m*: P/C
         - 2N*: ask, inv+
              - 3m : 5+m, min
              - 3H*: 5+C, max
              - 3S*: 5+D, max
              - 3N*: no agreement
              - 4m : 6+m
              - 4M*: void M, probably 6+oM
              - 4oM: 6+oM
(1M) - 2N*: 55+m

# if 1C = 2+C
(1C) - 2C*: 54M
         - 2D*: ask 5M
(1C) - 2D*: 55(+)M
         - 2N*: ask, inv+
              - 3m : feature, min
              - 3H*: feature C, max
              - 3S*: feature D, max
              - 3N*: no agreement
              - 4m*: void m
              - 4M : 6+M
(1C) - 2N*: x55x+

# if 1D = 3+D
(1D) - 2D*: 55+M  # subseq. same as (1C) - 2D
(1D) - 2N*: x5x5+
# else
(1D) - 2D : nat
```

```
(1X) - (1Y) - 1N : nat 15-18
(1X) - (2X) - 2N*: unusual
```

```
(1X)- 2m -(2X)- P  -(P) - 2N*: 64+ mms
```

1.5 vs 1N

```
(1N)-
# if NP
X  : (14)15+
    - ...: TODO
# if PH
X* : 4M5m
    - 2X*: P/C
    - 2S : nat s/o
# all bids below could be lighter balancing seat
2C*: 10+; 6+D, or some 5M4m+; could be 8+ if 55
    →2D*: P/C
    - 2M : nat 6+M
    - 2N*: F, ask
        - 3C*: min
            - 3D*: P/C
        - 3X : max, nat
2D*: 10+, (44)54+M; or 8+, 55+M
2M : 8+, 6+M
2N*: 55ms
3X : nat pre (comp)
```

1.6 vs pre

1.6.1 vs nat

```
(2M) -
X* : t/o
2S : 12-17, 5+S
2N : 15-18
   - 3C*→3D*- P  : s/o
              - 3oM: s/o
              - 3M*: 4oM
   - 3D : 5+D, inv
   - 3oM: 5+oM, inv
   - 3M*: 5+oM, GF
3X : (14)15-18, 5+X
3M*: ask for stopper
3N : s/o
4m*: 5+H, 5+m
```

1.6.2 vs multi

```
(2D*)- # weak, some 6+m
X  : 13-15/19+, near bal; or 17+, any
P* : may be some 10-13 t/o against M [X]
2M : 12-17, 5+M
2N : 16-18, bal
3m : 15-17, 5+m
3M : 15-18, 6+M
3N : s/o
4X : nat strong NF

(2D*)- X -(2M)-
X* : some 4+M. inv(+)
```

1.6.3 vs Ekren

```
(2D*)-
X  : 14+, near-bal
2H*: 14+, 5+C
2S*: 14+, 5+D
2N*: 16+, mms
3C*: 12-15, mms
3D : nat NF
3M : 15-17, 6+M
```

1.6.4   vs transfer preempt

```
(3X-1*)- # transfer pre to 3X
P* : then X = pen
X* : 15-17 [P]; or 18+ near-bal [X]
3X*: 18+, t/o
bid: nat
```

1.6.5   misc

```
1m - (3M) - X*: ask for stopper; may have 4oM
1m - (3M) - P - (P) - X*: ask for stopper; may have 4oM
# resp: pen with KJxx+ (IP) or equivalent values, otherwise
# 5 good oM [3/4oM] > 1.5 stop [3N] > 4 good oM [3/4oM] > 1 stop [3N]
```

1.7 vs prec

```
(1C*)-  # strong
# be a bit decipline when V
X*  : 12+, 4H5m or 5+H
   - 1D*: ask
        - 1H : 5+H
        - 2m : 5+m
1D*: 12+, 4S5m or 5+S
   - 1H*: ask
        - 1S : 5+H
        - 2m : 5+m
1H*: (Rank) 0-10, 44+m or 44+M
1S*: (Odd) 0-10, 4C4H or 4D4S
1N*: (Color) 0-10, 4D4H or 4C4S
   # bids below apply to 1H*/1S*/1N*
   # even after opp. bids
   # if you have your own suit, bid twice
   - 1N : nat, (17)-(20)
   - bid: P/C
   - 3M+: nat
2m : 10+, 5+m
2M+: nat pre
2N*: mms, pre
```

1.8   X

```
(1X) - X* -(P) -
2X*: inv+ w/o stopper; or GF
```

```
X is usually t/o (or optional / just strong) unless after a FP XX, or 1N -
    (2M)
```

1.8.1   support X

```
1X - 1Y - (1Z/2Z < 2Y) - X*: 3-card Y
new suit: NF
```

```
1X - 1Y - (X) - XX*: 3-card Y
bid: System on
```