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Chapter 1

opening

1.1 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 ?

```

1.1.1 comp

```

1N - (X = pen) -
XX = inv+, FP on
P = forcing, default transfer to XX.
    suit = nat s/o
    XX = forced
        P = s/o. suit = 44+ X and higher, 2C may be scramble.
    # if interfered, resp's X = t/o
2X = nat s/o
2N = mms
jump = nat semi-pre

```

1.2 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

```

1.2.1 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

```

1.3 2N

After 2N or 2C - 2N, we use:

- puppet Stayman, Jacoby transfer, 3S minor Stayman
- for 5H4S, transfer H then 3S; for 5S4H, bid 3N; for 55M, transfer S then 4H for s/o, otherwise 4C
- for long minor (M)ST, use Stayman. for mms ST, use minor Stayman.

<p>3C: ask 5M. may be s/o in 3N or 5+m ST.</p> <p>3DH: transfer</p> <p>3S: minor Stayman. 44+m</p> <p>3N: 5S4H, NF</p> <p>4C: 55M, ST. resp same as 1N - 4C.</p>	<p>3D: some 4M</p> <p>3M = 4+oM. 3N = s/o.</p> <p>3M: 5+M</p> <p>suit = cuebid. 5m = nat MST</p> <p>3N: no 4M</p> <p>any - 4N: quant</p> <p>3DN - 4m: 5+m, MST+</p> <p>4N = 2m. +1 = RKC</p> <p>4+ fit must super-accept</p> <p>... 3H - 3S: 5H4S</p> <p>... 3S - 4H: 55M, s/o</p> <p>after transfer, new suit at 4-level =</p> <p>5-5 nat ST, then lowest unbid suit =</p> <p>2RKC</p> <p>3N = no 4m. 4m = nat. 4H+ =</p> <p>super-accept, resp to 2RKC</p>
--	--

4DH: transfer, MST	
4S: no agreement	
4N: quant	
5m: to play	

Chapter 2

defensive

2.1 overcall

2.1.1 simple overcall

Similar to take-out, an overcall is level-aware:

```
1X: 8+, 5+X (LD values or shape); up to the minimum of off-shape  
2m: 10-15, 6+m; 12-17(18), 5+m  
2H: (7)8+, 6+H; (10)11-17, 5+H
```

```
could be lighter if partner PH; or under certain conditions such as 1D  
- 2C or some vul.
```

We use Rubens when advancing an overcall:

```
\begin{bidsemi}  
\bid{(1X) - 1Y - (P/X) -}  
\bid{1N}[9-11]  
\bid{2N}[undefined]  
\bid{2Y}[nat comp]  
\end{bidsemi}
```

2.1.2 jump overcall

The most important agreement for overcall IMHO is the precise definition of their strength. Obviously it depends on partnership agreement, but hope that this section provides a good baseline. Notice that this write-up is quite aggressive and vul-sensitive.

```
(1m) - ; or (1H) - 2S  
# 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)9-16(17), 5+M
jump suit = same as balancing overcall

# 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+M, pre # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S

```

2.2 t/o double

```

# style: slightly emphasizes major
minimum take out at 1-level:
4333: 13(14)+
4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +(3)4
may be slightly sounder if adv need to bid 1-level higher.

for off-shape hands, if expect to ...
rebid at 1-level: 16+
rebid at 2-level: 18+ or good (6+ cards) 16+
rebid at 3-level: (19)20+ or good (6+ cards) 18+
rebid NT: 19+

```

2.2.1 resp

The response is pretty standard but a bit more precisely defined. For (2M) - X, check **Lebonsohl**.

(1X) - X - (P) - non-jump: nat 0-9	raise: (14)15-17 double raise: 18-20 suit: off-shape jump suit: same strength as suit but longer (usually one less loser) cuebid: an A(K) stronger than off-shape minimum
1N: 9-11 2N: 12-13 jump: 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder cue: 12+, F1	raise: inv. if 4X (implies max), bid 3N first jump = spl. other = nat and strong 2M: 4+M, F1 2N & raise are only NF 2N: no 4M (implies not min therefore) GF cue again: 44M+, SI 4CD: transfer HS, SI other: nat and GF
double jump: semi-pre jump cue: undefined. maybe ask for stopper.	

For higher level t/o, we use them quite flexibly. To be precise, (4S) - X can have the following possibilities:

- most typically: 16+ bal
- t/o hands weaker than 4N: ranging from -.Axx.Axxxx.Axxxx to J.AQxx.KQxx.AQxx (may judge based on Vul or opp. style)

(4m) - X	4N: undefined
(4H) - X	4N: RKC(S)
(4S+) - X: transferable strength	4N: 2- or 3-suiter (or strong oM)
(1M) - X - (4M) - 4N: RKC(oM)	