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   good bad 2NT

```
1X - (1Y)- [bid/X] - (2Y)
2N*→3C*: comp
3X : good hand  # if [bid/X] shows inv+ then GF, otherwise inv
```

```
# other situations that applies
 1X -(P) - 1Y -(2M = jump overcall) - 2N*: good-bad
 1X -(2Y)- X* -(P) - 2N*: good-bad
(1X)- 1Y -(2X)- 2N*: good-bad
(1X)- X* -(2X)- 2N*: good-bad
(1X)- 2Y -(2X)- 2N*→3C*: tr. Leb.  # notice the difference!
```

1.3   other

1.3.1   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
```

1.4   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
```

1.5   unusual

```
# if we are able to overcall the higher suit at 1-level, then range = 3-10
    or 16+; otherwise 10+
(1M) - 2M*: 5+oM, 5+m
         - 3C*: P/C
         - 2N*: ask
               - 3m : 5+m, lo
               - 3H*: 5+C, hi
               - 3S*: 5+D, hi
         - 3X : nat s/o
(1M) - 2N*: 55+ms
(1m) - 2m*: 55+Ms; 54+ if NV/V
(1m) - 2N*: 5+H, 5+om
# NV/V
(1m) - 2m*- 2N*: ask
               - 3C*: min
                     - 3D*: ask
                           - 3H*: 5+S
                           - 3S*: 5+H
                     - 3H*: P/C
               - 3D*: min, 55Ms
               - 3H*: max, 5+S
               - 3S*: max, 5+H
               - 3N*: max, 55Ms
               - 4m : 16+, shortness in om
```

```
(1X) - (1Y) -
X* : 44+ unbid suits or strong
1N*: 54+ unbid suits
```

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

1.6   vs 1N

```
(1N)-
# case 1: non-pass
X  : 15+
2C*: H and another suit, 54+ either-way  # if MM then should be 54xx+
   - 2D*: P/C  # ask the 5-card suit
2D*: S and another suit, 54+ either-way  # if MM then should be 45xx+
   - 2H*: P/C
2M : nat, (5)6+M
2N*: 55(54)+mms
3X : nat, comp
# case 2: PH
X* : S and another suit, 54+ either-way
   - 2C*: P/C
2m*: H and m, 54+ either-way
2M : nat, (5)6+M
2N*: 55(54)+mms
3X : nat, comp
```

1.7 vs pre

1.7.1 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
```

1.7.2 vs multi

```
(2D*)- # weak, some 6+m
 X  : 13+, near-bal; or 16+, any
 P* : may be some 12-15 t/o against M [X]
 2M : 12-17, 5+M
 2N*→3C*: 12-14, some 6+m
 3m : 15-17, 5+m
 3M : 15-18, 6+M
 3N : s/o
 4X : nat strong NF
```

1.7.3 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
```

1.7.4 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
```

1.7.5   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]
```

1.8   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
```

1.9 X

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