Contents

Chapter 1

intro

1.1 intro

The general approach comes from dutch doubleton: 5-card majors, while `1D` is unbal (except strong bal), while min bal opens `1C` (even `5D(332)`). Thanks to the space preserved by dutch doubleton (and transfer response to `1C`), we are allowed to feature "four-suit Gazzilli".

Since we open with **all** 11 HCP and may be lighter with good suits (which seems to be the trend among good players), the opener is classified as below:

```
# bal
11-13 => 1C then 1N
14-16 => 1N           # also includes 14-15, 5M bal
17-18 => 1C then 2N   # except 1D then 2N if 5+D
19-20 => 2N
21+   => 2C

# unbal or 5M (except 14-15)
11-15 => 1X
16-21 => 1X, then Gazzilli  # except if 16-17 can rebid 1M natrually
22+   => 2C
```

1.2 terms

```
4432    = exact shape (4S 4H 3D 2C)
(4432)  = any permutation of 4432 shape
4D(332) = 4-card D, any permutation of 332 in other suits
45(31)  = 4531 or 4513
45xx    = any 4S 5H
A; B    = hand A or hand B
```

```
*        = artificial
(s)bal   = (semi-)balanced
unbal    = unbalanced
spl      = splinter
PH       = passed hand
s/o      = sign off
F, F1    = (one round) forcing
GF       = game forcing
ST, MST = slam try / mild slam try
GT       = game try
s-solid = semi-solid, at least KQJxxx
L        = Losers, you may decide to use ALTC instead
```

1.3 Summary

1.3.1 general style

```
opens with all 11 HCP or ?-L
    resp with A or KTxxx+
invite to 3NT with (10)11-(12) HCP, and accept with (12)13 HCP
frequent accept 3NT with Hx+ fit in partner's 6+m
invite to 4M with 11-12 values, and accept with 13+ values
may upgrade or "gamble" a game (ex: with good side suit / distribution)
   , not often downgrade.
1M in 3rd/4th seat could be light
aggresive high level preempt (1st/2nd-seat usually follows 2/3/4 rule)
some kickback and exchanging meaning with NT
jumps: spl, nat inv, or ST
```

1.3.2 design

```
aim to perform equal or better in most situations vs natrual
balanced between memorization and strength
    infrequent sequences tend not to be artificial
    # opener's rebid is usually the cut-off.
    # can be more tolerable after transfers or shared situations
there are some one-step relay which is "symmetric"
if we hide some hands, usually showing it next round is first priority
    # ex: 5S4H 8-10 after 1m, or 6+oM inv after 1M
```

1.3.3 opening summary

```
1C = 11+, 2+C
1D = 11+, 5+D or 4441; or 17-18 5D332
1M = 11+, 5+M
1N = 14-16, bal  # could have 5M if 14-15
2C = 21+ bal or 22+, any; or 16+ 4-L
```

Chapter 2

opening

2.1 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
```

2.1.1 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 ??
```

2.1.2 after Gazzilli accepted

(TODO)

2.1.3 1M - 2N

(TODO)

2.1.4 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.
```

2.1.5 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
```

2.1.6 comp

?

2.2 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
```

2.3 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 ?
```

2.3.1 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
```

2.4 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
```

2.4.1 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
```

2.5 2X

2.6 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.

2.6.1 resp

The most noticable differences are transfer responses and jumps. (IMHO, weak jumps and splinters to 1m are rarely efficient) Another 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
```

2.6.2 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 = ?
```

2.6.3 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
```

2.6.4 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)	

2.6.5 PH responses

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

2.6.6 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.
```

Chapter 3

overcall

3.1 unusual

```
# 10-16, PH ON but may be a Q lighter
(1M) - 2M = 5+oM, 5+m
    3m = P/C
    2N = inv+ ask
        3m = nat min. 3H/S = max 5+C/D. higher = max and longer suit
    any oM = pre
(1M) - 2N = 55+m

# if 1C = 2+C
(1C) - 2C = 5+C
(1C) - 2N = 55+m
# otherwise
(1C) - 2C = 54M
    2D = ask longer
(1C) - 2N = 5+H, 5+D
# below independent of 1C
(1C) - 2D = 55(+)M
    any M = pre. 2N = nat inv. 3D = s/o.
    3C = inv+, promise some 3M.
        3H = min. other = nat and max

# if 1D = 3+D
(1D) - 2D = 55+M
    any M = pre. 2N = nat inv. 3C = s/o.
    3D = inv+, promise some 3M.
        3H = min. other = nat and max
(1D) - 2N = 5+H, 5+C
# else (usually vs prec)
(1D) - 2D : nat
(1D) - 2N*: 55+m
```

```
(2M) - 3M = 5+oM, 5+m
(2M) - 4m = 5+oM, 5+m, weaker than 3M
```

interfered ?

3.2 balancing overcall

```
1N = (13)12-15, bal
X = t/o, could be one Q lighter
    rebid 1N/2N = 16-18(19), bal. slightly stronger if X = M
2N = 19-21, bal
cue = any GF
jump 2Y = about 13-16, 6+Y, 5.5 Loser  # 3Y : similar range, 1 less
   Loser
jump 3Y = 6(7)+Y, 5.5 Loser
double jump 3Y = similar range, 1 less Loser
```

3.3 sandwich position

```
(1X) - P - (1Y) -
1N = nat
2X = nat
2Y = nat

(1X) - (2X) - 2N = nat ?
(1X) - (1N) - X = t/o to X
```

3.4 advances

TODO: response to jump overcall

3.4.1 after simple overcall

```
(bid X) - overcall Y - (P/X)
XX = honor in Y (lead-directing)
1N = 9-11, may be lighter if short
2N = nat inv
1Z = F1. 2Z < X = NF.
transfer from opp's suit. overcaller treat as a NFB initially.
jump / double jump = nat inv
jump cue = mixed raise
```

```
# ex 1
(1D) - 1S - (P) -
2C = 7-11, 5+C, NF  # may be lighter with longer suit
2D = 7+, 5+H  # 12+ promises rebid
2H = cuebid. inv+ w/o stopper; or 10+ values, 3+S
2S = 6-9(10) values
2N = 13-15, nat NF
3CH = 13-15 values, nat NF
3D = mixed raise. 4+S, 10-12 values.
3S = pre

# ex 2
(1D) - 2C - (P) -
2D = 7+, 5+H  # 11+ promises rebid
2H = 7+, 5+S  # 11+ promises rebid
2S = cuebid. usually (10)11+, 3+C; but may be GF w/o stopper
2N = 11-12(13), nat NF
3C = 8-10, 3+C
3D = ?
3M = 13-15 values, nat NF

# subsequent
overcaller: accept transfer or rebid suit = 15-, otherwise inv.
advancer: rebid Y (shows 2-card) / 2N / raise is NF inv. otherwise GF.

# Rubens is ON if resp made a bid < 2X, otherwise off.
(1H) - 2C - (2D) - 2H = 7+, 5+S
(1S) - 2C - (2D) - 2H = 7-11, 5+H  # may actually be weaker if 2D = inv
   +
(1S) - 2C - (2D) - 2S = cuebid

# otherwise, new suit tend to be NF. inv could double first.
(1D) - 2C - (2H) - 2S = NF  # no matter what 2H is
(1C) - 1D - (3C) - 3H = NF  # I can bearly imagine a hand that can F
   here
(1H) - 2D - (2H) - 2S = NF
(1C) - 1D - (1S) - 2S = good 6+S, NF  # now this is not a "jump" so NF
   instead

# advancing sandwich position's overcall ?
```

3.4.2 after NT overcall

```
(1m) - 1N - (P): system on
```

```
(1M) - 1N - (P) -
2C → 2D, then
    P/2oM/3C = s/o
    2N = (s)bal inv  # will X if 2C interfered
    cue = 4oM, GF  # still cue if interfered
    3D+ = good 6+ suit, inv NF
2N = 5+C, inv NF
cue = 4oM, exactly inv
jump cue = spl M, no 4oM, CoG
jump = 5+X, GF
4C+ = system on

# similar for natrual 2N overcall
(2X) - 2N - (P) -
3M = 5+M, inv NF
cue = 4+oM, GF
3C → 3D, then bid = s/o
4C+ = system on

# off after NT interfered
# off if partner bid before. resp nat instead. ex: (1C) - X - 1D - 1N
# otherwise, Gladiator is default on. ex:
(1C) - P - (1H) - 1N  # M = H
(1S) - P - (2S) - 2N
(1H) - P - (1S) - 1N  # this is tricky, perhaps set M = H
(1H) - X - (2X) - P; (P) - 2N
1C - (1H) - P - (P) - 1N  # 18-19
```

Minor suit Gladiator is not very useful so I discarded it.

3.4.3 after t/o

```
(1X) - X -
1Y = 0-7, (3)4+Y; or 8-9, 4+Y
2Y = 0-8(9), (3)4+Y
jump 2Y = 8-9, 5+Y; or 10-11(12), 4+Y
jump 3Y = (8)9, 5+Y; or 10-11(12), 4+Y
double jump = encouraging  # not pre !
1N = 8-10(11)
2N = (11)12-13

[X = m] cue = any GF; or GF* w/o stopper; or 44+M inv
    2M = 4+M. raise is the only NF bid
        new suit = usually 5-cards except 2S after 2H
    2D/2N+ = nat and GF. basically shows 16+.  # since non-GF must have
    4M.
```

```
    * I can bearly imagine but probably inv, 43M w/o stopper is
   acceptable.
[X = M] cue = any GF, usually no 4oM.
```

3.4.4 misc

```
(1m) - X - (XX) - P = pen.
(1M) - X - (XX) - P = pick a suit
```

3.4.5 overcaller rebid

a "free" 2N rebid of a 2m overcaller is unusual (usually 6+m and 4+om)

3.5 usual overcall

The most improtant 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.

3.5.1 simple overcall

```
# if PH or partner PH, can be lighter but requires shape or lead-
   directing
1X = 8+, 5+X
1N = (14)15-18, promise stopper.
2X = 10+, 6+X; 12+, 5+X.
3X = 14+, 6+X; (15)16+, 5+X
# upper bound: see t/o
```

3.5.2 take out double

```
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: +4
may be slightly sounder if adv need to bid 1-level higher.

# style: slightly emphasizes major
```

```
t/o then rebid:
1X = 16-20
2X = (17)18-19(20), can be lighter with longer suit
3X = GF against a useful card or side A/K
lowest NT = 19-21
jump NT = 22-24
# if stronger, cue to show extra.
```

3.5.3 high level overcall

```
(4m) - 4N = nat.
(4M) - 4N = minors or some 5-5.
(1m) - 3m = nat.
(1M) - 3M = ask stop
```

3.6 jump overcall style

```
(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.QJTx.x: 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
```

Chapter 4

conventions

4.1 non-contested conventions

4.1.1 modified 2-way

```
1C - 1M(-1) - 1N; or 1H - 1S - 1N
2C = transfer 2D. s/o or inv
    2D = forced. max with 3M can anti-transfer to 2M.
        P/2X = s/o. 2N+ = nat (6+ if suit) inv. 3N = quant.
2D = GF ask.
    2M = nat. 2N = default. 3m = nat, medium+ suit.
2X = nat inv NF.
2N = transfer 3C.
    P = s/o. bid = ?
3X = nat ST.

# OFF if interfered, except after 1C - (1D) - X/1H = system on
# PH ON except 2D/3X = nat inv
```

4.1.2 PLOB (4SF1)

4.2 other conventions

4.2.1 Leb

4.2.2 2M game try

```
sure fit in 2S -
2N = ask
   3X = feature in X  # at least KJ/QJT. for 1D opener this is spl
```

```
   3S = min w/o feature. 4S = max w/o feature.  # 3N = CoG or non-
   serious ?
   4X = spl
3X = HSGT/ST in X  # request void/x/xx/Qx/A(+)/K(+)
3S = 6+S inv
3N = CoG
4C+ = spl

# for 2H: 2S = ask, and exchange the meaning of 2N and S
```

4.2.3 non-serious 3N

4.2.4 RKC, ORKC, EKRC, 2RKC

4.2.5 5N

- RKC if fit
- choice of slam
- GSF

4.2.6 5M

raise to 5M
- ask control if opp. bids one suit
- general inv

4.3 competetive conventions

4.3.1 forcing pass

```
FP on if GF
FP if a non-rejected inv(+) forcing bid is interfered below the forcing
    level
after 2C opening
low level natural XX FP on until 2N
(2X/3X/4X) - P - (5X) - FP on if not PH
(2X/3X/4X) - bid/X - (5X) - FP on
# however, not necessarily FP on after a pen X or converted pen X
```

4.3.2 vs 1N

4.3.3 unusual vs unusual

4.3.4 support, negative, responsive, Lightner, maximum X/XX

Chapter 5

principles

5.1 misc

5.1.1 cuebids

- when fit in M, below 3M = nat (may be fragment), otherwise cue / (E)RKC

cue = show stop if two unbid suit or opp. bid two suits, and both cuebids are available. otherwise ask stop if one cuebid is unavailable, assume the stopper is good

5.1.2 artificial / forcing bid interfered

- general art bid doubled - XX = suggests play - usually system on - back to fit suit = min

- fit cue doubled: - XX = Q # support partner's K - bid = don't worry - P = otherwise

- two-suited bid doubled: - P = pick better one

5.1.3 unusual NT vs t/o

if unusual NT and t/o have the same meaning, then NT empathizes distrbitional hands.

5.1.4 unnessesary jump

in non-contested auction: splinter to the last real suit or ERKC otherwise natural. however should be fit-showing above 2N for passed hand

5.1.5 forcing or not

when opp. inv+ or opens, new suit tend to be NF.

5.1.6 fast arrival

fast arrival unless double jump to game after GF (1M - 2X; 2Y - 4M)

5.2 doubles

```
low-level double is not penalty unless:
XX set up FP
after someone doubled 1N for pen; or convert a t/o to pen
no game interest, and deny some suit (or already fit) so that t/o is
   not possible
obvious case
```

```
XX is strength / suggest play unless:
after low-level X converted to penalty: XX is SOS
3N in a competetive auction doubled  # XX = plz re-consider
```

Chapter 6

cardplay

6.1 lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, swap vs 5+ level
A : Ax, AK, AKQ+, (AK+)
K : Kx, AKx, KQ+, (AK+)
Q : Qx(+), QJ+, (AQJ+)
J : Jx(+), JT+, AJT+, KJT+, (AJx), (KJx)
T : Tx, T9+, AT9+, KT9+, QT9+
hi-X: Xx, xXx+
lo-X: xXx+, HxX, HxXx, HxxxX, HxXxxx..., (xxX+)

# lead vs NT: 4-th, coded 9
A : Ax, AKQ+, AK
K : Kx, KQ+, AKx, AKJT+
Q : Qx(+), QJ+, AQJ+, KQT9+, (AQx)
J*: Jx(+), JT+
T*: Tx(+), T9+, AJT+, KJT+
9*: 9x(+), AT9+, KT9+, QT9+, [AKT9+], [AQT9+]  # exceptionally
hi-X: Xx, xXx+, (Xx+)
lo-X: HxX, HxxX+, HHxX+, xXx+
```

6.2 signal

```
UDCA: lo = enc/even
# vs suit
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: att
# vs NT
partner's lead: att, s/p
```

```
declarer's lead: cnt, s/p
discarding: lav
```

6.2.1 other

```
# vs suit, knowing partner empty
hi/lo = S/P
```