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Chapter 1

conventions

1.1 principles

There are some general principles, if no agreement is further made.

- 2N is natural and inv
- respond/advance new suit is forcing unless:
 - passed hand or failed to overcall
 - opp. shows inv+
 - (when advancing) The bidding too high (3C+), so that a forcing bid is not practical
 - note: in this case, you may directly jump to game, or X then bid to show a strong hand
- cuebid is forcing and strong

1.2 responsive double

```
(1m) - X - (minor) - X = 44+M
(1M) - X - (major) - X = 44+m # because t/o is oM-oriented, 4oM will
    just fee bid
(any) - overcall - (raise) - X = 44+ two other suits (?)
...
```