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# Chapter 1

## opening

### 1.1 1m

We use a very natural system for now. For jumps, I suggest: (for now)

- jump  $2X = \text{nat } 6+X \text{ inv NF}$ .  $2N = \text{nat inv}$
- $1D - 3C = \text{nat inv}$ .  $1D - 2C = \text{GF}$ .
- double jump  $3X = \text{nat weak}$ , about 6-6.5 winners.
- these are on unless it is no longer a jump. ( $1m - (X) - 2N$  ?)
- two-way is off after overcalled (but not after t/o) except  $1C - (1D)$

#### 1.1.1 after 2N rebid

1m - 1M; 2N -	
3C: 5M, ask	
3D: fit in opener's minor, SI	
3M: 6+M, SI	
(M = S) 3H: 55+M, SI	
(M = H) 3S: 44+M	4C/D: good support in H/S
3N: s/o	
4m: nat 55 SI	
4M: s/o	
(M = S) 4H: 55+M, s/o	

### 1.2 1M

We use a very natural system for now. For jumps, I suggest: (for now)

- 1M - 2M+1 = Jacoby, 4+M GF usually bal
- 1M - 3m = nat inv
- 1S - 3H & 1H - 2N = limit raise, 4+M inv
- 1M - 3M = pre
- 1M - 3N = (4333), CoG
- double jump = spl, roughly GF minimum
- stronger splinters can use auto-splinter after 2-over-1

### 1.2.1 PH

- 1M - 2C = 9-11, 3+ fit; then 2D = reinv. 2M = s/o. (2H = nat F1 if M = S)
- 1M - 2M = 5-8
- 1M - 1N = 2-M, NF
- 1M - 2N = limit raise (subseq = Jacoby, but 3M is s/o)
- 1H - 2S = nat inv
- 1S - 3H = nat inv

## 1.3 1N

### 1.3.1 response

A brief summarize table:

	s/o	inv	CoG	SI+
4M (6m poss.)		2C->raise/2N	2C	2C-2M-3oM/spl
5M	2DH	2D->2N; 2C->2S	2DH->3m/3N; 2H->2N	2D->3m; 2H->2N/3m
6M		2DH->raise	(4DH is s/o)	2DH->4M (MST); 2DH->3oM+
5S4H	2C->P/2H	2C->2S/3H	Smolen (2C-2D-3HS)	Smolen
5H4S		2D->2S		
55+M		2H->3H		4C
64M	2DH	be 6M or 54M	2C-2D-4CD	2C-2D-4CD
6m	2S/3C	2S/3D	2S/3C->3N/bid(spl)	2S/3C->raise/4N/bid(spl)

1N -

2N = inv. 3N = s/o. 4N = quant.

2C: Stayman

2M-1: -> 2M

(X)

	P: 2-M, then XX = re-transfer XX: 5+ good suit, suggest play 2M: 3+M 2M: default 2N: general super-accept suit: super-accept, Ax or Kx in suit ... SA - 3M-1(4M-1): re-transfer 3M: any 5M
2S: -> 3C	2N: accept inv 3C: decline
3C -> 3D: s/o or GF	after minor transfer ... suit: spl, CoG or SI 3N: CoG or MST 4N: quant raise: MST 4m+1: RKC obvious ERKC: spl first, then use 4m+2
3M: GF, 54+m, spl M	3N: s/o oM: 4+oM, suggest play 4m: 4+m
4C: 55+M, SI	4D: max 4H = only MST, then 4S = s/o, 4N+ = resp to 2RKC 4S = 2RKC, 4N/5C = 2ERKC(D/C) 4M: min 4N: (rare) 22-M, min
4M-1 = transfer M	

## After Stayman

1N - 2C; 2D: no 4M	P = s/o. 2H = MMs s/o 2S: 5S inv NF 2N: inv 3m: 5+m ST 3M: Smolen. 5oM, 4(+)M, GF; 3H may be 55M GF but no SI (will rebid 4H) 3N: s/o 4CD: 64+M, transfer HS +1: max
2M: 4+M	2S: nat inv NF 2N: inv (implies 4oM)

	3m: 5+m ST
	raise: inv
	3N: s/o
	3oM: fit SI
	higher: spl
	4N: always quant (RKC: 3oM/2N first)
(X)	XX: good 5+C, suggest play
	P: stopper in C, resp can ask with XX
	2D+: system on but no stopper

### After transfer

1N - 2M-1; 2M -	
... 2H - 2S: 5H4S, inv NF	
... 2H - 2N: nat inv	
... 2H - 3S: spl or 6+H bal ST	
... 2S - 2N: GF, CoG or ST	TODO: subseq, and what is the difference between this and 3N?
... 2S - 3H: 55M, inv NF	
raise: inv, raise S would be slightly stronger	
3m: GF, 4+m	3M = fit. 3D/oM = fit m only. 4m = double fit. If there are two new suits, bid shows stopper.
other jump: spl	
3N: CoG	

### 1.3.2 comp

#### doubled

We use similar structure against double. However, knowing some weaknesses may help:

- If the opponent lacks PEN X, try P with boring hands NV (even with medium-quality 5M suit)
- For X/bids shows an ambiguous suit, we may try to interfere with overcall
- After XX, we set up FP. Either one's X means "if you hold Hx+, please PEN"; 2N shows a t/o hand if FP ON.

- Notice about our escape scheme:
  - If  $X = \text{PEN}$ , then direct bid is s/o
  - Otherwise, system on
  - P transfers to XX, but since it usually denies inv values (can still have some bad 8-9 that is not willing to FP), opener can freely bid his 5-card suit.
  - No matter what X means, after P transfer to XX, a bid is "DONT" style, and resp can also pass.

```

1N - (X = pen) -
XX = inv+, FP on
P = forcing but non-GF, default transfer to XX.
    suit = nat s/o
    XX = forced
        P = s/o. suit = 44+ X and higher, 2C may be scramble.
    # if interfered, any X = t/o
2X = nat s/o
2N = mms
jump = nat semi-pre

# if X != pen:
system on, but XX/P: same

```

**2m = majors**

We use a simple structure against 2m = majors.

<p>1N - (2m = MM)</p>	<p>delayed X: bal inv (allow convert to PEN)</p> <p>delayed 2N: minors t/o</p> <p>X/m: nat</p> <p>2N+: Leb (direct bid = GF)</p> <p>3M: good 5+M, GF</p> <p>2H: inv</p> <p>2S: GF</p>
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### 1.3.3 2C = some 6+

$X = (\text{s})\text{bal inv+}$ , FP ON,  $2X = \text{NF}$ . Leb ON.

### 1.3.4 other natural bids (even if promises another suit)

$X = \text{t/o}$ ,  $2X = \text{NF}$ . Leb ON.

### 1.3.5 note on FP

If FP ON, and before giving up PEN,  $2N = \text{t/o}$ , min, NF, suit = 4+ card (unlikely to have 5-card)

## 1.4 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

```

### 1.4.1 2C - 2D

```

2C - 2D;
# note that 22-25 bal can contain 5M
2H = nat or 22-25 bal
    2S = forced
        2N = 22-23 bal. 3N = 5+H, 26-28 bal
        bid = nat
        anti-relay = nat GF # 2N shows S
2S = nat unbal or 25+
    3C = weak or waiting

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```
2N = 24-25 bal. 3N = 26-28 bal ...
... 3N - 4C = ask 4M. 4DH = transfer
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## 1.5 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.

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