

Contents

1	1X	3
1.1	Summary	4
1.2	1C	5
1.2.1	1C - 1DH*	5
1.2.2	XYZW	6
1.3	1D	7
1.3.1	1D - 1M	7
1.3.2	XYZW	7
1.4	1H	9
1.4.1	Gazzilli after 1S/1N	10
1.4.2	1H - 2S* (same as 1S - 2N*)	10
1.4.3	1H - (X)	10
1.4.4	PH response	10
1.5	1N	12
1.5.1	after Stayman	12
1.5.2	after Jacoby transfer	13
1.5.3	after range ask	14
1.5.4	after minor transfer	14
1.5.5	after major splinter	14
1.5.6	after majors GF	14
1.5.7	comp	15
1.5.8	vs CAPP	15
1.5.9	vs (meckwell) DONT	15
1.6	1S	17

1.6.1	Gazzilli after 1N*	17
1.6.2	1S - 2N*	18
1.6.3	1S - (X)	19
1.6.4	PH response	19
1.7	2C	20
1.7.1	puppet Stayman	20

Chapter 1

1X

1.1 Summary

```
# 1m = 11p bal either: AAK, (43)(42) or good 5m(332)
# open 11p 6+m or concentrated 54 quite often
1C*: (11)12+, 2+C
1D : (11)12+, 5+D or 4441; or 17-18 5D332
# open 1M 11p quite often
1M : 11+, 5+M
1N : 14-16, bal, could be 14-15, 5M(332)
2C*: (19 w/ 5m)20-21, bal; or 22+, any; or 16+ 4-L
2D*: 3-7(V)/9(NV), some 6+M
# 2M/V
2M : 8-10, 6+M
# 2M/NV
2H*: 3-9, 44+M
2S : (0)3-8, 5+S # usually 5
2N*: 3-8, 55+m; could be wilder and 54+m NV/V, 64+m 3th seat
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

1.2 1C

```

1C -
1D*: 4+H
1H*: 4+S
1S*: inv+, 4+D; or 5+D
    - 1N : min, 2-D or 4333 or don't want to play in 2D
    - 2C : min unbal
    - 2D : 3+D
1N : 6-10
2C*: GF, 4+C # inv if PH
    - 2D*: 12-14
    - 2M : 15+, nat, usually 3+M
    - 2N : 17-19
    - 3C : 15-17, 6+C
    - 3X*: spl
2D*: inv, 4+C # constr if PH
    - 2M : 15+, nat, usually 3+M
    - 2N : nat min
    - 3C : nat min
    - 3X*: spl
    - 3N : 13-14, nat
2H*: 3-7, 5S4H(+)
2S : 3-7, 6+S # not interested in 17-18 bal, 2-M
    - 2N*: feature (short) ask, inv+
2N : nat inv
3C*: 5-7, (5)6+C # weaker if PH
3X : 7+X, about 6-6.5 tricks

```

1.2.1 1C - 1DH*

```

1C - [1M-1];
1H*: 12-17, 4+S # 18+ bids 1S
1S*: 16+, any; or min unbal
1N : 11-13, bal
2C*: (13)14-15, 6+ good C # 2 of AKQ
2D*: (13)14-15, 6C4D+
(1D/) 2H*: (13)14-15, 6C4H+
2M : min, 4+M
2N : 17-19, bal
3C : (15)16-17, 6+ good C
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+C
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2425

```

```
# M = S
```

```
1C - [1M-1]; 1S*  
1N*: 8+  
  - 2C*: nat min  
  - 2M*: 3M min  
  - 2D+: nat GF  
2X : s/o  
2N+: nat ST
```

1.2.2 XYZW

```
1C - 1D*; 1H* - 1S*: see utils/XYZW/PLOB  
1C - 1DH; 1N - ...: see utils/XYZW/2wPCB  
1C - 1S ; 1N - ...: no 2-way
```

1.3 1D

```

1D - # 11-21, 4+D unbal; 17-18, 5+D bal
1M : 6+, 4+M
1N : 6-10, (4)5+C
2C : GF, 5+C
    - 2D : min
    - 2N : 17-18 bal
    - 3C : 14+, 4+C
2D : 6-9, 3+D
2H : 3-7, 5S4H(+)
2S*: inv+, 3+D
    - 2N : 17-18 bal
2N : nat inv
3C : inv, 6+C
3D : 3-6, 4+D
3M : 7+M, about 6-6.5 tricks, NF

```

1.3.1 1D - 1M

```

1D - 1M;
1S : 12-17, 4+S # 18+ bids 1N
1N*: 16+, any; or min unbal
2C : min 4+C
2D*: (13)14-15, 6+ good D # 2 of AKQ
(1S/) 2H*: (13)14-15, 6D4H+
2M : min, 4+M
2N : 17-19, 5+D bal
3D : (15)16-17, 6+ good D
[2M+1]~[3M-1]: inv+, 4+M, spl
3M : 17-19, 4M bal
3N*: solid (6)7+D
[3M+1]~[4M-1]: 18-21, 4+M, void spl
4M : 20-21, 2452

```

```

1D - 1M; 1N*
2C*: 8+
    - 2D*: nat min
    - 2M*: 3M min
    - 2oM+: nat GF
2X : s/o
2N+: nat ST

```

1.3.2 XYZW

```
1D - 1H; 1S - 2C*: see utils/XYZW/PL0B
```

1.4 1H

```

1H - # 12-21, 5+H
1S : 4+S, F1
1N*: F1; 4-6, 3+H [2H]; inv, 3H [3H/4H]; constr. 5+H [4H]; 5-11, 2-H;
    12-14, 4-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : 7-9, 3+H
2S*: 12+, 4+H
2N*: 8-10/13-14, 4+H, C/S spl
    - 3C*: ask
      - 3D*: C spl
      - 3H*: S spl, 8-9
      - 3S+: S spl, 12-13, cue-bid
3C*: 10-11, 4+H bal; or 12-14, 3H bal # the latter is GF
    - 3D*: ask, ST
      - 3H*: 10-11, 4+H bal
      - 3S+: cue
    - 3H : light opening; or min, 5H(332)
    - 3S+: spl
    - 3N : s/o (CoG)
    - 4H : s/o
3D*: 8-10/13-14, 4+H, D spl
3H : pre
3S+: (10)11-12, 4+H, void spl
3N*: 10-11, some spl
4H : pre

```

```

1H - 1SN: F1
1N : 11-15, nat
2C*: 16+, any; or 11-15, 6+H
2D : 11-15, 4+D
2H*: 11-15, (2)4+C
# 1H - 1N*; 2DH- 2S*: inv raise in m
(1S/) 2S : 11-15, 4+S
(1N/) 2S*: 14-16, 6+H, 4+S
2N*: 14-16, 6+H, 4+m
    - 3C*: ask
      - 3D : 4+D
      - 3H*: 4+C
3m : 14-16, 5+m, NF
3H : 14-16, 7+H
(1S/) 3S*: 14-16, 6H4S(+), NF
(1N/) 3S : inv, 6H5S(+), NF
3N*: GF, solid 7+H

```

1.4.1 Gazzilli after 1S/1N

```

1H - 1SN; 2C*
2D*: 8+, any
  - 2H : 12-15, 6+H
  - 2S*→2N*: (18)19+; or 16-18 bal w/ 3S # 19+ bal open 2C*
    - 3N*: 16-18 bal w/ 3S
    - 3C+: same as below except 3N*
  - 2N*: 5+m
    - 3C*: ask
      - 3D : 16-18, 5+D
      - 3H*: 16-18, 5+C
      - 3S*: 19-21, 5+C
      - 3N*: 19-21, 5+D
  - 3m : 4+m # may be 65
    - 3H : 2H
    - 4H : min, 3+H
  - 3H : 6+H
  - (1S/) 3S : 4+S
  - (1N/) 3S : 5+S
  - 3N : 16-18, bal w/o 3S
2H+: 4-7, nat
# after a weak nat response
  - 2N*: GF wating, could be 6+H
  - 3X : nat GF # except raise = nat inv
  - 3H : inv, 6+H
3H : 10-11(12), 3H
4H : nat

```

1.4.2 1H - 2S* (same as 1S - 2N*)

1.4.3 1H - (X)

```

1H - (X);
P : weak or some unbal inv # then bid/X = inv
XX : 10+, s-bal, usually not concentrated # forcing pass on
1S : 5+S, F1 # system on, may be psyche but rare
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 3+H, 4-6 or 10+
2H : 3+H, 7-9
2S+: system on

```

1.4.4 PH response

```
P - 1H; # 12-21, 5+H
1S : 4+S
1N*: NF, 5-11, 2-H
2C*: 9-11, 3+H # Drury
    - 2D*: reinv
    - 2H : s/opening
    - 2S+: nat ST
2D : inv, nat
2H : 6-9, 3+H
2S : 4-7, 6+S
2N*: 8-10, 4+H, some spl
3m*: 8-10, (54+) H and m
3H : pre
3S+: 10-11, void spl
3N*: GF, 5+H # ?
4H : pre
```

1.5 1N

```

1N -
2C*: ask 4M, may be 5S inv or Garbage
2D*→2H*: 5+H
2H*→2S*: 5+S
2S*: range/minor ask. inv; or 55m s/o; or 55m GF
2N*→3C*: 6+C
3C*→3D*: 6+D
3D*: 54+m, spl S
3H*: 54+m, spl H
3S*: 55Ms, GF+
3N : s/o
4C*: Gerber, ask number of A # resp 04/1/2/3
4D*→4H*: s/o or ST
4H*→4S*: s/o or ST
4S*: better quant
4N*: weaker quant

```

1.5.1 after Stayman

```

1N - 2C;
(X)- XX : good (AQTx+) C
  - P : no stopper
    - XX : near-bal, Stayman
    - 3C*: spl C
  - 2D+: same, but have stopper
2D*: no 4M
  - 2H*: Garbage
  - 2S : 5+S inv, may not have 4H
  - 2N : inv
  - 3m : 5+m # promises 4M
  - 3M : 5oM4M, GF
  - 3N : s/o
  - 4C*→4H*: 46xx+ # 4D* = super acc.
  - 4D*→4S*: 64xx+ # 4H* = super acc.
  - 4M : s/o
2M : 4+M
  - (2H/) 2S : 5+S inv
  - 2N : inv
  - 3m : 5+m, GF # promises 4oM
  - 3M : inv
  - (2H/) 3S*: spl or bal ST
    - 3N*: not max, waiting
    - 4H : min
  - (2S/) 3H*: bal ST

```

- 3N : 4oM, CoG
- 4X* : spl
- 4M : s/o
- 4N : quant
- (2H/) 4S* : better quant

1.5.2 after Jacoby transfer

```

1N - 2D/H*;
(X)- P : 2- fit
      - XX* : re-transfer, then bid = at most inv
      - bid: system on
      - XX : 2- fit, good (AQTx+) D
      - 2H/S* : 3+ fit
2H/S* : tr. acc
      - P : s/o
      - (2H/) 2S : 5H4S inv
        - 2N : s/o
          - 3m : 5+m, s/o
      - (2H/) 2N : nat inv
      - (2S/) 2N* : (6+S) bal ST
      - 3m : 4+m, ST
      - 3M : 6+M, inv
      - (2H/) 3S* : spl or bal ST
        - 3N* : not max, waiting
        - 4H : min
      - (2S/) 3H* : 55Ms inv
      - 3N : CoG
      - 4X* : spl
      - 4M : mild ST
      - 4N : quant
      - (2H/) 4S* : better quant
# 1N - 2H*; 2S*- 4H : 55+Ms, CoG
# super acc. after 1N - 2D*
2S* : max, 4+H, xx in S
2N* : max, 4+H, otherwise
3C* : max, 4+H, xx in C
      - 3D* → 3H* : re-transfer # applies to 2S, 2N, 3C
3D* : max, 5H
3H* : max, 4+H, xx in D
# super acc. after 1N - 2H*
2N* : max, 4+S, otherwise
3m* : max, 4+S, xx in m
      - 3H* → 3S* : re-transfer # applies to 2N, 3m
3H* : max, 5S
3S* : max, 4+S, xx in H

```

1.5.3 after range ask

```

1N - 2S;
2N*: min
  - 3C*: 55ms, min
  - 3M*: GF, spl M
3m : max, m is better
  - P : s/o
  - 3M*: GF, spl M
  - 3N : s/o

```

1.5.4 after minor transfer

```

1N - 2N*/3C* → 3C*/3D*
  - 3N : mild ST
  - bid: nat, usually 64, CoG or ST

```

1.5.5 after major splinter

```

1N - 3DH;
(3D/) 3H : no S stop, 4+ good H
(3D/) 3S*: no S stop, 5+ good H
(3H/) 3S : no H stop, 4+ good S
(3H/) 4S : no H stop, 5+ good S
3N : s/o
4m : 4+m
4H+: C = D (3+), resp. to 2RKC
# 4H = 0/3/6 (+0.5), 4S = 1/4 (+0.5), 4N = 2/5, 5C = 2.5/5.5
5m : s/o, min

```

1.5.6 after majors GF

```

1N - 3S;
4C*: mid+, 3+H
  - 4D*: mild ST (re-inv)
4D*: mid+, 3+S
  - 4H*: mild ST (re-inv)
3N : s/o
4M : min s/o

```

1.5.7 comp

```
1N - (2m = nat) - X* : t/o
1N - (2M = nat) - X : pen
# otherwise UwU
```

1.5.8 vs CAPP

```
1N -(2C*) # some 6+X
P* : X shows t/o afterwards
X : inv+, near bal, FP on
2D*: Stayman
2M : s/o
    - 3M : s/o
2N*→3C*: s/o in 3m
3C*: 5+D, inv+
3D*: 5+H, inv+
3H*: 5+S, inv+
3S*: 5+C, GF
3N : s/o

1N -(2D*) # MMs
X : can pen at least one M
P : may be bal, inv+ (then X)
2H*: 5+C, inv+
2S*: 5+D, inv+
2N : nat inv
3m : s/o

1N -(2M)
X : pen
```

1.5.9 vs (meckwell) DONT

```
1N -(X*) # some 6+X
XX : inv+, near bal
2N*→3C*: s/o
other: system on

1N -(2m) # m + higher
# treated as nat overcall
X* : t/o
2X : nat

1N -(2H) # MMs
```

```

X   : near bal, about Hxx+
2N*→3C*: s/o in m
2S*: inv+
3m  : nat inv
3M*: GF, ask stop
3N  : s/o

```

```

1N -(2S)
X   : pen

```

```

1N -(X*) # 6+m or 54M
XX  : inv+, near bal, FP on
2N*→3C*: s/o in m
other: system on

```

```

1N -(2m) # m + higher
# treated as nat overcall
X*  : t/o
2X  : nat

```

```

1N -(2M) # nat
X   : pen

```

1.6 1S

```

1S - # 12-21, 5+S
1N*: F1; 4-6, 3+S [2S]; inv, 3S [3S/4S]; constr. 5+S [4S]; 5-11, 2-S;
    12-14, 2-S bal [3N]
2C : GF, nat
2D : GF, nat
2H : GF, nat
2S : 7-9, 3+S
2N*: 12+, 4+S
3C*: 8-10/13-14, C/D spl
    - 3D*: ask
      - 3H*: C spl
      - 3S*: D spl, 8-9
      - 3N+: D spl, 12-13, cue-bid
3D*: 10-11, 4+S bal; 12-14, 3S spl # the latter is GF
    - 3H*: ask, ST
      - 3S*: 10-11, 4+S bal
      - 3N+: cue
    - 3S : light opening; or min, 5(332)
    - 3N : s/o (CoG)
    - 4X*: spl
    - 4S : s/o
3H*: 8-10/13-14, H spl
3S : pre
3N*: (10)11-12, some spl
4X*: 10-12, X void
4S : pre

```

1.6.1 Gazzilli after 1N*

```

1S - 1N*: F1
2C*: 16+, any; or 12-15, 2+C
2D : 12-15, 4+D
2H : 12-15, 4+H
2S : 12-15, 6+S
2N*: 14-15(16), 6+S, 4+X, strength concentrated
    - 3C*: ask
      - 3X : 4+X
      - 3S*: 4+C
3X : 14-15(16), 5+X, strength concentrated, NF
3S : 15-17, (s-)solid 6+S
3N*: GF, solid 7+S

```

```

1S - 1N*; 2C*: 16+, any; or 12-15, 6+S
2D*: 8+, any

```

```

- 2S : 12-15, 6+S
- other : nat and GF
2H : 5-7, 5+H
2S : 4-7
# bids below applies to both 2H and 2S
- 2N*: GF, some 6+S
  - 3C*: ask
    - 3X : 4+X
    - 3S*: 4+C
    - 3N : no 4-card suit
- 3X : GF, 5+X # except raise = inv
- 3S : inv, 6+S
2N+: 5-7, nat # 2N usually mms, 3H probably 7+H
3N : 12-14, bal
3S : inv, 3S
4S : nat

```

```

1S - 1N*; 2C*- 2D*;
2H*: (18)19+; or 16-18 bal w/ 3H # 19+ bal open 2C*
- 2S*: waiting
  - 2N+: same as below
- 3X : nat good 6+X, ST
2S : 12-15, 6+S
2N : 16-18, some 5+X
- 3C*: ask
  - 3D : 5+D
  - 3H : 5+H
  - 3S*: 5+C
3X : 16-18, 4+X
- 3S : 2+S
3S : 16-18, 6S(331) or (322) or 7+S
3N : 16-18, bal w/o 3H
- 4m : 6+m, ST

```

1.6.2 1S - 2N*

```

1S - 2N*: 12+, 4+S
3X : X short # then 3N = FF
3S : 14+, w/o shortness # then 3N = FF
3N*: FF, 12-13, w/o shortness
(TBD) after 3S/3N, choose from spl or cue-bid
# 4X usually with controls in two other suits, otherwise bid 3X instead
4m : 5+m
- +1*: ask
  - 4S : min
4H : 5+H, extra

```

4S*: 5+H, min

1.6.3 1S - (X)

```

1S - (X);
P : weak or some unbal inv # then bid/X = inv
XX : 10+, s-bal, usually not concentrated # forcing pass on
1N*: 5+C, 6-10; or 4+C, GF
2C*: 5+D, 6-10; or 4+D, GF
2D*: 5+H, 6-10; or 4+H, GF
2H*: 3+S, 4-6 or 10+
2S : 3+S, 7-9
2N+: system on

```

1.6.4 PH response

```

P - 1S - # 12-21, 5+S
1N*: NF; 4-6, 3+S [2S]; 5-11, 2-S
    - 2C*: 16+, any; or 12-15, 6+H
      - 2D*: 8+
    - 2D : 12-15, nat
    - 2H : 12-15, 4+H
    - 2S*: 12-15, nat C
2C*: inv+, 3+S # Drury
    - 2D*: min bal
    - 2H : nat
    - 2S : light opening
    - 2N+: same as after 1H - 2H
2D : inv+, nat
2H : inv+, 5+H
2S : 7-9, 3+S
2N*: 8-10, 4+S, some spl
3X*: 8-10, (54+) S and X
3S : pre
3N*: 12-14, 3H, bal w/o 6m, CoG
4X*: 10-12, X void spl
4H : pre

```

1.7 2C

```

2C*-
2D*: 0-1 CT; or 0-5
  - 2H* → 2S*- 2N : 20-21 bal
    - 3X : 22+, nat, 5+H
    - 3N : 22-24, 5H(332)
  - 2N*: 4-7, 5+S
  - 2S : 22+, 5+S
    - 3C*: cheaper minor, 0-3
  - 2N : 22-24 # 4-th seat: 24-25
  - 3C : nat, 5+C
    - 3D*: cheaper minor, 0-3
  - 3D : GF, 5+D
  - 3M : nat solid ST
  - 3N : 25-27 # 4-th seat: 26-27
  - 4m : nat solid ST
  - 4M : 8.5+ tricks
  - 5m : 8.5+ tricks
2H*: 2CT
2S*: 3CT = AK
2N*: 3CT = KKK
3C*: 4+CT
3X : weak, 1-2CT, 6+X, GF
3N*: weak, 1-2CT, 6+C

```

1.7.1 puppet Stayman

```

2N -
3C*: ask 5M # could be s/o 3N
  - 3D*: some 4+M
    - 3M*: 4+oM
    - 3N : s/o
  - 3M : 5+M
    - (3H/) 3S*: H fit ST
    - (3S/) 4H*: S fit ST
    - 4m : 5+m ST
3D* → 3H*: 5+H
  - 3S : 4+S
  - 3S*: 3433
  - 3N+: 4H, cue # 3N = S
  - 4H : 3H
3H* → 3S*: 5+S
  - 3N*: 4333
  - 4C+: 4S, cue
  - 4S : 3S

```

```
3S* → 3N* - 4C*: (6)5+C, ORKC(C)
              - 4D*: 2-C, or bad 3C
              - 4H+: same as resp. of RKC
              - 4D*: (6)5+D, ORKC(D)
              - 4H*: 2-D, or bad 3D
              - 4S+: same as resp. of RKC
              - 4H*: 54+mms, C > D
              - 4S*: 54+mms, D > C
              - 4N*: 55+mms
              - 4C*: TODO
3N*: 54xx+
4C*: Gerber
4D* → 4H*: 6+H, MST
4H* → 4S*: 6+S, MST
4S*: good Quant
4N*: bad Quant
```