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Chapter 1

intro

1.1 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
```

1.2 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

```

1.3 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
aggressive 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
```