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# Chapter 1

pre

## 1.1 2D/NV (multi)

```

2D - # 3-9, 6+M
P : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
  - 3C*: min
    - 3H*: P/C
  - 3D*: H, mid
  - 3H*: S, mid
  - 3S*: H, max
  - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
  - 3H : 6+H
    - 3S : 6+S
    - 3N : 5S
  - 3S : 6(2-)xx
  - 3N*: 6322
  - 4C*: 63xx+, spl D
  - 4D*: 63xx+, spl C max
  - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
  - 4D*: H
  - 4H*: S
4D*: s/o 4M, not allowing re-raise

```

## 1.2 2H/NV (Ekren)

```

2H*- # 3-8, 4+MMs
2S : s/o
2N*: ask
  - 3C*: min
    - 3D*: ask, GF
      - 3M*: 5+oM
      - 3N : 44Ms
      - 4m*: 55Ms, spl m
  - 3D*: mid+, 55Ms
    - 3M : s/o
  - 3M*: max, 5+oM
  - 3N*: max, 44Ms
3C*: 4+H, inv+
  - 3D*: re-inv

```

```

- 3H*: min
- 3S*: shape-FF, 4H but max
- 3N+: 5H, super max, cuebid
- 4H : 5H, max, not super max
3D*: 4+S, inv+
- 3H*: re-inv
- 3S*: min
- 3N*: shape-FF, 4S but max
- 4C+: 5S, super max, cuebid
- 4S : 5S, max, not super max
3M : s/o
3N : s/o
4C*: ask, ST
4D*: pick a 4M, not allowing re-raise
4M : s/o

```

### 1.3 2S/NV (wild)

```

2S - # 0-8 (11 if partner PH), 5+S
2N*: inv+
- 3m : 3+m, min
- 3H*: 6+S, max
- 3S*: 6+S, min
- 3N*: 5S, max
3C*: 5+H, GF; 2(5+)xx, inv
- 3D*: 5(1-)xx, min; 52xx, inv; 5(2-)xx, max # then rebid 3N/4H
- 3H : 26xx, inv
- 3S : s/o # usually 25xx inv
- 3N : s/o
- 3H*: 5(2+)xx, min
- 3S*: 6(2-)xx, min
- 3N*: 6(2-)xx, max
- 4C+: 3+H, max
3D*: 16xx, inv; 6+H, GF
3H*: 3+S, inv+
3S : s/o
3N : s/o
4C*: ORKC
4D*→4S : re-raise not allowed, usually with strength # could be preempt
4H : s/o
4S : s/o

```

## 1.4 2D/V (multi)

```

2D - # 3-7, 6+M
P : s/o
2M/3M/4H*: P/C
4S : s/o
2N*: F1
  - 3C*: min
    - 3H*: P/C
  - 3D*: H, mid
  - 3H*: S, mid
  - 3S*: H, max
  - 3N*: S, max
3C : s/o
3D*: some 5+M, GF
  - 3H : 6+H
    - 3S : 6+S
    - 3N : 5S
  - 3S : 6(2-)xx
  - 3N*: 6322
  - 4C*: 63xx+, spl D
  - 4D*: 63xx+, spl C max
  - 4H*: 63xx+, spl C min
3N : s/o
4C*: fit in both majors, slam interest, ask
  - 4D*: H
  - 4H*: S
4D*: s/o 4M, not allowing re-raise

```

## 1.5 2M/V (nat)

```

2M - # 8-11, 6+M
2S : nat F
2N*: ask feature
  - 3X : cue
3M : s/o
3N : s/o
4C*: ORKC
4D*: s/o 4M, not allowing re-raise
4M : s/o

```

## 1.6 4-th seat

```
2D : 8-13, nat  
2M : 8-13, nat  
2N : 22-23 bal # 2C = 20-21/24+ bal  
3X : nat solid ST
```

## 1.7 higher preempt

```
2N*: 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3X : nat pre
3N*: gambaling
4X : nat pre
4N : strong mms, slam interest
5m : nat pre
5M : nat, slam interest
```

## 1.8 2N (minors)

```
2N*- # 5-9, 55ms+; could be 64 if partner PH; could be 54 if NV/V
3m : s/o
3M : 6+M, inv, NF
3N : s/o
4m : s/o
4M : s/o
4N*: inv to slam
5m : s/o
```