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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

1.2 Summary

1.2.1 general style

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opens with all 11 HCP or ? ALTC
  resp with A or KTxxx+
invite to 3NT with 11-12 HCP, and accept with 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
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1.2.2 opening summary

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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
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