

# Just-Enough Two-Suit Openings (JETSO)

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## 1 Abstract

Designed for use in vulnerable side only, Just-Enough Two-Suit Openings (JETSO) brings maximized chance of safer signoffs and extra hint in competitive bidding by showing the hand type and for 2/3-suiter case an extra guarantee to hold one of two specified suits.

## 2 Elastic Relay Patterns

It is a pre-requisite to fully learn RULER before using JETSO because a lot of RULER relay patterns will be reused here. Following the design of RULER, the main relay is elastic. Minor adjustment to some relay window is needed:

### 2.1 3R56

By repeating R564 of RULER, the only possible way to have 4 in 2-suiter openings is 4441 because 4 is for balanced hand type. To make best use of 3-suiter hands, a 3-suiter window is added:

1. 3-suiter
2. Reverser (higher suit is longer)
3. 5-5 (inapplicable if bid higher suit first)
4. 6-4

After the 3-suiter step, if there are more than one possible 3rd suit, use a further step 1 for a window for the case of longing the higher suit.

### 2.2 2/3-Suiter Open Power Ranges

- ▶ 3-suiter: min=11-14; max=15+
- ▶ 2-suiter: min=10-13; med=14-17; max=18+

## 3 Three Types of Hands and Openings

- ▶ 1-suiter (6+ in one suit, 3- in other suits):
  - ▷ 10-13 ♥: 2♥
  - ▷ 10-13 ♠: 2♠
  - ▷ 11-13 ♣: 3♣
  - ▷ 11-13 ♦: 3♦
  - ▷ 14+: 1♣
- ▶ 2/3-suiter (54+ in 2 suits or 444+ in 3 suits):
  - ▷ 10+ ♥+♠/♣: 1♦
  - ▷ 10+ ♠+♦/♣: 1♥
  - ▷ 14+ ♦+♥/♣: 1♠
  - ▷ 10-13 ♣+♦: 2♣
  - ▷ 10-13 ♦+♥: 2♦
- ▶ BAL (4333/4432/5332):
  - ▷ 12-14: 1♣
  - ▷ 15-17: 1NT
  - ▷ 18+: 1♣

## 4 1♣ Open

- ▶ 0-10: 1♦
  - ▷ 12-14 BAL:
    - ▷ with 4-5♠s: 1♠
    - ▷ with 4-5♥s: 1NT
    - ▷ otherwise: 1♥
  - ▷ 18+ BAL: 1♥
  - ▷ 14-19 1-suiter: 2♣/♦/♥/♠ (same as 1-Suiter Open)
  - ▷ 20+ 1-suiter: 1♥
- ▶ 11+: 1♥/1♠/1NT/2♣ for 4+♥/♠/♣/♦
  - ▷ relay: #1 (#1 = min; #2+ = RULER 444766)
  - ▷ 1-suiter relay break: #2-4 for 6+♥/♠/♣/♦ (exclude the 4+card suit shown)

#### 4.1 After 1♣-1♦-1♥

- ▶ 0-5: 1♠
- ▶ 6-10: 1NT/2♣/♦/♥/♠ (same response scheme as RULER open except all GF)
- ▶ ≤ 8 GI with 7+card: 3♣/♦/♥/♠ (all natural)

The same scheme applies for 1♣-1♦-1♠/1NT, with these modifications:

- ▶ the 0-5 and 6-10 ranges are merged
- ▶ there is a 4-card major raise (for 2♠ over 1♠, it further implies a mild GI)
- ▶ no more GF responses are present (become some natural / artificial GI)

## 4.2 After 1♣-1♦-1♥-1♠

- ▶ 12-14 or 18-21 BAL: 1NT
  - ▷ BAL: P
  - ▷ 5+card: 2♣/♦/♥/♠ (18+ may GI over 2M)
- ▶ 22+ BAL: 2♣
  - ▷ 2♦ = waiting
  - ▷ 2♥ to 3NT = Unbalanced 2♥ to 3NT
- ▶ 20+ 1-suiter: 2♦/♥/♠/NT for ♥/♠/♣/♦ (same as 1-Suiter Open)

### 4.3 After 1♣-1♦-1♥-1♠-2♣-2♦

- ▶ 22-24: 2♥ (or 2♠ if ♠ is 2-card longer than ♥) same as NT overcall, any extra 2M is NF
- ▶ 25-26: 2NT (same as NT overcall)
- ▶ 27+: 3♣-3NT (Accept NT GI)

#### 4.4 Relay Breaks in Cases Like 1♣-1♥-1♠-1NT

In 1♣-1♥-1♠-1NT, the 1NT bid shows a minimum hand of 11-13. After this 1NT, #1 is GF relay while #2 to #6 are natural SO. Pass cannot be used because the maximum of 1NT is still high enough for a game. After an SO bid is chosen, partner can bid further using a competitive bidding scheme (G3LBS).

## 5 2-Suiter Opens

## 6 Other Opens

## 6.1 1NT Open

RULER 1NT open scheme with the advancement to allow ♥ SO. Such advancement can be used because there is no 4441 cases and it is valuable to have better SO option when vulnerable.

## 6.2 1-Suiter Open

- ▶ #1 = GI+ relay, cont' as RULER 111
- ▶ #2-#4 = transfer GI+ (similar to RULER)

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