

# Just-Enough Two-Suit Opens (JETSO)

O.Y. Chung ♥♠♣♦

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## 1 Abstract

Designed for use in vulnerable side only, Just-Enough Two-Suit Opens (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 NLM3R56

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. Together with extra windows for splitting the strength and the suit, there can be 7 windows in a typical relay:

1. No 4+ in a determined suit, then: LM3R56
2. Low strength, then: 3R56
3. Medium strength, then: R56
4. 3-suiter
5. Reverser (higher suit is longer)
6. 5-5 (inapplicable if bid higher suit first)
7. 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.

### 2.1.1 2/3-Suiter Open Strength Ranges

- ▶ 3-suit: low=11-14; high=15+
- ▶ 2-suit: low=10-13; medium=14-17; high=18+

### 2.1.2 Determining the "N" Window Suit

4 rules are made for choosing the "N" suit from the 2 potential suits. Take first applicable rule:

1. No high chance suit, because:  
Bidding N window get less bidding space
2. No convenient SO suit, because:  
Good to bid min at possible SO suit
3. No matched suit, because:  
Good to set asker as declarer
4. No lower suit ( $\clubsuit < \diamondsuit < \heartsuit < \spadesuit$ ), because:  
Higher suit has more slam bidding space

## 3 Opening Scheme

- ▶ 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):  
(♣ is never the anchor suit)
  - ▷ 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 at 2-Level)
  - ▷ 20+ 1-suiter: 1♥
- ▶ 11+: 1♥/1♠/1NT/2♣ for 4+♥/♠/♣/♦
  - ▷ relay: #1 (#1 = min; #2+ = RULER 444766)
  - ▷ 1-suiter break: #2-4 for 6+ in another suit (♥ → ♠ → ♣ → ♦), with shortage, cont' as RULER 111

### 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 = RULER 2♥ to 3NT Unbalanced
- ▶ 20+ 1-suiter: 2♦/♥/♠/NT for ♥/♠/♣/♦ (same as 1-Suiter Open at 2-Level)

### 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 (RULER 1NT 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).

## 4.5 Strength Adjustment for Positive Responses

Case	Min	Max
Not passed	11-13 = F1	14+
Passed	9-10	11 = 13+ to relay
Overcalled	9-11	12+

The table above summarizes the different strength range to use in different cases. It is important to note that:

- ▶ Min case is forcing only when not passed. For other cases, no G3LBS is applicable because any rebid will just be corrections.
- ▶ For passed case, relaying the first positive bid requires extra strength (13+). No more 1-suiter relay break can be used.

## 5 2-Suiter Opens

General approach is to use #1 to relay, and remaining non-jump bids to escape.

### 5.1 1♦ Open

- ▶ 1♥ = 9+, relay, cont' as NLM3R56
- ▶ 1♠ = 0-8 fit ♠♣ / fit ♥♣ / long ♠
- ▶ 1NT = 0-8 ♠ > ♥ > ♣
- ▶ 2♣ = 0-8 request to stop at 5+card suit
- ▶ 2♦ = 0-8 6+♦s, G3LBS follows
- ▶ 2♥ = 0-8 3+♥s, G3LBS follows

#### 5.1.1 After 1♦-1♥-1♠

- ▶ 1NT(#1) = 11+, cont' as LM3R56
- ▶ #2 to #6 = 9-10 SO, pass or cont' as 3R56

### 5.1.2 After 1♦-1♥-1NT

- ▶ 2♣(#1) = 14+, cont' as 3R56
- ▶ 2♦ = 12-13 GI, G3LBS follows
- ▶ others = SO, all natural

### 5.1.3 After 1♦-1♥-2♣

- ▶ 2♦(#1) = 10+, cont' as R56
- ▶ others = SO, G3LBS follows

### 5.1.4 After 1♦-1♠/1NT/2♣

When partner escapes to lower than 2♦, both 2♦ and 2NT can be used to show unbounded strong hand, providing extra chance to resume relay.

- ▶ 2♦ = 17+ with unlikely fit suit
- ▶ 2NT = 17+ with likely fit suit
- ▶ 3♣/♥/♠ = 15-16 6+card NF
- ▶ others = correction

To the 17+ strong bids, #1 is GF relay (6-8), other bids are SO. The only exception is when #1 = 3♣ is a shown suit, it will become SO and 3♦ is used for relay. On SO here, if still below 2NT, G3LBS will be used.

Example of using 3♦ for relay occurs at 1♦-2♣-2NT(likely fit suit = ♣):

- ▶ 3♣ = SO
- ▶ 3♦ = 6-8 GF relay

Example of using G3LBS occurs at 1♦-1♠-2♦:

- ▶ 2♥ = 6-8 GF relay
- ▶ 2♠ = SO, G3LBS follows

## 5.2 1♥ Open

Most responses are symmetric to 1♦ open, but a difference is made to the changed escape scheme.

- ▶ 1♠ = 9+, relay, cont' as NLM3R56
- ▶ 1NT = 0-8 fit ♠♣
- ▶ 2♣ = 0-8 request to stop at 5+card suit
- ▶ 2♦ = 0-8 ♦ > ♠ > ♣
- ▶ 2♥ = 0-8 6+♥s, G3LBS follows
- ▶ 2♠ = 0-8 3+♠s, G3LBS follows

### 5.2.1 After 1♥-1NT/2♣/2♦

- ▶ 2♥ = 17+ with unlikely fit suit
- ▶ 2NT = 17+ with likely fit suit
- ▶ 3♣/♦/♠ = 15-16 6+card NF
- ▶ others = correction

## 5.3 1♠ Open

Escape space is further reduced. Relay strength requirement is lowered by 1 point because the open promises 14+.

- ▶ 1NT = 8+, relay, cont' as NM3R56
- ▶ 2♣ = 0-7 request to stop at 5+card suit
- ▶ 2♦ = 0-7 avoiding a ♣ stop
- ▶ 2♥ = 0-7 5+♥s
- ▶ 2♠ = 0-7 5+♠s, G3LBS follows

### 5.3.1 After 1♠-2♣/2♦/2♥

- ▶ 2♠ = 18+ with unlikely fit suit
- ▶ 2NT = 18+ with likely fit suit
- ▶ 3♣/♦/♥ = 16-17 6+card NF
- ▶ others = correction

## 5.4 2♣/♦ Open

- ▶ #1 = correction
- ▶ #2 = 14+ GF relay, cont' as R56
- ▶ 2NT = any GI, #1 = min
- ▶ others = SO

## 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 at 2-Level

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

♥♠♣♦ The end ♥♠♣♦