Just-Enough Two-Suit Opens (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 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. **N**o 4+ in a determined suit, then: LM3R56
2. **L**ow strength, then: 3R56
3. **M**edium strength, then: R56
4. **3**-suiter
5. **R**everser (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 (♣ < ♦ < ♥ < ♠), 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 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 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 (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).

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

Against the 17+ strong bid, #1 is 6+ relay, other bids are SO. The only except 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 can still be used.

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♠ = 17+ with unlikely fit suit
▶ 2NT = 17+ with likely fit suit
▶ 3♣/♦/♥ = 15-16 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* ♥♠♣♦