

Just-Enough Two-Suit Opens (JETSO)

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July 2024

1 Abstract

Designed for use in vulnerable side only, Just-Enough Two-Suit Opens (JETSO) brings maximized chance of safer signoffs for near-game or below combined power. Extra hint for competitive bidding is provided by showing the hand type at the first bid, where for 2-suiter cases, the second suit is limited to two possibilities.

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. Following the design of RULER, the main relay is elastic. Minor adjustment to some relay windows is needed:

2.1 NLM3R56

By repeating R564 of RULER, the only case to use the "4" window in 2-suiter openings is 4441. 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 the 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-suiter: low=11-14; high=15+
- ▶ 2-suiter: 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♣ (cont' like preempt open)
 - ▷ 11-13 ♦: 3♦ (cont' like preempt open)
 - ▷ 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♠ (all NF)
 - with 4-5♥s: 1NT (all NF)
 - otherwise: 1♥
 - ▷ 18+ BAL: 1♥
 - ▷ 14-19 1-suiter: 2♣/♦/♥/♠ (same as 1-Suiter Open at 2-Level)
 - ▷ 20+ 1-suiter: 1♥
- ▶ 11+ no shortage: 1♥
 - ▷ 1NT: 12 BAL
 - 2♣: any SO
 - 2♦: relay (RULER 1NT without 4441)
 - ▷ 2♣: 13+ (no shortage)
 - 2♦: relay (RULER 1NT without 4441)
 - 2♥+: 13-17 (444), shape relay and then:
 - * 13-14: stop in game
 - * 18: SI (4♣)
 - * 19+: SF
 - ▷ 1-suiter break: remained #1-4 (1♠/2♦/2♥/2♠) for 6+ in ♥ → ♠ → ♣ → ♦, with shortage, cont' as RULER 111
- ▶ 11+ shortage: 1♠/1NT/2♣/2♦ for 4+♥/♠/♣/♦
 - ▷ relay: #1 (#1 = min; #2+ = RULER 444111)
 - ▷ 1-suiter break: #2-4 for 6+ in another suit (♥ → ♠ → ♣ → ♦), with shortage, cont' as RULER 111
- ▶ 11+ 3-suiter: 2♥/2♠/2NT/3♣
 - ▷ GF relay: #1
 - ▷ others: 12 NF (auto relay if extra)

1♣ Overcalled (up to 1NT):

- ▶ 0-10: P/#1 (same as 1♣-1♦)
- ▶ 11+ no shortage: X/#2 (same as 1♣-1♥)
- ▶ 11+ shortage: #3+ (same as 1♣-1♠+)

1♣-1♦ Overcalled (up to 1NT):

- ▶ 12-14 BAL:
 - ▷ with 4-5X (with 1X bid): 1X (all NF)
 - ▷ with 4-5X (no 1X bid): 1NT (all NF)
 - ▷ otherwise: P (all NF)
- ▶ 18+ BAL: X (same as 1♣-1♦-1♥)
- ▶ 14-19 1-suiter: 2♣/♦/♥/♠ (same as 1-Suiter Open at 2-Level)
- ▶ 20+ 1-suiter: X (same as 1♣-1♦-1♥)

4.1 After 1♣-1♦-1♥

- ▶ 0-5: 1♠
- ▶ 6-10: 1NT/2♣/♦/♥/♠ (same response scheme as RULER open except all GF)
- ▶ 4-8 GI with 7+card: 3♣/♦/♥/♠ (all natural)

4.1.1 All NF cases

For all NF cases like 1♣-1♦-1♠/1NT, apply 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)

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 ♥/♠/♣/♦
 - ▷ min raise = min NF
 - ▷ suit below game = max and fit, bid shortage
 - ▷ game = to play

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 response)

4.4 Relay Breaks After 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
Passed	n/a	10-11
Overcalled	9-11	12+
Normal	11-13 = F1	14+

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
- ▶ 2♠/2NT/3♣ = 9+ Splinter (void if 12+)
- ▶ 3♦ = 7-9 fit ♥ preemptive
- ▶ 3♥ = 0-6 preemptive

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
- ▶ 2NT/3♣/3♦ = 9+ Splinter (void if 12+)
- ▶ 3♥ = 7-9 fit ♠ preemptive
- ▶ 3♠ = 0-6 preemptive

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

♥♠♣♦ The end ♥♠♣♦

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

5.5 After Strong Rebid

- ▶ 3♣ when ♣ is a shown suit = SO
- ▶ #1 = GF relay, cont' as 3R56
- ▶ others = SO

6 Other Opens

6.1 1NT Open

RULER 1NT open scheme with the advancement to allow ♥ SO is 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)