

Simulation specs

1N opener specs

Semi-balanced, not 54 in the majors (could be 45)

Adjust the HCP for 1N opener as follows:

- add 1 HCP for a 6 card suit
- add 0.5 hcp for a 5 card suit
- add 0.25 for any ace
- add 0.25 for each honor in suit above 1 (This counts tens)
- subtract 0.25 for a queen or jack by themselves
- subtract 0.25 for Qx or Jx or Jxx (-0.5 for QJ tight)
- subtract 1 HCP for stiff K/Q/J

If LHO has any of these specs they will bid and therefore are excluded from this analysis

- any 7 card suit with 3 HCP in suit or QT
- rule of 18 + 4 playing tricks in a major
- rule of 18 + 4.5 playing tricks in a minor
- any 5-5 with at least 6 HCP in the suits
- any 5-4 with at least 8 hcp in the suits if it's a major

Opening Lead selection:

Against a suit

1. Any side AK
2. Any singleton (when you don't hold QJx or solid honors)
3. safe honor sequence KQJ, KQT, QJT, QJ9, JT9, T98
4. 3 card or longer suit without the ace or king *and at most one honor)
5. 2 or more trump with no honors
6. unsafe honor sequences (No ace, can have the king with 2 or more honors)
7. worthless doubleton
8. worthless tripleton
9. long suit with the ace or king

Baseline suit lead selection:

1. Lead a non trump singleton
2. longest and strongest if there's either no A or AK
3. lead a worthless suit
4. lead trump

Against NT

1. 5 card or longer suit
2. safe honor sequence (any 3 or more honors with at least 2 touching or AK)
3. 4 cards without the ace or king
4. worthless 3 card suit
5. worthless doubleton
6. unsafe honor sequence
7. 4 card suit with the ace or king

Baseline

Longest and strongest, 4th best if no touching honor