



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	Natural or (semi)balanced 11-14 HCP	1♦=4+♥; 1♥=4+♠; 1♠=6-9 (10) hcp or ♦(weak or strong); 1 NT=(10)11-12 HCP (denies majors); 2♣= inverted minor; 2♦=6+♥(3-8 OR 13+ hcp); 2♥=6+♠(3-8 OR 13+hcp); 2♠=both minors(3-8 or 13+hcp); 2 NT = at least 5-5 in M,GF; 3♣= 5-9 hcp	XY and XYZ	
1♦	x	2	4♥	Natural or (semi)balanced 18-19 HCP	1♥=catch-all, but denies 4+♥ if weak; 1♠=4+♥; 1NT=GF relay; 2♣= at least 4-4 in M 5-9 hp; 2♦ = inverted minor; 2♥=6+♥GF; 2♠=6+♠ GF; 2 NT = at least 5-5 in M, GF; 3♣ = 6+♣, GF; 3♦ = 5-9 hcp	NT-system after rebid of 1 NT Checkback/XY after rebid of 1♠	
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF 2♣= inv w/3-card support, inv w/♣ or GF (bal/♣). 2 NT=support, at least invitational		Pass-1M-2♣=Drury, 3 card support
1♠		5			Jump in suit= minisplinter/splinter. 3M = weak		Pass-1M-2♦=4 card support
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level, 2♠ = minor stayman. 2NT/3m = inv, 3M = short, 4♣/♦ = Texas	Repeated Stayman 3♣	
2♣	x	0		Strong	2♦ = weak or waiting 2♥=5+♥; 2♠=5+♠; 2 NT=GF 4+-5+ in minors; 3M=4M and longer ♦		
2♦	x	0		MULTI. Weak in ♥ or ♠ (normally 6 cards) or balanced 25-28 HCP.	2♥=to play if partner is weak with ♥; 2♠=to play if partner is weak with ♠; 2 NT=forcing; other = semi-positive (NF). 3♥/♠ = p/c, 4♣ = asks for transfer	2♦-2NT-3♣=weak M, max;3♦= min weak ♥; 3♥= min weak ♠. 2♦-2NT-3♣-3♦-3♥=♠ and 3♠= ♥	If doubled, RDBL ask for partners suit; 2 M is own suit
2♥	x	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2NT= forcing, asking for minor suit and strength. 3♣ = pass/correct. 3M = preemptive		
2♠	x	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2♠ = constructive F1. 3D = constructive NF		
2NT				20-21 HCP. (Semi)Balanced. May have 5 card M or 6 card m	“Muppet” Stayman: 3♦ = at least one 4 card M; 3♥= no 4 or 5 card M;3♠=5 card ♠ and 3NT=5 card ♥; transfers; 4 m=natural slam try	2NT-3♣-3♦-4♦=both M, no slam try 2NT-3♣-3♦-4♣=both M, slam try; 2NT-3♣-3♥-3NT=5♠+4♥; 2NT-3♣-3NT-4♦=transfer	
3♣				Preemptive. 6+ cards	New suit = forcing. 4 NT = Blackwood		
3♦				Preemptive. 6+ cards			
3♥				Preemptive. 6+ cards			
3♠				Preemptive. 6+ cards			
3NT				Solid minor. No more than outside Q	4 kl = p/c, 4 ru = asking for shortness, 4M = to play		
4♣				Preemptive. 6+ cards			
4♦				Preemptive. 6+ cards			
4♥				To play			
4♠				To play			
4NT	x			Ask for specific Ace	5♣ = 0 aces, 5 NT = 2 aces, 6 kl = A♣		
5♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEPO	
5♥						Pass and pull = strong in forcing auction	
5♠							