

Opening	Art	No of cards	Neg dbl up to				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11-14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY	1♦ = 0-6PC ANY, 7-11PC minor(s), or 16+PC, BAL	1♣ - 1♦ - 1♥/♠ = NF, 3+, 12-14PC BAL, or strong 1♣ - 1♦ - 1NT = 18-19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC (passed hand 10-11PC), no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv, 3♠/♦ = 6+♠/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = AKDxxxx in minor	1♣ - 1♦ - 2NT = 21-23PC, BAL 1♣ - 1♥/♠ - 2♦ = GF, Relay, 18+PC, 3+♥/♠ 1♣ - 1♦/♥/♠ - 2♣ = 5+♣, 15+PC 1♣ - 1♥/♠ - 2♣ - 2♦ = GF, artificial	
1♦		4(+)	4♥	11-17PC, 5+♦, or any 4♦441, 11-15PC, 4♦ 5♣	1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♠, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback, Extra length transfers	
1♥		5(+)	4♠	11-17PC, 5+♥	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = WJS, 2NT = 4+♥, mixed raise, inv, minispliner, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♣/♦	Double checkback, Extra length transfers	Drury (2♦ shows interests)
1♠		5(+)	4♥	11-17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback, Extra length transfers	Drury (2♦ shows interests)
1NT			4♥	14+--17PC, can be a little bit off-shape (5M, 6m, 54, stiff H)	2♣ = stayman (invitational hand with 5+♠ included), 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+4+♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠, 4♠ = to play	1NT - 2♣ - 2♦ - 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8-9PC 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5+♠ 1NT - 2♣ - 2♦/♥/♠ - 3♣ = GF, Relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ = at least ♥/♠ game try We play double transfers, next bid between 2NT-3♥ is next trf, example: 1NT - 2♥ - 2♠ - 2NT = GF, 4+♣	1NT - 2♥ 2♠ - 2NT = inv+, 4+♣
2♣	X	5(+)	4♥	11-14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♠ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat	2♣ - 2NT - 3♣ - pass = preemptive, 3♦ = inv+, 5♥, 5♠, 3♥/♠ = GF, 5+♥/♠ 5+♦, 3NT = inv to 6NT, based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X	0		3-10PC, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct, 2NT = Relay, inv+, 3♠ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M, 3♥ = preemptive, both supports, 3♠ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♠ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠	
2♥	X	5(+)		3-10PC, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, better than through 2NT, 3♠ = GF	2♥ - 2NT - 3min - 3♠ = GF on ♥, 2 nd minor = GF on minor 2♥ - 2NT - 3min - 3♥ = NF, 2♥ - 2NT - 3min - 4min = NF	
2♠	X	5(+)		3-10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv+ with ♥, 3♥ = inv to 4♠, better than through 2NT	2♠ - 2NT - 3min - 3♥ = GF on ♠, 2 nd minor = GF on minor 2♠ - 2NT - 3min - 3♠ = NF, 2♠ - 2NT - 3min - 4min = NF	
2NT			4♥	19+--21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ - 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥ 2NT - 4♣/♦ - 4♦/♥ = worse than 4♥/4♠	
3♣		6(+)		PRE, wide range NV	3♦ = puppet to 3♥, 3♥/♠ = GF (F1), nat, 4♦ = Optional KeyCard	3♣ - 3♦ - 3♥ - 3♠ = NF, nat, 3NT = partner might run, 4♥/♠ = choice of games between 4M and 5♣	
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF (F1), 4♣ = Optional KeyCard	3♣ - 4♦, 3♦ - 4♣, 3♥ - 4♠, 3♠ - 4♣ - see below	
3♥		6(+)		PRE, wide range NV	3♠ = GF, 4♣ = Optional KeyCard	Answers are a little bit different, depending from a vulnerability	
3♠		6(+)		PRE, wide range NV	4♣ = Optional Keycard		
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = just to play	4♦ = asks for shortness	3NT - 4♦ - 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Poor man blackwood (0-1-1.5-2)		
4♦		6(+)		PRE, wide range NV	4NT = Poor man blackwood (0-1-1.5-2)		
4♥		6(+)		PRE, wide range NV	4NT = Poor man blackwood (0-1-1.5-2)	Blackwood, 1-0-2+Q + specified Kings	
4♠		6(+)		PRE, wide range NV	4NT = = Poor man blackwood (0-1-1.5-2)	Exclusion Blackwood (0-1-2), Poor man blackwood (0-1-1.5-2)	
4NT	X			♣ and ♦ (usually 6-6)	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦		