

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4M	Clubs, weak NT, 17-19 bal	2C=10-15 clubs, 2D=16+ clubs, 2M=reverse flannery, 2N=heavy invite		reverse flannery on (2H), fit jump in comp
1♦		3	4M	Diamonds, weak NT, 17-19 bal	Similar to 1C responses, 3C=nat inv		
1♥		5	4	5 card majors	3D=limit, 3M=mixed, 3S=unknown short Direct SPL=void, jacoby 2N		2 way drury constr+ Fit jumps by PH
1♠		455	4		1s-3h=inv natural		
INT			4	Singleton H ok, 5M ok, 6m ok	Stay/jacoby/2s=size/2N=pup/3C=D/3D=slam try (31)(54)/3M=m55 short	Transfers after transfers, garbage stayman	Lots of transfers if interfere over 1N
2♣	GF ART		all	GF unless 2N rebid	2D=wait, otherwise natural	Transfer Kokish	Neg doubles
2♦		5+		Possibly 5 NV, usually 6 (90%+)	2N ask, 3c=good, 3d=not 3M=4 other Major		Transfers over doubles starts 2N
				Over NV response is NF at 2 level	3N=AKJ/AKQ/AQJ suit 6+		
2♥		5+			2N=ask, 3C=best (3d ask bal/l/m/h short)		
					3D=medium, 3 other major natural, 3N=suit		
2♠		5+					
							Neg doubles, transfers or flip at 3 level
2NT				Bal or semi balanced 19-21	3S=C or minors, 4C=diamonds Puppet version		
3♣		6					
3♦		6		Can be aggressive NV	4C=PRE RKC		
3♥		6		Not crazy unless state of match	New suits forcing		
3♠		6					
3NT		7		gambling	4D asks short, bid 5m with Other minor short		
4♣		pre					
4♦		pre					
4♥		pre		Opp PH can be good hands			
4♠		pre					
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Kickback, 4N in comp is frequently 2 places to play unless suit is known	
5♥						Non serious 3S/3N when major suit is found and we are GF	
5♠							