

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	1		12-14 bal/ any 4441 (might be 5♦332) or 12-21 5+♣	1♥/♠ - 4+ ♥/♠ 4+HCP; 1NT - 6-10 nat; 2♣ - GF 4+; 2♦ - 6+M 3-7PC; 2♥ 5+♠4+♥ 4-8 hep; 2♠ - transfer to NT 10-12;; 2NT - nat 10-12; 3♣/♦ - 6+♣/♦ 9-11 inv to 3nt;	1♣ - 1♦ - 1♥/♠ = 5+♣ 4♥/♠ 1♣ - 1x - 2NT = 6+♣ 3x or 5+♣4x GF Double Checkback	
1♦		4		11-21 5+ unbal or 4♦441 (15+)	1♥/♠ 4+PC, 1NT NAT, 2♣ = GF nat/bal/♦ fit, 2♦ = 6+M 3-7PC; 2♥ = 4♥5+♠ 4-8, 2♠ = inv on 6+♣ or with ♦ fit; 3♣ = preemptive ♦ or splinter ♣/♥/♠ support; 3♦ - 4+♦ 6-9HCP	1♦ - 1M- 2NT = 6+♦ 3M or 5+♦ 4M GF 1♦ - 1M - 1NT = 6+♦ or strong hand	2♦ - weak 3+
1♥		5		11-21, 5+	1♠ - 4+PC; 1NT - 4-6 with heart support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦ - nat GF; 2♠ - 3-7 6+♠; 2NT - inv with ♥ supp; 3♣ - mixed raise; 3♦ - minispl; 3♥ - preemptive; 3NT - ♦ spl; 3♠/4♠ - splinters	Gazilli, Double Checkback	Drury, 2♦ - inv with 4♥, color+fit
1♠		5		11-21, 5+	1NT - 4-6 with spade support or 4-11 without support; 2♣ - GF nat/with support/bal; 2♦/♥ - nat GF; 2NT - inv with ♣ supp; 3♣ - 6+♥ inv; 3♦ - mixed raise; 3♥ - minispl; 3♠ - preemptive; 3NT - spl ♥, 4♠/♦ - spl	Gazilli	Drury, 2♦ - trf to ♥, 2♥ inv with 4♠, color+fit
1NT		-		15-17, possible 6m	2♣ - stayman/ 5♠ inv/ inv bal/ 6♦ short ♣ GF, 2♦/2♥ transfers; 2♠ - Transfer on clubs; 2NT - Transfer on diamonds / weak minors; 3♣ - puppet stayman; 3♦ - NAT inv; 3♥/♠ - shortness min. 54 minors; 4♠ - majors; 4♦/♥ - trf	1NT-2♣-2♦-2♥ = 4+♥4+♠ NF 1NT-2♣-2♦-2♠ = 5♠ inv	
2♣	X	0		ACOL any or 22-23 bal	2♦ - any 0-1 controls, 2♥ - 2 controls, 2♠ - nothing special 3+ controls, other - trf 3+ controls	2♣ - 2♦ - 2♥ = ♥ or 24+ bal (2♠ forced)	
2♦	X	2		18-19 bal	2♥ - ask for 4♠, 2♠ - trf to NT, 2NT - trf to 3♠, 3♣ - puppet stayman, 3♦ - 5+♠4♥, 3♥/♠ - minor(s), 3NT - 55 majors GF	2♦ - 2♥ - 2♠ = no 4♠ 2♦ - 2♥ - 2NT = 4♠ 2♦ - 3♠ - 3♥ = 3♥ no 4♠	
2♥		5		nat weak	2♠ - ask for shortness, 2NT - ask for values, 3♠ - (5)6+♠		
2♠		5		nat weak	2NT - ask for values, 3♠ - ask for shortness, 3♦ - (5)6+♥ inv+, 3♥ - ♦ F1		
2NT		-			3♣ - muppet stayman, 3♦/♥ - trf, 3♠ - long minor, 3NT - minors, 4♠ - majors GF, 4♦/♠ - trf		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	X	-		good 4M opening	4♣ - show with trf (forcing pass), 4♦ - show nat		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	X	-		Minors			
						HIGH LEVEL BIDDING	
						102+D RKCB, kickback	