

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	4♥	11 - 21 HCP	5+ HCP; INT=7-10 hcp; 2M=2-5 hcp, 6M 2♣=7-9 +hcp. 4♣(+); 2♦=10-11 hcp, 4♠(+); 3♠=3-6hcp, 4♠(+) 3♦/♥/♠=FG, Shortage, 5+ supp.		
1♦		3	4♥	11 - 21 HCP	5+ hcp; INT=6-9hcp; 2♥=7-9hcp, 4♦(+); 2♣=2-5 hcp, 6♣ 2♦=7-9+hcp. 4♦(+); 3♠=10-11hcp, 6+♣; 3♦=3-6hcp, 4♦(+) 3♥/♠=FG, Shortage, 5+ supp.		
1♥/♠		5	4♥	10 - 21 HCP	5+ hcp; INT=SF, 5-12hcp; 1M-2m=FG unless m rebid 1M-2M=7-10 hcp, 3 supp; 1M-3M=0-6hcp, 4 supp. 1M-3♣=10-11 hcp, 4supp, 1M-3♦=7-9 hcp, 4 supp. 1M-2NT=FG, 4(+M); Double Jump shift = splinter, 8-10 hcp		Cue= Inv+3 supp; 2NT over interference=Inv+ 4 supp 2♣=9-11,3 supp; 2♦=9-11, 4 supp
1 NT			2♣	(14) 15 - 17 HCP balanced can have 5M or 6m	2♣=0+hcp, Art. Asking for 4M. Jacoby transfers: INT-3♣= 5-5 in m, 0-8 hcp; INT-3♦=5-5 in m,FG INT-3♥=31(54/45) INT-3♠= 13(54/45) INT-4♠=Both Majors INT-4♦=trfr to 4♥; INT-4♥=4♠;	DBL at 2 level=T/O; DBL at 3 level=8+hcp	Sys on after dbl Over intervention, dbl=T/O at two level if suit known. Otherwise 8+ dbl at 3 level=8+ HCP
2♣	X	0		FG unless rebid of 2NT	2♦=4-7 hcp with 5+M / 6+ m or 4+ hcp bal; 2♥=0-3HCP; 2♠=5+7+hcp 2NT=5+♥, 7+hcp; 3m=6+m. 7+ hcp		
2♦	X	0		4-10 hcp, 5 or 6 in one M	2♥/♠=P/C; 2NT=ASK; 3M=P/C; 3m=Nat. NF; 4♣=Ask to bid suit below M 4M=to play		
2♥		6		4-10 ♥+any	Minor S/O; 2NT=ASK; Jump shift=splinter 2♣P/C		
2♠		6		4-10 ♠+minor	new suit=S/O; 2NT=ASK; Jump shift=splinter		
2 NT				(19) 20-21 HCP, BAL or semi BAL	3♣=Ask; 3♦/♥=TRF; 3♠=3NT (PUPPET)		
3♣		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		
3♦				3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		
3♥		6		3-9HCP (NV vs VUL), 6 - 10 HCP; 7M VUL	4♣=ASK suit quality; 4♦=ASK hand quality		
3♠		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	4♣=ASK suit quality; 4♦=ASK hand quality		
3 NT				Solid 7m, max K extra (1st&2nd);	4♣=P/C; 4♦=ASK shortage; 4M=to play; 4NT=ASK length		
4♣		7		5 - 9 HCP	4M=to play		
4♦		7		5 - 9 HCP			
4♥		8		5-10 HCP Non Vul, 8-10 HCP Vul			
4♠		9		5-10 HCP Non Vul, 8-10 HCP Vul			
4NT				ASK for specific Aces			
5♣		8		7-8 tricks NV. 8-9 tricks Vul			
5♦		8		7-8 tricks NV. 8-9 tricks Vul			
5♥		7		11 tricks, without top 2 of 3 honours in ♥			
5♠		7		11 tricks, without top 2 of 3 honours in ♠			
5NT							