

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	33 in minors, open 1C	After 1 level opening: 1NT semi-F; M first unless INV+ After 1m: 2m FG supp; jump om 9-11 supp; 3m 5-8 supp; 2M 6+M 8-10 hcp; 3L=splinter, 2NT INV, no 4M; 3NT 12-15 bal, no 4M;	4SFG; 1NT rebid: 2-way Checkback; 2NT jump rebid: new m F. After 1m 2M or 1H 2S: 2NT=ENQ (see 2 openings)	In comp: ignore X, else sys mostly off; 2/1 F1R In comp: cue raises, INT=9-11; FSJ, 2NT=nat (minors) or 4+supp, inv+
1♦		3	4S			After 1m 2m: steps show pts then shortage (NLMH) 1m 1M, 2M=3cd supp; then 2NT=INV+ ENQ; 1m 1H 1NT 2S=4/4 INV; 1m 1H 2NT 3S=4/4	
1♥		5	4S		After 1M: 2M 5-9, 3 supp; 3C 7-9, 4+supp or 3+supp inv; 3D 10-11, 4+supp; 3M <7, 4+supp; 2NT 4+supp FG; After 1S: 3H=6cd, 9-11; 3NT=D spl; 4H=to play; After 1H: 2S=6cd, 9-11; 3NT=H spl, 4S=to play	After 1M 2m or 1S 2H: 2M=default min then 2NT ENQ; 2NT=16+; 2S/3X = extras After 1M 2NT steps show pts then shortage	In comp: supp X/XX; cue=3cd supp; 2NT=8+, 4 cd supp; 1NT=nat; Passed hand:2C/D 3/4 cd Drury; 3Y fit showing jumps;
1♠		5	4S				
INT			4S	(14) 15-17,bal	2C=stayman+smolen; 2D/H/S/NT=tfr H/S/C/D; 3C=puppet stayman, 3D=5/5 minors, 3H/S=singleton, 4C/D=tfr H/S 4M=to play, 4NT=quant	2C 2D 2H=wk 5M/4oM; 2C 2X 2S=S inv; 2C 2M 3oM=sets M; 2D 2H 2S=tfr to 2NT, 5/4 shape; 2H 2S 3H=5/5 slam interest; 2N, 3C 3D=trf;	Sys on after X (non pen) and 2C; LEB; dbl =TO 1NT (x=pen): XX=wk C or D
2♣	√	0		FG or 23+bal	2D=waiting, 2X= Nat, good suit. No Kokish		After intervention: dbl/rdbl = 0-5, rest 6+
2♦		6 5-6 NV	X=pen	< opening bid:except 0-7 at fav 9-12 in 4 th seat	NV: new suit NF; 2NT ENQ V: new suit F1R; 2NT ENG Fit showing jumps	NV: 2X-2NT; 3C=5crd min, 3D=5crd max, 3H=6crd min, 3S=6crd max. V: 2X-2NT; 3Y=shortage, 3X=min no shortage, 3NT-max no shortage After 2NT, 4C=slam try (KC responses 0,1, 1+, 2, 2+)	2X (2Y) 2NT= ENQ Fit showing jumps
2♥							
2♠							
2NT			4S	20-22, bal	3C=stayman & smolen; 3D/H=tfr H/S; 3S=mm, 4C/D=tfr H/S, 4H/S=tfr C/D, 4NT=quant	After 3C: 3D=no 4M, 3H=4+H, 3S=4+S not4H 3C 3D: 3M=4M/5oM; 3C 3H 3S or 3C 3S 4H= sets suit; 3C 3X 4m=NAT; 3C 3X 4m 4NT=to play, new suit cue	In comp, pass=weak, X=values t/o
3♣		6	X=pen	pre-emptive	3L= nat F1; 3NT=to play; 4C (4D after 3C)=slam try (KC responses 0,1, 1+Q, 2, 2+Q)	After 3X 3Y: 3Z=feature; 4m=spl, supp	After X, pass and X=penalty
3♦							
3♥							
3♠							
3NT			X=pen	7+minor AKQ, no outside card			
4♣		6	X=pen	pre-emptive.			
4♦							
4♥							
4♠						HIGH LEVEL BIDDING	
5♣						4NT=KCB, responses 1430, next step=Q ask, 5NT=specific king ask. After Q ask: trump suit=denies; suit=Q+K Exclusion KCB responses: 0, 1, 1+Q, 2, 2+Q etc Steps after interference Cue 1 st or 2 nd , in competition: pass=slam interest, XX=1 st round ctrl, new suit=cue, trump suit=sign off In competition, 4NT is often 2 places to play Pass and pull in GF auctions, stronger than direct action	
5♦							