

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=void, 2NT INV, no 4M; 3NT 12-15 bal, no 4M;	4SFG; 1X INT: 2Y NF, 2NT GF, 3Y 5+/5+ FG 1X 1Y INT: 2C = tfr 2D wk Ds or INV; 2D = ART FG; After 1m 2M or 1H 2S: 2NT=INQ (see 2 openings)	In comp: ignore X, else sys mostly off; 2/1 forc to 3 of responder's suit. 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=FG INQ; 1m 1H 1NT 2S=4/4 INV; 1m 1H 2NT 3S=4/4; 1m 1M 2NT: 3om=INQ; 3m=mild slam interest		Passed hand: 2m=wk raise; 3m=7-10; 2NT=inv raise, 2 lvl jump=FSJ
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 INQ; 2NT=14+, 6+suit; new suit=nat, 14+; After 1M 2M: 2N, 3M=inv; new suit=nat inv, 4cd M 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 supp, 9-11; 3Y fit showing jumps;	
1♠		5	4S					
INT			4S	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; one X takeout, 2 nd X penalty 1NT (x=pen): XX=wk C or D	
2♣	√	0	4S	FG or 23+bal	2D=1-2 ctrls, ART, 2H=0 ctrls, any, 2S=3+ ctrls, 2NT/3C/3D/3H=tfr, gd 6+suit, positive	After 2C 2D 2M, 3m=nat: lowest m or 3NT=neutral; suit=5+cards; 2NT=23+, FG; jump=sets suit	>2S: pass=wk/waiting; X=values t/o <2S: art	
2♦		6 5-6 at fav	X=pen	< opening bid: except 0-7 at fav 9-12 in 4 th seat	At equal or unfav: 2NT = inquiry, new suit = F1, raise = to play; 3NT = to play, 4m=FSJ, 4M=to play At fav: new suits nf, 2NT= str inquiry	After 2NT: 3 suit=min; 3 new suit=spl; 3NT=max, no spl; 4 new suit=void At fav: After 2N 3m=bad/gd 5cd suit; 3M= bad/gd 6cd suit	2X (2Y) 2NT= INQ	
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 not 4H 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)=ace ask	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.			HIGH LEVEL BIDDING 4NT=KCB, responses 1430, next step=Qask, two steps=specific king ask. After Q ask: trump suit=denies; suit=Q+K Exclusion KCB responses: 0, 1, 1+Q, 2, 2+Q etc D0P1, R0P1, DOPE 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	
4♦								
4♥								
4♠								
5♣								
5♦								