

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21 HCP	1♣ - 2♣ = 5+♣ FG; 1♣ - 2♦ = 5+♣ 10-11 1♣ - 3♣ = 5+♣ 2-6 HCP; 1♣ - 2♥ = 4+♥ +4+♣ 0-5 hcp DBL Jump = splinter	4th suit forcing: game forcing TWCH 1♣ - 1M - 2NT (16+) WITH 4M	TWCH
1♣		4	4♣	4+♣; 11-21 HCP	1♣ - 2♣ = 4+♣ FG; 1♣ - 3♣ = 4+♣ 10-11 HCP 1♣ - 3♣ = 4+♣ 0-6 DBL Jump = splinter	As above	TWCH
1♥		5	4♣	5+♥ 11-21 HCP	1♥ - 2♣ = 3♥ 10-11 HCP; 1♥ - 3♣ = 4+♥ 10-11 HCP 1♥ - 3♣ = 4+♥ 6-9 HCP; 1♥ - 2NT = 4+♥ FG DBL Jump = splinter; 1♥ - 1NT = 6-11	1♥ - 1♣ - 2NT (16+) WITH 4♣ 1♥ - 1NT - 2NT TRANSF 3♣	REV. DRURY
1♣		5		5+♣ 11-21 HCP	1♣ - 3♥ = 3♣ 10-11 HCP; 1♣ - 3♣ = 4+♣ 10-11 HCP 1♣ - 3♣ = 4+♣ 6-9 HCP; 1♣ - 2NT = 4+♣ FG DBL Jump = splinter, 1♣ - 1NT = 6-11	1♣ - 1NT - 2NT TRANSF 3♣	REV. DRURY
1 NT				14-17 BAL	4 WAY TRANSFERS 1 NT - 3♣ = PUPPET; 1 NT - 3♣ = ♣ + ♣ 1 NT - 3♥ = 5/4 minors + 1♥; 1 NT - 3♠ = 5/4 minors + 1♠ 1 NT - 4♣ = INV 15-16; 1 NT - 4NT = INV 16-17	SMOLEN	
2♣	X			Artificial, strong - near Game, Force, any suit,(s) any shape	2♣ = POS. ; 2♥ = NEGATIVE; 2♠ = ♥ ; 2NT = ♣		
2♣	X			One major, WEAK (5-11)	2♥ = p/c; 2NT = ask; 3♠ = F1; 3♥ = p/c; 3NT = play; 4♣ = p/c	After 2NT: 3♣ = max ♥(5-7); 3♦ = max ♠(5-7) 3♥ = min ♥(8-11); 3♠ = min ♠(8-11)	
2♥	X	5		5♥ + 4+ minor. NV 3-9 HCP, V 5-11 HCP. H	2♥ = NF; 2NT = F ask minor and hand; 3♣ = p/c; 3♦ = inv.; 3♥ = SO		
2♣	X	5		5♣ + 4+ minor. NV 3-9 HCP, V 5-11 HCP. H	2NT = F ask minor and hand; 3♣ = p/c; 3♦ = inv.; 3♥ = SO		
2 NT				20-21 BAL	Jacoby Transfers; Puppet; 2♣ TRANSF 2NT		
3♣		6		PRE-EMPTIVE	New suit forcing		
3♠		6		PRE-EMPTIVE	New suit forcing		
3♥		7		PRE-EMPTIVE	4♣ = KYC		
3♣		7		PRE-EMPTIVE	4♣ = KYC		
3 NT	X	7(+)		GAMBLING = SOLID MINOR	4♣ = P/C; 4♦ = ASK singleton; 4♥/♠ = PLAY; 4NT = INV	High Level Bidding RKCB 1430 OVER M, 0314 over m	
4♣		7		PRE-EMPTIVE		EXCLUSION 0314	
4♣		7		PRE-EMPTIVE		DOPI, ROPI	
4♥		7		PRE-EMPTIVE		SPLINTERS, GERBER	
4♣		7		PRE-EMPTIVE			
4NT	X			MINORS			
5♣		8		PLAY			
5♣		8		PLAY			