

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4S	2+C, 14-19 HCP, BAL (may have 5+D) or (4)5+C, 9+ HCP	1D – 4+H, 1H – 4+S, 1S – (7)8+HCP BAL or D, 1NT – 3-7 HCP usually denies 4M, 2C – 8+ HCP 6+C, 2D/H/S – 3-7 HCP 6 card suit, 2NT/3C – 4-7 HCP club raises, 3D/H/S – SPL. Game – to play.	After transfer: accept – 14-17 BAL, 1NT rebid – 18-19 BAL, 2NT – 3M, 6C, 14+ HCP. After 1S: 1NT – 14-15 BAL, 2C – 16+ BAL or 17+ UNBAL, 2D – 9-13 UNBAL.	Passed hand: 1D – max passed hand (6)7-9 HCP then 1H – GF, other bids NAT <7 HCP. Transfers after X/1D/1H overcall. X – 8+ after 1S overcall.
1♦		4	4S	4+D, 9+ HCP. Always UNBAL. Either 5+D or a 4441.	1M/1NT – NAT. 2C – NAT 10+ HCP. 2D – 3+D 5-9 HCP. 2M – 3-7 HC 6 card suit. 2NT – 4+D GF. 3D – 4+D, ~9-12 HCP. 3x – SPL. 4D/4M – to play.	1D-1M-1NT – 3 card support ~12-15 HCP, 2M raise with 3 or 4 card support. New suit –NAT, F1. Jumps – SPL. 2NT – 3M, 6D, 14+ HCP. 4M+1 – RKCB. ART over 1D-2NT.	Natural.
1♥		5	4S	5+H, 9+ HCP.	1S – 4+S. 1NT – 5-9 NAT or 10-12 with C. 2C – 3H INV+, GF BAL or GF C. 2D – NAT 10+ HCP. 2H – 5-8 raise. 2S/3C/D – SPL. 2NT – 4+H GF. 3H – 9-12 raise. 4m – to play.	1H-2C: 2D – accepting invite (~12-16 HCP), 2H – minimum, 2S – NAT, 2NT – 17-19 BAL or 16+ with H+D, 3C – NAT reverse, 3H – strong with solid suit, 3D – strong without solid suit, 3NT – 15-17 BAL. ART over 1H-2NT.	Natural.
1♠		5	4S	5+S, 9+ HCP.	1NT – 5-9 NAT or 10-12 with C. 2C – 3S INV+, GF BAL or GF C. 2D/H – NAT 10+ HCP. 2S – 5-8 raise. 3C/D/H – SPL. 2NT – 4+S GF. 3S – 9-12 raise. 4x – to play.	1S-2C: 2D – accepting invite (~12-16 HCP), 2S – minimum, 2H – NAT, 2NT – 17-19 BAL or 16+ with S+D, 3C – NAT reverse, 3S – strong with solid suit, 3D – strong without solid suit, 3NT – 15-17 BAL. ART over 1S-2NT.	Natural.
1NT			4S	1 st /2 nd seat: 9-13(14) HCP, BAL or semi-BAL (5422/6m322). 3 rd /4 th seat: 20-21 HCP, BAL or semi-BAL.	2C – Stayman or advanced run (4333/4432 0-7). 2D/H – transfer or advanced run (as above). 2S – Baron. 2NT – weak minor. 3x – NAT slam try. 4x – to play.	After transfer: 2M+1 – 4+M and very MIN or very MAX hand. New suits forcing over transfers. After 1NT (X), XX – 8+ to play, 2x – NAT, 2NT – forces 3C, single suited weak hand, PASS – opener bids 5 card suit or XX to find best fit.	X – values/takeout (as per doubles section). Opener's X after responder action – maximum, usually with support. Lebensohl – weak options only. Passed hand: system on.
2♣	X		4S	GF or 23+ BAL.	King based controls: 2D – 0/1, 2H – 2, 2S – 3, 2NT – 4, 3C – 5, 3D – 6, 3M – 6+ good suit with 0-2 controls, 3NT – 9+, 0-1 controls, (4333)/(4432).	Natural, forcing. Responder cannot RKCB.	2C (X/2D/2H) – P – 0 controls, X/XX – 1 control, etc. 2C (2S+) – P – even controls, X – odd controls.
2♦	X			NV: 4+D, 4-5S, 0-8 HCP. VUL: 4+D, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2H/2S/3C/3D – to play. 2NT – strong enquiry (GF unless 3C response). 3H/4C – NAT F. 3S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3H asks shape; 3S – 4S, 3NT – 5+S, 4x – 5521/6511), 3D – 4S/5+D, 3H – 4/4, 3S – 4D/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3 rd seat: 2D – 0-15 HCP, (5)6+D. 4 th seat: 2D – 11-15 HCP, 6+D.
2♥	X			NV: 4+H, 4-5S, 0-8 HCP. VUL: 4+H, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2S/3C/3D – to play. 2NT – strong enquiry (GF unless 3C response). 4C/D – NAT F. 3H/S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3D asks shape; 3H – 4S/5+H, 3S – 4/4, 3NT – 4H/5+S, 4x – 5521/6511), 3D – 4S/5+H, 3H – 4/4, 3S – 4H/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3 rd seat: 2H – 0-15 HCP, 6+H. 4 th seat: 2H – 11-15 HCP, 6+H.
2♠	X			NV: 4+C, 4-5S, 0-8 HCP. VUL: 4+C, 4+S, 0-8 HCP. If VUL, usually not very weak 4432.	2S/3C/3D/3H/4H – to play. 2NT – strong enquiry (GF unless 3C response). 4D – NAT F. 3S – not INV but can be raised with extra shape.	Over 2NT: 3C – min (then 3D asks shape; 3H – 4S/5+C, 3S – 4/4, 3NT – 4C/5+S, 4x – 5521/6511), 3D – 4S/5+C, 3H – 4/4, 3S – 4C/5+S, 3NT – 5+/5+.	Competitive: X – penalty. 3 rd seat: 2S – 0-15 HCP, 6+S. 4 th seat: 2S – 11-15 HCP, 6+S.
2NT			4S	1 st /2 nd seat: 20-22 HCP. 3 rd /4 th seat: 22-23 HCP.	3C – modified puppet Stayman. 3D/H – transfers. 3S – minor Stayman. 4m – NAT slam try. 4M – NAT.	2NT-3C: 3D – shows a 4M, 3H – no 4/5M, 3S – 5S, 3NT – 5H. Accept transfers.	Natural. X – takeout.
3♣		6		Aggressive, 0-8 HCP, 6+C.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.
3♦		6		Aggressive, 0-8 HCP, 6+D.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.
3♥		6		Aggressive, 0-8 HCP, 6+H.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.
3♠		6		Aggressive, 0-8 HCP, 6+S.	New suits forcing.	New suit by opener – 3 card support, shows shortage.	X – penalty. 3 rd /4 th – wider range.
3NT				To play, usually a long suit.	4C – pass/correct.		
4♣		6		Aggressive, 0-8 HCP, 6+C.			3 rd /4 th – wider range.
4♦		6		Aggressive, 0-8 HCP, 6+D.			3 rd /4 th – wider range.
4♥		6		Aggressive, 0-11/12 HCP, 6+H.			3 rd /4 th – wider range.
4♠		6		Aggressive, 0-11/12 HCP, 6+S.			3 rd /4 th – wider range.
4NT				Both minors, very shapely.	Natural.	HIGH LEVEL BIDDING	
5♣				To play.		When major agreed, 3M+1 – non-serious slam try. 1 st /2 nd round control cue bids.	
5♦				To play.		When suit agreed, 4-suit+1 – RKCB, 0314 responses. PODI/PORI.	
5♥/♠				To play.			