

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♥	11-21	1♦/♥/♠ = 4+ suit, F1; 1NT = 6-10; 2NT = 11-12 2♦ = 5+♣ invite; 2♣ = 4+♣ GF; 3♣ = PRE 3♦/♥/♠ = to play 2♥/♠ = to play	-1X: 1NT = 12-14, BAL ; 2NT = 18-19 BAL; 2♣ = 5+♣, 11-15; 3♣ = 6+♣, 16-18 -2♣: 2X = 3+ suit; 3X = SPL; 3♣ = 6+♣; 2NT = 11-14 BAL; 3NT = 18-19 BAL	
1♦		3	3♥	11-21	1♥/♠ = 4+ suit, F1; 1NT = 6-10 ; 2NT = 11-12 2♣ = 4+♣ suit, GF 3♣ = 5+♦ invite; 2♦ = 4+♦; 3♦ = PRE 3♥/♠ = to play; 4♣ = SPL 2♥/♠ = to play	-1M: Same as above -2♣: 2♦ = waiting; 2♥/♠ = 4+ suit; 2NT = 11-14, BAL; 3♣ = 4+♣; 3♦ = 6+♦, 15-21; 3♥/♠ = SPL; 3NT = 18-19, BAL -2♦: 2M/3♣ = 3+ suit; 3M = SPL; 3♦ = 6+♦; 2NT = 11-14 BAL; 3NT = 18-19 BAL	
1♥		5	3♥	11-21	1♠ = 4+♠, F1; 1NT = F1; 2♣/♦ = 4+♣/♦ 2♥ = 3+♥, 7-10; 2♠ = 7-10 4+♥ with short 2NT = Jacoby; 3♣ = 10-12 4+♥ with short 3♦ = 10-12 4+♥ no short; 3♥ = 4+♥, PRE 3♠/4♣/4♦ = SPL, 3NT = 13-15 with 3♥	-1NT: 2♣ = 2+♣; 2♦ = 3+♦; 2♠ = 19-21; 2NT = 18-19 BAL; 2♥ = 6+♥, 11-15; 3♥ = 6+♥, 16-18; 3♣/♦ = 4+ suit 19-21; 3NT = 20-21 BAL; 3♠/4♣/4♦ = 65+ 16+ -2♣: 2♥ = waiting; 2X = 4+ suit; 2NT = 16-18, BAL; 3♥ = good 6+♥; 3♣ = 4+♣ 15+; 3♦ = 5+♦, 15-21; 3♠ = fit ♣, SPL; 3NT = 19-21, BAL -2♦: 2♥ = waiting; 2X = 4+ suit; 2NT = 16-18, BAL; 3♥ = good 6+♥; 3♣ = 5+♣ or 4+♣ 15+; 3♦ = 4+♦ 15+; 4♣/3♠ = fit ♦, SPL; 3NT = 19-21, BAL	1NT semi-forcing
1♠		5	3♥	11-21	1NT = F1; 2♣/♦ = 4+♣/♦; 2♥ = 5+♥ suit 2♠ = 3+♠, 7-10; 2NT = 7-10 4+♠ with short 3♣ = Jacoby; 3♦ = 10-12 4+♠ with short 3♥ = 10-12 4+♠ no short; 3♠ = 4+♠, PRE 4♣/4♦/4♥ = SPL, 3NT = 13-15 with 3♠	-1NT: 2♣/♦ = 3+ suit; 2♥ = 4+♥; 2NT = 18-19, BAL; 2♠ = 6+♠, 11-15; 3♠ = 6+♠, 16-18; 3♣ = 19-21; 3♦/♥ = 4+ suit 19-21; 3NT = 20-21, BAL; 4♣/♦/♥ = 65+ 16+ -2♣/♦: Same as above -2♥: 2♠ = waiting; 2NT = 16-18, BAL; 3♠ = good 6+♠; 3♣/♦ = 5+ suit or 4+ suit with 15+; 4♣/♦ = fit ♥, SPL; 3NT = 19-21, BAL	1NT semi-forcing
1NT				15-17 BAL	2♣ = Stayman; 2♦/♥ 4♦/♥ = Transfer 2♠ = 5-4+m ST OR 5-5+m/6+m weak 2NT = INV; 3m = suit, INV 3NT = S/O; 4NT/5NT = QUANT 4♣ = Gerber 4♠ = QUANT better than 4NT	-2♣: 2♥/♠ = 4-card suit -2♦/♥; 2♥/♠: 2NT = 5♥/♠, INV; 4♥/♠ = mild ST -2♠: 2NT = 3+♦; 3♣ = 3+♣; 3♦ = 4-4m -2♠; 2NT/3♣/3♦: 3♥/3♠ = short ♥/♠ -4♣: 4♦/4♥/4♠/4NT = 0 OR 4/1/2/3 Ace	
2♣	v			22+, any hand or strong suit	2♦ = relay (usually weak) 2♥/2♠/3m = 5+ suit, 8+ 2NT = 8-10	-2♦: 3NT(25-27 BAL): 4♦/4♥ = Transfer 4♥/4♠; 4NT/5NT = QUANT -2♦: 2NT(22-24 BAL): 3♦/3♥ = Transfer 3♥/3♠; 4NT/5NT = QUANT 3♣ = Stayman	
2♦		5		Weak two, 6-10 value	2♥/♠ = NAT, F1 2NT = Ogust	-2NT: 3♣/♦ = bad/good suit, 5-7; 3♥/♠ = bad/good suit, 8-10; 3NT = AKQxxx	
2♥/♠		5		Weak two, 6-10 value	2NT = Ogust; New suit = NAT, F1	-2NT: 3♣/♦ = bad/good suit, 5-7; 3♥/♠ = bad/good suit, 8-10; 3NT = AKQxxx	
2NT				20-21 BAL	3♣ = Stayman; 3♦/♥ 4♦/♥ = Transfer 3♠ = 5-5+m GF; 4♣ = Gerber 3NT = S/O; 4NT/5NT = QUANT 4♠ = QUANT better than 4NT	-3♣: 3♥/♠ = 4♥/♠; 3♦ = no 4M -3♦/♥; 3♥/♠ = 3+♥/♠; 3NT = No 3+♥/♠ -3♠: 3NT = 3+♦; 4♣ = 3+♣; 4♦ = 4-4m	
3♣/♦		6		Usually 7 cards	New suit = NAT, F1	HIGH LEVEL BIDDING	
3♥/♠		6		Usually 7 cards	New suit = NAT, F1	RKCB1430, DEPO	
3NT	v			7+ solid m; Gambling	4♣/♦ = P/C; 4M = to play; 5/6♠/♦ = P/C		