

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	RULE OF 19	INVERTED MINORS; NAT	NAT; TWO WAY CHECKBACK (*8)	
1♦		4	4♠	RULE OF 19	INVERTED MINORS; NAT	NAT; TWO WAY CHECKBACK	
1♥		5	4♠	RULE OF 19	1NT SF; 2/1 FG; 2NT: 8+ HCP 4+ SUPPORT; (*1) 3♣: 3♥ inv hand unbal; 3♦: 3♥ inv hand bal.	NAT	DRURY FIT
1♠		5	4♠	RULE OF 19	Same; 3NT 4333 min; 4x SPLINTER	NAT	DRURY FIT
INT			4♠	14+-17 BAL OR SEMIBAL	STAYMAN; TRANSFER; 3♣: puppet (*6); 3♦: ♣ -♦ FG; 3♥/♠: SPLINTER; 2♠ SIZE ASK or ♣ TRSF 4♣: ♥-♠; 4♦: texas to ♥; 4♥: texas to ♠;	SMOLEN (*)	LEBENSOHL/RUBENSOHL
2♣	X			22+ FORCING	2♠: WAITING; 2♥: NEG; 2NT: ♥; OTHER. NAT	Kokish over 2♣ 2♦ (*7)	
2♦	X	5		WEAK	2NT: ASK, FORCING; NAT	NAT	
2♥	X	5		WEAK	SAME	NAT	
2♠	X	5		WEAK	SAME	NAT	
2NT				20-22 BAL OR SEMIBAL	PUPPET; TRANSFER; 3♠: TRF 3NT; TEXAS	NAT	
3♣		6		PREEMPTIVE	NAT; 4♦ KC	NAT	
3♦		6		PREEMPTIVE	NAT; 4♣ KC	NAT	
3♥		6		PREEMPTIVE	NAT; 4♠ KC	NAT	
3♠		6		PREEMPTIVE	NAT; 4♥ KC	NAT	
3NT	X			GAMBLING	4♣: PASS OR CORRECT; 4♦: FORCING	NAT	
4♣		7		NAT	NAT	NAT	
4♦		7		NAT	NAT	NAT	
4♥		7		NAT	NAT	NAT	
4♠		7		NAT	NAT	NAT	
4NT	X			ASKS ACES	5♣: 0; 5♦: A♦; 5♥: A♥; 5♠: A♠; 5NT: A♣		
5♣		8		NAT	NAT	HIGH LEVEL BIDDING	
5♦		8		NAT	NAT	RKCB 1430	
5♥		8		NAT	NAT	RKCB EXCLUSION 0314	
5♠		8		NAT	NAT	JOSEPHINE	
						DEPO	
						SPLINTERS	
						GRAND SLAM FORCE	

1. MAJOR OPENING

1M

2x = FG (almost always 5th)

2M = 6-9 hcp, 3M

3M = 3-7 hcp, 4+ M

3oM (si es pic) = Splinter 11-14 hcp

4m/4H = Splinter 11-14 hcp

3♣ = 3M inv, unbal

3♦ = 3M inv, unbal

2NT = (8+ hcp y 4+ M) - *over interference is the same*

3♣ = first level

3♦ = fg, second level

3oM = fg, third level, unbalanced

3M = sub-min

3NT = fg, third level, bal

4m/oM = 5-5 good suits

4M = min hand, probably unbal, 6+M

2. DRURY FIT

p - (p) - 1M //

(p) - p - (p) - 1M 2♣ = 9 - 11. 3M

2♦ = standard opening

2M = sub-min

2/3x = 4+x slam going (except oM)

2NT = forcing, bal

3NT = 5332 pass or correct

3. NOT GAZZILLI

1M 1NT

2NT = 18-21, 5M or 6M

1M 1NT

2NT 3C = ask

3D = one minor suit 4th

3oM = 4 oM

3M = 6+ M

3NT = 5332

1M 1NT

3X = 5/5 FG

4. 1NT Opening

1NT 2♦/♥

Super Accepts

3M = 4M min

2ST = 3M supermax

3♣ = 4M max

1NT 2♠ = club transfer or inviting

2NT = min

3♣ = max

1NT 2NT = diamond transfer

3♣ = 2♦ or 3♦ no honor

3♦ = 3+♦ w/ major honor or 4+♦

1NT 3♣ = Puppet

3♦ = no major 5th

3♥/♠ = 5th

1NT 3♦ = 5-5+ minors FG

3♥ = club

3♠ = diamond

3NT = to play

4♣/♦ = slam going

5♣/♦ = sign off

1NT 3♥/♠ = short and FG (5431)

4♣ = 5-5 M FG

4♦/♥ = Texas Transfer

5. APERTURA 2NT (20-21/-22)

2NT 3♣ = puppet stayman

3♦ = one or two major 4th

3♥/♠ = 5th

3NT = no major 4th/5th

2NT 3♦/♥

3NT = 3M max

4♣ = 4M max

4♥/♠ = 4M min

2NT 3♠ = forces 3NT

3NT 4♣/♦ = 6+om slam going

4♦/♥ (1st step) = kc 1430 in minor

4ST = To play

2NT 3♠ = forces a 3NT

3NT 4♥/♠ = 5-5(4)m short in major slam going
 4NT = 5422 quantitative to 6
 5♣/♦ = to play

2NT 3nt = 5-5m, accepts to play 3NT
 4♣ = 5-5+ M
 4♦/♥ = transfers
 4♠ = 5-5m for game
 4ST = quantitative for 6
 5ST = quantitative for 7

6. PUPPET STAYMAN

2NT 3♣
 3♦ 3♥ = 4 spades

2NT 3♣
 3♦ 3♠ = 4 hearts
 4♥ = heart fit and min hand
 4♣ = heart fit and max hand (forces retransfer)

2NT 3♣
 3♦ 3NT = no 4th major

2NT 3♣
 3♦ 4♣ = both majors 4th slam inv
 4♦ = doesn't accept
 4M = 4 cards and accepts

2NT 3♣
 3♦ 4♦ = both majors 4th (to pass or kc)
 4ST = quantitative

7. KOKISH OVER 2♣

2♣ 2♦
 2♥ = Forces 2sp 2♠ (forced)
 2NT = Bal 25-27 (system on)
 3♣/♦ = Nat 4+ with 5+♥
 3♥ = 6+♥

8. CHECKBACK

1♣/♦ 1♥/♠ / 1♦
 1ST 2♣ = Forces 2♦: all invitational hands / weak ♦ / 5332 FG
 2♦ = FG, all hands except 5332
 2NT = Forces 3♣: pass or slam try in ♣ / 5-5 FG
 2x = 5 - 4 Weak
 3x = 5-5 o 6+ inv
 4x = Auto Splinter

1♣/♦	1♥/♠ / 1♦
1ST	2♣
2♦	2♥/♠ = 5+ inv
	2oM = Suit inv
	3NT = 5332 FG pass or correct

1♣/♦	1♥/♠ / 1♦
1ST	2♦

2M = 3 cards

1♣/♦	1♦/♥/♠
1ST	2ST
3♣	Pass
	3M = M + T
	3♦/♥/♠ = M + ♦/♥/♠

9. RUBENSOHL-LEBENSOHL sobre ST

1ST - (2♣) - x = stayman
everything else system on

1ST - (2♦) - x = competitive
2M = sign-off
2ST = relay to 3♣
3♣/♦/♥ = transfer, inv+
3♠ = clubs FG

1ST - (2♥) - x = competitive
2♠ = sign-off
2ST = relay to 3♣
3♣/♥ = transfer, inv+
3♦ = stayman no stopper
3♠ = club FG
3ST = no stopper

1ST - (2♠) - x = competitive
2ST = relay to 3♣
3♣/♦ = transfer, inv+
3♥ = stayman no stopper
3♠ = club FG
3ST = no stopper

1ST - (2M) - 2ST - (p)
3♣- (p) - pass = sign-off
3♦/3oM = sign-off
3M = stayman w/ stopper

3ST = no stopper

10. LEBENSOHL

(2m/M) x

(p) cue bid = strongest bid

2♥/♠ = 0-7p, 4+

2NT = forces 3♣

3♣/♥/♠ = 8-11 5+

(2m/M) x

(p) 2NT

3♣ cuebid = ask stop for 3nt

3♦ = poor hand

3♥/♠ = if it could have been bid at 2 level: 8-11 hcp and 4 cards, if not:
poor hand

11. MULTI-LANDY (Over 1NT y 1C 16+ Precision)

=1NT

X = 4M-5m

2♣ = pass or correct

2♦ = M ask

2♥ = pass or correct

2♣ = 5 - 4+ majors

2♦ = ask for best M

2♥/♠ = sign off

2♦ = 6+ M

2♥ = Pass or correct sign off. or game try in ♠

2♠ = Pass or correct sign off. or game try in ♥

2NT = Asks

3♣ = 6+ hearts, good hand.

3♦ = 6+ spades, good hand.

3♥ = 6+ hearts, poor hand.

3♠ = 6+ spades, poor hand.

2♥/♠ = 5M - 4m+

2ST = Ask minor suit

2oM = suit 6th+ no forcing

3m = suit 6th+ minor non forcing

2NT = 5 - 5 minors

12. MODIFIED GHESTEM

1♣ 2♣ = Suit
2♦ = ♥+♠
2NT = ♦+♥
3♣ = ♦+♠

1♦ 2♦ = ♣+♠
2NT = ♣+♥
3♣ = ♥+♠

1M 2M = oM + ♣
2NT = ♣+♦
3♣ = oM + ♦