



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣		2♣=4+♣ INV+; 2♦/♥/♠ = weak	2♣/♦ checkback after 1N rebid 3m = natural FG after 1♣-1♦-2N	
1♦		3	4♣		2♦=4+♦ INV+; 2♥/♠ = weak	3♣ checkback after 1m-1M-2N	
1♥		5	4♣		2N=4+♥ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♥ 3♦ = 6-7 HCP 4+♥, 3♠/4m = splinter	2♣/♦ checkback after 1N rebid 3♣ checkback after jump 2N rebid	2♣/♦ = 3/4 card INV+ raises after we open 1M
1♠		5	4♣		2N=4+♠ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♠ 3♦ = 6-7HCP 4+♠, 3♥=nat inv, 3N=4333, 4m/♥=spl		
INT				15-17 hcp can have 6m or 5M	2♣=STAYMAN, 2♦/♥ = TRANSFER ♥/♠ 2♠ = sign off in ♣/♦ OR GF 5♣/5♦; 4♣/♦ = ♥/♠		Transfer LEB style from 2N
2♣	X	0		22+ or any Game Force	2♦ = negative or waiting		
2♦		0		5-10 hcp 6 cards in major	2N = asking bid; 2M/3M = p/c, 4♣ = transfer responder to major; 4♦ = bid major, 4♥/♠ = to play	After 2NT: 3♣ = max hearts, 3♦ = max spades, 3♥/3♠ = min with that suit	DBL of major = p/c
2♥		5		5-10 hcp 5♥ + 4m	2N (ARTIFICIAL minor ask) 3♣ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL=Penalty
2♠		5		5-10 hcp 5♠ + 4m	2N (ARTIFICIAL minor ask) 3♣ = p/c	After 2NT: 3♣/♦ = min with that suit, 3♥ = max with clubs, 3♠ = max with diamonds	DBL=Penalty
2NT				20-21 may have 6M or 5M	Puppet Stayman; Transfers; 3♠=mm; 4♣/♦/♥/♠=♥/♠/♣/♦ S/T		
3♣		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♦		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♥		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3♠		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty
3NT	X			7+ card solid minor with no Side Ace or King	4♣=Pass/Correct, 4M = TO PLAY 5♣/6♣ = Pass/Correct to opener's minor		DBL=Penalty
4♣		7		PRE - Usually good 7+ cards	4♦ = 6+ cards FG, 4M = 6+ cards NF, 4N=RKCB		DBL=Penalty
4♦		7		PRE - Usually good 7+ cards	4M = 6+ cards NF, 4N = RKCB		DBL=Penalty
4♥		7		PRE - Usually good 7+ cards	4♠ = TO PLAY (6+cards), 4N=RKCB		DBL=Penalty
4♠		7		PRE - Usually good 7+ cards	4N = RKCB		DBL=Penalty
4NT	X			Asks for Specific Aces	5♣=0, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5N=Two, 6♣=♣A		
5♣		7		PRE - Usually good 8 card suit		<b>HIGH LEVEL BIDDING</b>	
5♦		7		PRE - Usually good 8 card suit		4N=RKCB (1430), After 5♣/♦ response, then next step excluding trumps asks for Queen of Trumps and 5N asks for Kings. Bid cheapest King.	
						After 4N(X) ignore Dbl, After Opp Bid then Dbl=0 KC, Pass =1 KC, 2, 2+Q, 3, 4.	