



OP ENI NG	AR TIF ICI AL	MIN. NO. OF CARD S	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11 - 21 HCP	Single raise = 11+(forcing to 2NT or 3C), 4+C, double raise = weak, weak jump shifts in comp and not in comp, 5+C	4 <sup>th</sup> suit forcing to game; Over 1NT rebid 2C → 2D, 2D GF	
1♦		3	3S	11 - 21 HCP	Single raise = 10+(forcing to 2NT or 3D), 4+D, double raise = weak, weak jump shifts in comp and not in comp, 5+D	As above	
1♥		5	3S	11 - 21 HCP	1NT = forcing, 1H-2S weak 2NT = GF with 4+ H, 3C = limit w 4+ H (3D asks shortness), 3D = constructive (7-9) w support (3S asks shortness)1H-3H weak 3NT=12-15; 4 level splinter, weak jump shifts in comp and not in comp	4 <sup>th</sup> suit forcing to game; Over 1NT rebid 2C → 2D, 2D GF	Cue bid over comp = limit raise or better 2C Drury- return to suit weak
1♠		5	3S	11 - 21 HCP	As for 1H, weak jump shifts in comp and not in comp	4 <sup>th</sup> suit forcing to game;	As for 1H
INT			3S	15 – 17 HCP	Stayman, Jacoby and Texas transfers( <u>up to and including 3C interference</u> ), 2S = range ask or clubs; 2NT-or both minors weak; 3C puppet stayman; 3D gf both m; 3H/3S shortness both m; 4C Gerber (0/1/2/3) (up to and including 2NT interfere)		ignore dble and 2C
2♣	yes		3S	Artificial, strong - any suit(s), any shape	2D = waiting 2H = double negative 2S/3C/3D/3H = 5+ card suit, 8+ HCP, 2/3+ top honours	NT systems on over opener's 2NT puppet	
2♦		6		5 – 11 HCP	2NT = Ogust, new suit forcing		
2♥		6		5 – 11 HCP	2NT = Ogust, new suit forcing		
2♠		6		5 – 11 HCP	2NT = Ogust, new suit forcing		
2NT				20 – 21 HCP	Puppet Stayman, Jacoby and Texas transfers		
3♣		7		Pre-emptive	New suit forcing		
3♦		7		Pre-emptive	New suit forcing		
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT				Gambling	m = P/C		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT				Ace ask		1430, Gerber, Splinter, D1/4P 0/3...	

**HIGH LEVEL BIDDING**