



OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	Natural, 11-21 hcp	Jump = 3-6 hcp, 6+ card; double jump = weak, 7+ crd	1x - 1y - 3NT = 6+x, 18+ hcp	1♣ - 1♦ - dbl = 4♥ + 4♣
				2♣ only if 4=4=3=2	2♣ = Inverted Minor 10+ 5+♣; 3♣ = 4-8,(5)6+♣	1m - 1M // double jump = splinter;	1m - 1♥ - dbl = 4♣ and 1♣ = 5+
1♦		4	3♣	Natural, 11-21 hcp	2♦ = Inverted Minors 10+ 4+♦; 3♦ = 4-8, 4+♦	4M = 18-19 BAL, 4-fit	1x - 1y - 2y = 10+ with fit
1♥		5	3♣	Natural, (10)11-21 hcp	1M-1NT= 6-9 2♥ = 6-9; 2NT = fit, 10-11 or 16+HCP 3♥ = 4+ fit, 3-7; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 3-7, 6+card; 3NT = 12-15 3+fit, no x/- 3♣ / 4♣ / 4♦ - 11-14, 4+fit, singleton/void ♣ / ♠ / ♦		
1♠		5	3♥	Natural, (10)11-21 hcp	1M-1NT= 6-9 2♠ = 6-9; 2NT = fit, 10-11 or 16+HCP 3♠ = 4+ fit, 3-7; 4♠ (4)5+ fit, 4-9 hcp Jump new suit = 3-7, 6+card; 3NT = 12-15 3+fit, no x/- 4♣ / 4♦ / 4♥ = 11-14, 4+ fit, singleton/void ♣ / ♦ / ♥		
1NT			3♣	15-17 hcp	2♣ stayman, can be weak; 2♦/♥/♠/NT transfer	2♦/♥ - 2 NT = max + fit	1NT - 2x - 2lvl = NF; 3lvl = F
				Can have 5M, 6m, 5m4x	2♣ = 6+♣; 2NT = 6+♦		1NT-conv - system on (Jacoby (incl dbl); stayman with 3♣ if necessary)
2♣	X			GF or 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors		
2♦		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF		
2♥		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♥ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF		
2♠		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♠ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF		
2NT				20-22 BAL	3♣ = stayman; 3♦/♥ = transfer		
3♣		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♦		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♥		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♠		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3NT							
4♣♦♥♠		[7]/8		PRE			
4NT							
5♣♦♥♠				PRE			
						<b>HIGH LEVEL BIDDING</b>	
						Mixed controls (A / K / singleton / void)	
						RKC 5♣ = 0/3, 5♦ = 1/4, 5♥ 2/5 without Q, 5♠ 2/5 with Q	