

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		4♥	12-14 PC bal, or 4441♦ 15+ PC, 5(4)+♣ 18+ PC, any	1♦ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1♥/♠ = 7+ 4+♥/♠; 1NT = 7-10 bal; 2♣/♦ = 5+♣/♦ unbal GF; 2♥ = 13-15 bal; 2♠ = 11-12 bal; 2NT = inv bal; 3♣/♦ = 6+♣/♦ inv; 3♥/♠ = 13-15 44 minors, bad 2♥/♠	1♣ - 1♦ - 1♥ = NF, 3+♥, 12-14 bal or strong 1♣ - 1♦ - 1NT = 18-19 bal 1♣ - 1♦ - 2NT = 22-23 bal 1♣ - 1♥/♠ - 2♦ = GF, Relay, 3+♥/♠ 1♣ - 1♥/♠ - 2♣ - 2♦ = 10+ Relay Double checkback	1♣ - 1NT = 9-11 PC
1♦		4	4♥	12-17 PC 5+♦, or any 4♦441 12-14 PC, 4♦ 5♣	1NT = 7-10; 2♣ = GF, nat; 2♦ = 10+ 4+♦; 2♥ = weak 5♠ 4+♥; 2♠ = 6+♣, inv; 3♣ = mixed raise; 3♦ = weak	Double checkback	1♦ - 2♦ = 10-11 1♦ - 3♣ = 8-10 5+♣ 4+♦ 1♦ - 3♦ = prec
1♥		5	4♦	12-17 PC 5+♥	1NT = nf; 2♣ = GF, relay; 2♦ = GF 5+♦; 2♠ = mixed raise; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♠ = mini splinter; 3NT/4♣/4♦ = splinter	Double checkback	Drury (2♦ shows interests)
1♠		5	4♥	12-17 PC 5+♠	1NT = nf; 2♣ = GF, relay; 2♦/♥ = GF 5+♦/♥; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♥ = mixed raise; 3NT = mini splinter; 4♣/4♦/4♥ = splinter		Drury (2♦ shows interests)
1NT			4♥	14+ -17 PC, can be little off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5♠ included); 2♠ = range ask; 2NT = ♦ or weak with both minors; 3♣ = puppet; 3♦ = 55 minors GF; 3♥/♠ = 5431; 4♣ = 5+♥ 5+♠, game or slam in a hand; 4♦/♥ = transfer to ♥/♠	1NT - 2♣ - 2♦ - 2♥ = p/c 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5♠ 1NT - 2♣ - 2♦/♥/♠ - 3♣ = GF, relay 1NT - 2♣ - 2♥/♠ - 3♦/3♥ = at least ♥/♠ game try Double transfers after 2♦/♥, example: 1NT - 2♥ - 2♠ - 2NT = GF, 4+♣	1NT - 2♥ 2♠ - 2NT = inv+, 4+♣
2♣	X	5	4♥	11-14 PC, 5+♣ 4M, or 6+♣	2♦ = relay; 2♥/♠ = NF, nat; 2NT = puppet to 3♣; 3♣ = inv to 3NT; 3♦/♥/♠ = inv, nat	2♣ - 2NT - 3♣ → pass = preemptive; 3♦ = inv+, 5♥ 5♠; 3♥/♠ = GF, 5+♥/♠ 5+♦; 3NT = inv to 6NT based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct; 2NT = relay; 3♣ = one suit, GF; 3♦ = inv, both supports; 3♥ = preemptive, both supports; 3♠ = nat, partner can raise; 4♣ = bid your suit via transfer (then passes are forcing); 4♦ = bid your suit directly	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠	
2♥		5		weak, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat; 2NT = relay; 3♣ = pass/correct; 3♦ = inv to 4♥; 3♠ = nat, GF		
2♠		5		weak, 5+♠ and 5(4)+♣/♦	2NT = relay; 3♣ = pass/correct; 3♦ = inv with support; 3♥ = nat, nf		
2NT			4♥	19+ -21 PC	3♣ = puppet stayman; 3♦/♥ = transfers; 3♠ = minors; 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ → 3♦ = at least one 4M; 3♥ = no 4M; 3♠/NT = 5♠/♥	
3♣		6		PRE, wide range NV	3♦ = puppet to 3♥; 3♥/♠ = GF, nat; 4♦ = Optional KeyCard	3♣ - 3♦ - 3♥ → 3♠ = NF, nat; 3NT = partner might run; 4♥/♠ = choice of game between 4M/5♣	
3♦		6		PRE, wide range NV	3♥/♠ = GF, nat; 4♣ = Optional KeyCard		
3♥		6		PRE, wide range NV	3♠ = GF; 4♣ = Optional KeyCard		
3♠		6		PRE, wide range NV	4♣ = Optional KeyCard		
3NT	X			1 st /2 nd = Gambling, no side stop 3 rd /4 th = to play	4♦ = asks for shortness	3NT - 4♦ - 5♣/♦ = suit and short in the other minor	
4♣				PRE, wide range NV	4♦ = RKC	HIGH LEVEL BIDDING	
4♦				PRE, wide range NV	5♠ = RKC	RKCB 102+Q	
4♥		6		PRE, wide range NV		Exclusion Blackwood (0-1-1+Q-2)	
4♠		6		PRE, wide range NV		PEDO (pass = even, double = odd)	
4NT	X			Asking for specific aces	5♣ = no ace; 5NT = two aces	Last train	