

[illegible]

| OPENING | ARTIFICIAL TICK IF | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|-----------|--------------------|-------------------|--------------|--|---|---|-----------------------------------|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1 ♣ | | 2 | 3 ♣ | Natural, 11-21 hcp | Jump = 12+, 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= 4-11, not forcing; 2/1 GF 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 4+ fit, 3-7; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 12+, 6+card 3♣ / 4♣ / 4♦ - 11-14, 4+fit, singleton/void ♣ / ♦ / ♦ | 1M – 2NT= | |
| | | | | | | 3♣ = GF → 3♦ max 4M; 3♥ max 3M; 3♣ min 4M; 3N min 3 | |
| | | | | | | 3♦ = any game try | |
| | | | | | | 3♥/3♣ Minimum, to play | |
| 1 ♠ | | 5 | 3 ♥ | Natural, (10)11-21 hcp | 1M-1NT= 4-11, not forcing; 2/1 GF 2♠ = 6-9; 2NT = [9]10-14 3+ fit; 3♠ = 4+ fit, 3-7; 4♠ (4)5+ fit, 4-9 hcp Jump new suit = 12+, 6+card 4♣ / 4♦ / 4♥ = 11-14, 4+ fit, singleton/void ♣ / ♦ / ♥ | 3NT= to play: 4♣/4♦/= Splinter | |
| | | | | | | 4M=To Play | |
| | | | | | | | |
| | | | | | | | |
| 1NT | | | 3 ♣ | 15-17 hcp | 2♣ stayman, can be weak; 2♦/♥ transfer | | 1NT – 2x – Transfer-Lebensohl |
| | | | | Can have 5M, 6m, 5m4x | 2♠ = 6+♣; 2NT = inv; 3♣ = 6+♦ wk/str; 3♦ = inv 6+♦ | | DBL negative |
| 2 ♣ | X | | | Any 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 | 2x – 2NT: 3X = minimum | |
| 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 | 3NT = max, no short suit 3 new suit = max, short in new suit | |
| 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♣ = puppet stayman ; 3♦/♥ = transfer | 2NT-3♣ //3♥/♠ = 5-card ♥/♠ | |
| 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 | | | |
| | | | | | | HIGH LEVEL BIDDING Mixed controls (A / K / singleton / void) RKC 14/30; next bid asks Q, next bid Kings (bid Kings up the line) | |