

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	X	11-19 HP	Natural		
1♦		4	X	11-19 HP	Natural		
1♥		5	X	11-19 HP	Natural; 2♣/♦ = Reverse Drury		
1♠		5	X	11-19 HP	Natural; 2♣/♦ = Reverse Drury		
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable (any 5-card possible)	- 2♣ = Stayman - 2♦/♥ = Jacoby - 2♠ = ask min/max - 2NT = transfer for minor - 3♣ = Puppet Stayman	Supper-accepts on Jacoby 3♣ = Minor Suit Asking	
2♣	X	0	X	- 7/8 tricks with unknown trump - 20-22 HP, divergent NT-distribution - length in ♦ and < 11 HP	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing	On 2♦: pas / bid suit or 2NT On 2NT: 3♣/♦ = weak	
2♦	X	0	X	- 9/10 tricks with unknown trump - 23+ HP and NT-distribution - length in ♥ or ♠, < 11 HP	- 2♥ = relay - 2NT = forcing	On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weak ♥/♠ (min.) * 3♥/♠ = weak ♠/♥ (max.)	
2♥	X	5	X	No opening, 5+♥ and 3+ ♣/♦	- 2NT = forcing - 3♣ = asks for minor	On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦	
2♠	X	5	X	No opening, 5+♠ and 3+ ♣/♦	- 2NT = forcing - 3♣ = asks for minor	On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦	
2NT		2	X	20-22 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3♣		7	X	pre-empt	New color = forcing		
3♦		7	X	pre-empt	New color = forcing		
3♥		7	X	pre-empt	New color = forcing		
3♠		7	X	pre-empt	New color = forcing		
3NT	X	0	X	Gambling	Pas with stops; 4♣ asks to bid color		
4♣		8	X	pre-empt	New color = forcing		
4♦		8	X	pre-empt	New color = forcing		
4♥		8	X	pre-empt	New color = forcing		
4♠		8	X	pre-empt	New color = forcing		
4NT	X	0	X	2-suited ♣ and ♦	Best minor		
5♣		9	X	pre-empt		<div>HIGH LEVEL BIDDING</div> <div>D1P0 and R1P0 after intervention on 4NT Blackwood</div>	
5♦		9	X	pre-empt			
5♥		9	X	pre-empt			
5♠		9	X	pre-empt			