

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)12-14 HP not-vulnerable, 15-17 HP vulnerable <i>(any 5-card possible; 6-card minor possible; 5/4/2/2 possible)</i>	- 2♣ = Stayman - 2♦/♥ = Jacoby - 2♠ = ask min/max - 2NT = transfer for minor - 3♣ = Puppet Stayman	3♣ = Minor Suit Asking	
2♣	X	0	X	- 7/8 tricks with unknown trump - 22-23 HP and NT-distribution - weak + length in ♦	- 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 - 24+ HP and NT-distribution - weak + length in ♥ or ♠	- 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	20-21 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		HIGH LEVEL BIDDING - 4NT = RKC Blackwood (5 keycards) : 1/4 --- 0/3 - DIP0 and R1P0 after intervention on 4NT Blackwood	
5♦		9	X	pre-empt			
5♥		9	X	pre-empt			
5♠		9	X	pre-empt			