

Opening bid	Artificial ?	Min. cards	Neg Dbl through				
				DESCRIPTION	RESPONSES, INCLUDING PASSED HAND	DEVELOPEMENTS	COMPETITIVE BIDDING
1♣	X	2	3♠	11-15 HCP (semi)-balanced, any pattern 19-20 HCP balanced	T-Walsh (no minimum strength) 1NT 10(11) HCP balanced ; 2♣ rebid Stayman 2m, 2NT natural G/F 2♥ G/T 55 majors ; 2♠ weak or G/T 55 minor	1♣-1♦/♥-1♥/♠ = 3 (4 if min) ; 1NT = 2 After 1-lvl rebid : 2♣ = weak ♦ or any G/T After 1 st step rebid : 2♦ = G/F relay After other 1-rebid: resp's suit = G/F relay 3 rd suit force over 2m rebid	1-bid F1 ; 2/3 in suit NF Over 1♦ : Dbl = majors Over 1♥ : 1♠ = usually 44+m Over 1♥/♠ : 2/1 NF Over nonjump : cue/+1/+2 = 55
1♦	X	-		16+ HCP any pattern	1♥ 0-8 ; 1♠ (8)9-11 or 15-17 ; 1NT thru 2♠ natural 12-14 or 18+ 2NT/3♣♦♥ : G/F 55 (passed hand : 1♠ 9-11 Trf NT, 1NT/2x nat 9-11)	Over 1♥ : 1♠ = 3+♠ unbalanced ; 1NT 16-18 ; 2♣ = any 20+ ; 2♦ = 3-4 ♥ and short ♠ 2♠ = minors; 2NT = 18-19 long m ; 3m 16-17	Dbl = 6+, no other bid New suit G/F except 1♠ : ORF 1NT = 6-8, 2NT GF Cue/+1/+2 = G/F 55
1♥	X	3	3♠	11-15 HCP 3-4 cards , canapé, unbalanced	1♠ 1RF, 3+ ; 1NT 1RF ; 2♣ strong (♣/♥/NT) ; 2♦ nat G/F ; 2♠ = G/F raise ; 2NT = minors 3y G/T	Over 1♠ : 1NT = 44(14)	2 in suit NF
1♠	X	3	3♥	11-15 HCP 3-4 cards, canapé, unbalanced	1NT 1RF ; 2♣ strong (♣/♠/NT) ; 2♦/♥ nat GF 2NT = G/F raise ; 3y G/T		2 in suit NF
1NT	X		3♠	11-15 HCP 5+ hearts,, unbalanced no 3 or 4 spades OR 23-24 NT	2♣ relay 2M to play 2♦ = spade preference (in case of 55) 2NT, 3♣, 3♦ Transfers 6+ cards	Over 2♣ : 2♦ = 55 majors, 2♥ = any other minimum	Over Dbl : Rdbl Str
2♣	X	-	3♥	11-15 HCP : 5 + spades, , 0-2 hearts, unbalanced	2♦ relay ; 2♥ puppet to 2♠ ; 2♠ mildly encouraging ; 2NT, 3♣, 3♦ Transfers 6+ cards	Over 2♦ : 2♥ = any minimum After 2♥ : 2NT/3♣ = minors, better ♦/♣	Over Dbl : pass = weak misfit Rdbl = strong, some ♣
2♦	X	-	3♠	11-15 HCP : 6 + ♣ unbalanced , no 3 card major	2NT only force, relay		
2♥	X	-	3♠	11-15 HCP : 6 + ♦ unbalanced, no 3 card major	2NT only force, relay		
2♠	X	-		11-15 HCP 55 + minors , no 3 card major	2NT only force, relay		
2NT/3♣/ 3♦/3♥	X	-		Transfer a- normal preempt weak nv><V b- strong 65	Common sense New suit = strong 65, G/F 3NT = secondary minor, not G/F	SLAM BIDDING Cue-bids, 1 st /2 nd indifferent Splinterbids, including jump shifts in G/F sequences 5-key BW with relays "Serious 3NT" over forcing 3M raise Suitwood in minors (if jump or already set suit)	
3♠	X	-		Any solid suit 10-12 HCP			
3NT	X			4-lvl preempt in a minor			
4♣/♦	X	-		Namyats (strong 4M bid)			
4♥/♠		7		Preemptive			
4NT	X			Freak in minors			

Notice about definitions of openings :

"BALANCED" is any 4333, 4432, 5332

"SEMI-BALANCED" is any 5422, 6322, 7222

"UNBALANCED" is all other patterns