

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-20 natural	1♦: 4+♥, 1♥: 4+♠, 1♠: transfer to Int 2♣: at least Inv raise, 2♦: 6 card ♥ (0-5 HCP or GF), 2♥: 6 card ♠ (0-5 HCP or GF); 2♠: 6+♦ (0-5 HCP or GF) 3♣: weak raise (4-7HCP)	2 way checkback on any 1-1-1 1♠-1♦-1NT: 12-14 maybe 4 card ♠	
1♦		4	4♣	11-20 natural or balanced	2♦: at least Inv raise, 2♥: 5♠+4♥ (5-8HCP); 2♠: 5♠+4♥ 9-11 HCP; 3♦: weak raise (4-7 HCP)	2 way checkback on any 1-1-1	
1♥		5	4♣	11-20	2x = Nat GF, 2NT = GF support, 3♣ = 6-9 Fit; 3♦ = 10-11 Fit; 3M = 0-5 Fit, 2♥ = 8-10 3c Fit INT = forcing	After overcall: 2NT inv raise, cuebid GF 3♣ = any single, 3♦ = any void Gazilli *	Inverted drury only with 2♣ / resp. 2♦ is positive Fit jumps
1♠		5	4♥	11-20	Same as 1♥	Same as 1♥	Same as 1♥
INT				(14)15-17 5M or 6m possible	Stayman, 4 transfers 3♣ = minors weak, 3♦ = minors GF 55+, 3M = 3145 short M, 3 other M	After overcall: RUBENSOHL	Same as 1♥ rubensohl
2♣	x			Weak 5+♦ (3-10HCP)	2♦ = non forcing relay; 2♥/♠ = Nat Fl; 3♥/♠ = NAT Inv.	2♥ = obliged for 2♠ After 2NT: 3♣ weak/bad suit(3-7HCP), 3♦ weak/good suit(3-7HCP), 3♥ strong/bad suit(7-10HCP), 3♠ strong/good(7-10HCP),	
				Semi GF, GF bicolor 22-23/26+ bal	2NT = forcing relay 15+HCP; 3♦ = P/C		
2♦	x			6M 3-11 GF 1 suit, 24-25 bal	2♥/♠(3♥/♠) = pass/correct 3♦/3♠: Nat Fl 2NT = forcing relay	3♣ min ♥(3-7HCP), 3♦ min ♠(3-7HCP), 3♥ max ♠(7-10HCP), 3♠ max ♥(7-10HCP),	
2♥	x	4+/4+		3-11 4+♥ + 4+ ♠	2NT = forcing relay 3♥/♠: To play	3♣ any min, 3♦ max 44, 3♥ max 5♠4♥, 3♠ max 5♥4♠, 3NT max 55	
2♠	x			5+♣ 5+♦ 10-13 or GF	2NT = forcing relay 3♣/♦: To play, 3♥/♠: GF,	3♣ any min, 3♦ max 55, 3♥ max 6♠ 5♦, 3♠ max 5♣ 6♦, 3NT max 55(H singleton)	
2NT				20-21 bal	3♣: Puppet stayman, transfers (3M is fit), 3♠=minors, 3NT: to play	3♦: no 5 card M, but 4 card M, 3M: 5+ card, 3NT: no 4/5 card M	
3♠/♦		5+		Natural pre-empt, (5-10 HCP), aggressive (0-10) nv/v	Natural, 3M GF		
3♥/♠		5+		Natural pre-empt, (5-10 HCP), aggressive (0-10) nv/v	4♠/♦ = cuebid + slam try		
3NT	x			Gambling: solid 7c suit	4♠ = P/C, 4♦ = asking shortness, 4♥/♠ = to play		
4♣				Natural preempt			
4♦				Natural preempt			
4♥				Natural preempt			
4♠				Natural preempt			
4NT				Both minors, 6+ 5+			
HIGH LEVEL BIDDING							
						4NT: RKCB 4130, 5NT 2key cards and void; 6x 1 or 3 key card and void	
						4♠/♦: optional RKCB	
						5NT asking king > king on that suit or other 2	
						Dopli ropi below 5 of our suit	
						Depo/ repo above 5 of our suit	