

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; Jump = long suit + GF*	Double-Deux	
1♦		4	X	11-19 HP		Double-Deux	
1♥		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit, GF* 2SA-fit; (<i>modified</i>) Bergen; ...	Double-Deux; describe more after 2SA	
1♠		5	X	11-19 HP		describe more after 2SA	
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable <i>Any 5-card possible Can have 6-card minor Possibly with 2 doubletons</i>	- 2♣ = Stayman - 2♦/♥ = Jacoby-transfer - 2♠ = asks min/max - 2NT = any minor-transfer - 3♣ = Puppet Stayman - 3♦/♥/♠ = long suit and GF*	- Super-accepts on Jacoby-transfer - Smolen - Minor Suit Asking (3♣ rebid) (= asking for 4- or 5-card in minor suit)	
2♣	X	0	X	- 7/8 tricks with unknown trump - 22-23 with NT-distribution - no opening, length in ♦	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing	On 2♦: pas / bid suit / 2NT On 2NT: 3♣ weakest / 3♦ a bit more / strong	
2♦	X	0	X	- 9/10 tricks with unknown trump - 24+ HP and NT-distribution - no opening, length in ♥ or ♠	- 2♥ = relay - 2NT = forcing	On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weakest ♥/♠ ("min") * 3♥/♠ = weak ♥/♠ -- a bit more	
2♥	X	4	X	No opening, at least 5/4 in majors (<i>unknown distribution</i>)	- 2NT = forcing - all other = non-forcing	On 2NT: * 3♣/♦ = 5-card ♥/♠ + a shortness * 3♥/♠ = 5-card ♥/♠ ; no shortness * 3NT = at least 5/5 in ♥/♠ * 4♣/♦ = at least 6-card ♥/♠	
2♠	X	5	X	No opening, 5-card ♠ and 4+ ♣/♦	- 2NT = forcing - 3♣ = asks for minor	On 2NT: * 3♣/♦ = minor + a shortness * 3♥/♠ = minor (♣/♦) ; no shortness	
2NT		2	X	20-21 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3♣		6	X	preempt			
3♦		6	X	preempt			
3♥		6	X	preempt			
3♠		6	X	preempt			
3NT	X	0	X	Gambling	4♣ asks to bid suit		
4♣		7	X	preempt			
4♦		7	X	preempt			
4♥		7	X	preempt			
4♠		7	X	preempt			
4NT	X	0	X	Bi-color ♣ and ♦			
						HIGH LEVEL BIDDING	
						D1P0 and R1P0 after intervention on 4NT Blackwood	

* : GF = game-forcing = forcing manche