

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	11 – 20 HCP	1 NT= 6 – 9 HP. Others Natural.	2♣ CHECKBACK; Splinter	
					2♣ 5crd (6 – 9 HCP) 3♣ PRE 6crd (0 – 6 HCP)	Reverses by Opener= F1, By Resp=FG; Jump 4♣= STR raise on M	
1♦		3	3♠	11 – 20 HCP	1 NT= 6 – 9 HP. Others= As Over 1♣	2♣ Checkback; Splinter	
1♥ / 1♠		5	3♠	11 – 21 HCP	1NT=6–9 HP. 2NT=FG RAISE. Bergen raises (3♣/♦); 3M=PREEMPT; 3OM/4♣/♦ = Splinter, 11 – 14 HCP, 3NT=12-14 HP Bal = 3 or 4 crd fit	Reraise+PRE; Double raise=Limit; Same general principles as over 1m	
INT				15 – 17 HP, BAL,	2♣=STAYMAN, does not promise 4-card M; JACOBY TRF;	Breaking transfert=4crd fit on 2♦/♥, strong	
				5-card M possible	3♣=PUP STAY; 4♦=5/5 M GF	3crd top honor on 2♣ / 2NT, LEBENSOHL	
2♣	x	0	3♠	22-23 HP if BAL	2♦=weak relay, 0-14 HCP 2♥/♠ : 10+ 6krt 2NT=strong relay 14+ HP	2♣-2♦; 2♥ weak bic ♥/♠ other strong, 8 tricks 2♣ - 2♥ - 2NT (22 – 23 Hp) Puppet	
				Strong single suiter	2♣ - 2♥/♠ - 3♣♦♥♠ : strong 8 tricks	2♣-2♦; 2♠/3♣/3♦ good suit 8 tricks	
2♦	x	0		GF – Strong bal	2♥=relay weak, 2NT 14+ Hp	2♦-2NT - 3♣♦ min weak with ♥♠/3♥♠max weak	
				Any strong hand	2♦ - 2♥ - 3♣♦♥♠ strong 9 tricks	2♦-2♥-3x-3NT = NEG	
				NT 24+ HP	2♦ - 2NT – 3♣ Puppet Stayman		
2♥ / 2♠		5		Weak (5 or 6 crd)	2NT= 14+ Hp F1 – Ask. 3♣ = Ask Singleton. 3 NT – To Play.		
2NT				21 -22 HP Bal	PUP STAY; JACOBY TRF; 3♠=5crd♠+4crd♥; 4♣=5/5 M slem; 4♦=5/5M to play; 4NT=KW		
3♣ / 3♦		6		Pre : undisciplined NV; Classic VUL	New suit = F1		
3♥ / 3♠		6		PRE : Classic VUL	Other M = NAT, 4m=cue		
3NT	x			GAMBLING : Solid m no stops		HIGH LEVEL BIDDING	
						BLACKWOOD; RKCB;DOPI ROPI;LIGHTNER	
4♣		7		PREEMPT Classic VUL		MIXED CUE BIDS	
4♦		7		PREEMPT Classic VUL		SPLINTERS (1♠ - 3♥!! Also)	
4♥		8		PREEMP Classic VUL			
4♠		8		PREEMP Classic VUL			
4NT				Blackwood.			