

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♦		2	4♦	11+ 1♦	1♦=2♦♦ 1♥=2♥♦ 1♠=balanced or ♦, 1NT=8-10 2♦=10+with♦	accepting transfer on 1level=3card or 4card unbal accepting transfer on 2level=4card, 11-14 bal	
1♦		4	4♦	11+ 1♦	2♦=0-6 with♦, 3♦=6-9, 3♣=preempt 2♦=9-11pt, 6♣		
					1♥♦ = natural, 2♦=GF, 2♠=10+ with♦, 2NT = 9-10pt, 2NT=11-12 3♦ = natural invite, 3♠=8-9 3NT=preempt		
1♥/♦		5	4♦	10+ can be lighter in 3th seat	1NT=forcing, 2♦=GF, 2♠=8-10, 2♥♦ min bid or MF ♦♥ 2NT = GF with 4card fit 3♦=8-11 w♦, 3♠=8-11 w♠	over 2NT, 3♦ shows singleton (6 steps), 3♥ shows void (6 steps), 3NT=3M=14-16 not balanced, 3NT min	inverted drury, 2♦=2♦(Strong) rebid of 2M is weak
					3♥/4♥/4♠ Splinters 1♦=pass-4♥ is to play (3♥=splitter over 1♦)	3NT=11-14 bal, 4♥=55 11-14, 4M=10-12 unbal	
1 NT				(14)15-17 HCP	2♦ = abeyman, could be weak 2♥/2NT = transfers w♦/♠, 2♠ = asks strength (Balanced limit or ♦) Fit on 3 level = slam going 3♥/♠ = 2433/4333	Snden, 2♦ minor suit asking in 2♦-2♠-2♦ superaccept on w♦, bid 4♥ or xx, 3M=17-19, 2NT=rest	
					2♥/♠ = inv Non-forcing, 3♥/♠=forcing 2NT = strong relay, 3♠=natural forcing 3♥/♠= to play	over 2NT, 3♠=max ♠, 3♥=min ♠ 3♥=max ♠, 3♠ = max ♠, 3NT = AskColor in a major	
2♦	X	0	4♦	weak with 6card ♦, 5-10HP normally			
				GF ♥/♦, SF all suits, GF 2-suit ♦+tower, ♥+tower 22-23 BAL or 26+ BAL			
2♦	X	0	4♦	weak with 6card ♥ or 6card ♦, 5-10HP normally			
				GF any one suit 24-25BAL			
2♥	X	4	-	Weak, ♥+♦ (44 non void), normally 5-10HP			
2♦		5	-	Weak, 5♦, 4♥ minor, 5-10HP normally	4♦ = bid your suit in transfer, 4♥ = bid your suit, 4M = to play 2NT GF relay, 3♦ = nat. forcing, 3♠ = invitational with at least 1 major 3♥/♠ = to play 2NT asks, 3♦ = pass/correct, 3♠ = transfer ♥, 3♥ = invite with♦ 3♠ = TP, 4♦ = gnc 3♠=puppet, 3♥=transfer w♦, 3♠=minors 3NT=TP, 4♦♦ = natural, 4♥♦ = nat. light slam by	over 2NT, 3♠=any min, 3♥=max 5/5, 3♥/♠ max with 5♥/♠, 3NT=4/4 max, 4♦/♠=void over 2NT, 3♦/♠=min ♦/♠, 3♥/♠ max ♦/♠, 3NT = 5044	
2 NT			-	(19)20-21			
3♦		(6)7	-	Preemptive, 5-10HP normally (first and second hand constructive)			
3♦		(6)7	-	Preemptive, 5-10HP normally (first and second hand constructive)			
3♥		(6)7	-	Preemptive, 5-10HP normally			
3♦		(6)7	-	Preemptive, 5-10HP normally			
3 NT		7	-	Gambing, normally solid minor			
4♦		(7)8	-	Preemptive, 5-10HP normally			
4♦		(7)8	-	Preemptive, 5-10HP normally			
4♥		(7)8	-	Preemptive, 5-10HP normally			
4♦		(7)8	-	Preemptive, 5-10HP normally			
4NT				6/6 minor			

High Level Bidding

DOP/RCP1

Exclusion RKC/B(41 30 2 without Q, 2 with Q)

Mixed cuebids, splinter

RKC/B(41 30 2 key cards without Q, 2 with Q)