

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠		2	4♠	1-20 natural	1♦=4+♥, 1♥=4+♠, 1♠=♦ or NT hand 2♣: at least Inv raise; 2♦: 6 card ♥ (0-5 HCP), 2♥: 6 card ♠ (0-5 HCP); 2♠: GF with ♦, 3♠: weak raise (4-7 HCP)	2 way checkback on any 1-1-1 1♠-1♦-1NT: 12-14 maybe 4 card ♠	
1♦		4	4♠	1-20 natural or balanced	2♦: at least Inv raise; 2♥: 5♠+4♥ (5-8 HCP); 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	2♠: Nat or GF with ♥/♠, 2NT = GF support; 3♠: 6-9 Fil; 3♦: 10-11 Fil; 3M, 0-5 Fil	After overall: 2NT Inv raise, cuebid GF 3♠ = any single; 3♦ = any void	Inverted drury only with 2♠ / resp. 2♦ is positive
1♠		5	4♥	11-20	1NT = forcing	Gazili *	Fil jumps
1NT				(14)15-17	Same as 1♥	Same as 1♥	Same as 1♥
				5M or 6m possible	Stayman, 4 transfers	After overall: RUBENSOHL	rubensohl
2♣	X	0		Weak 5+ ♦(3-10 HCP)	3♠ = minors weak; 3♦ = minors GF 55+, 3M = 3 145 short M; 3 other M	2♥ = obliged for 2♠	
					2♦ = non forcing relay; 2♥/♠ = Nat. F1; 3♥/♠ = NAT Inv.	After 2NT: 3♠: weak/bnd suit(3-7 HCP), 3♦ weak/good suit(3-7 HCP), 3♥: strong/bnd suit(7-10 HCP), 3♠: strong/good(7-10 HCP),	
					2NT = forcing relay 15+HCP; 3♦ = P/C		
2♦	X	0		22-23/26+ bal	2♥/♠(3♥/♠) = pass/correct 3♦/3♠: Nat F1		
				6M 3-11	2NT = forcing relay		
2♥	X	4		GF 1 suit, 24-25 bal	2NT = forcing relay		
2♥	X	4		3-11 4+♥+4+♠	2NT = forcing relay	3♠ min ♥(3-7 HCP), 3♦ min ♠(3-7 HCP), 3♥ max ♠(7-10 HCP), 3♠ max ♥(7-10 HCP),	
2♠	X	0		5+♠ 5+♦ 10-13 or GF	3♥/♠: To play	3♠ any min, 3♦ max 44, 3♥ max 5♥4♠, 3♠ max 5♠4♥, 3NT max 55	
2NT				20-21 bal	2NT = forcing relay	3♠ any min, 3♦ max 55, 3♥ max 6♠ 5♦, 3♠ max 5♠ 6♦, 3NT max 55(H singleton)	
3♠/♦	5+			Natural pre-empt, (5-10 HCP)	3♠/♦: To play, 3♥/♠: GF,	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)	3♠=Puppet stayman, transfers (3NT is fit), 3♠=minors, 3NT: to play		
3NT	X			Natural pre-empt, (5-10 HCP)	Natural, 3M GF		
4♠				gambling	4♠/♦ = cuebid + slam try		
4♦				Natural preempt	4♠ = P/C, 4♦ = asking shortness, 4♥/♠ = to play		
4♥				Natural preempt			
4♠				Natural preempt			
4NT				Both minors, 6+ 5+			
HIGH LEVEL BIDDING							
RKC 4130, 5NT 2key cards and void; 6x 1 or 3 key card and void							
5NT asking king > king on that suit or other 2							
Dopi ropi below 5 of our suit							
Depol/ repo above 5 of our suit							