

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	3♠	12-19, rule of 18 longest minor	Inverted minors ; Splinter ; Weak jump shift 4 th suit convention	Checkback Stayman Mixed control bids	Natural
1♥ 1♠		5	3♠ 3♥	12-19, rule of 18	Bergen: 2ZT= 4k, 12+; 3♣ = 4k, 10-11; 3♦ = 4k, 6-9 2 in suit = 3k, 6-9 ; 3 in suit = weak Long suit trials ; Splinter	Mixed control bids	Natural
INT		2	-	15-17 without 5k Major	Stayman (weak / no 4k Major needed) Jacobi, 2♠ to ♣, 2NT to ♦	1ZT-2♣ -2x-2ZT doesn't require 4k Major Refuse transfer to Minor shows strength in that Minor	Rubensohl on overcalls
2♣	x	0	-	Semi game force: NT 22-24 or 8-9 tricks in suit	2♦ : weak relay ; 2♥/♠ : 5+k with strength 2NT=3 ltal controls; 3♣ =4 ltal controls; 3=5 ltal controls; and so on (A=2 controls; K=1 control)	Over 2NT: systems on Natural	All x penalty
2♦	x	0	-	Game-force : NT of 25+ or 10+ tricks in suit	2♥ : weak relay; 2♠ : 5+k with strength 2NT=2 ltal controls; 3♣ =3 ltal controls; 3♦ =4 ltal controls; and so on (A=2 controls; K=1 control)	Over 2NT: systems on Natural	All x penalty
2♥/♠		6	-	Weak, 6+ card with 2 honors	2NT=forcing; 3 in opening suit=invite; rest=to play	Single or void; 3NT=strong suit; 3 in suit= all other hands	
2NT		2	-	20-21, 5k Major possible	3♣ =puppet Stayman Jacobi ; 3♠ =transfer both Minors	3NT shows strength in in ♣, 4♣ doesn't	
3♣		7	-	Preempt			
3♦		7	-	Preempt			
3♥		7	-	Preempt			
3♠		7	-	Preempt			
3NT	x	7	-	Closed 7 card suit Minors	Pass=strong, otherwise 4♣		
4♣		8	-	Preempt			
4♦		8	-	Preempt			
4♥		8	-	Preempt			
4♠		8	-	Preempt			
4NT	x		-	Two-suiter Minors	Best Minor		
5♣		9+	-	Preempt		HIGH LEVEL BIDDING	
5♦		9+	-	Preempt		RKC blackwood; Splinter; DOPI/ROPI; Josephine; Mixed controls	
5♥		9+	-	Preempt			
5♠		9+	-	Preempt			