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| **OPENING** | **TICK IF**  **ARTIFICIAL** | **MIN. NO. OF CARDS** | **NEG.DBL THRU** |  | | | |
| **DESCRIPTION** | **RESPONSES** | **SUBSEQUENT ACTION** | **PASSED HAND BIDDING** |
| 1♣ |  | **3** | **4♥** | **11 + HP** | **2NT = 0-5HP 5-card 3♣ = 6-9HP 5-card 2♣ = 10+ 5-card** |  | **2NT = 11 HP** |
|  |  |  |  |  | **2♦/♥/♠ = 3 - 5 HP with a 6 card** |  |  |
| 1♦ |  | **3** | **4♥** | **11 + HP** | **2NT = 0-5 HP 5-card 3♦ = 6-9HP 5-card 2♦ = 10+ 5-card** |  | **2NT = 11 HP** |
|  |  |  |  |  | **2♥/♠ = 3 - 5 HP with a 6 card** |  |  |
| 1♥ |  | **5** | **4♦** | **11 + HP** | **1♥ - 1NT = forcing with maximum 11 HP** | **1♥ - 2♥ = 3-card support & 8-10 HP** | **2NT = 4-card support 11+ HP** |
|  |  |  |  |  | **2♠ = 3 - 5 HP with a 6 card bid on level 2 is 12+ HP** | **1♥ - 3♥ = 4-card support & weak ( 0-5 HP )** |  |
| 1♠ |  | **5** | **4♥** | **11 + HP** | **1♠ - 1NT = forcing with maximum 11 HP** | **1♠ - 2♠ = 3-card support & 8-10 HP** | **2NT = 4-card support 11+ HP** |
|  |  |  |  |  | **bid on level 2 without jump = is 12+ HP** | **1♠ - 3♠ = 4-card support & weak ( 0-5 HP )** |  |
| 1NT |  |  |  | **15 - 17 HP ( no 5-card ♥/♠ )** | **2♣ = STAYMAN with or without major** | **With 5/4 ♥/♠ always Stayman 🡪after 2♦ =** |  |
|  |  |  |  |  | **2♦/♥/♠/NT = transfer for ♥/♠/**♣**/♦** | **Bid on level 2 = limit bid on level 3 = forcing** |  |
| 2♣ |  |  |  | **Weak with 5/4 or 5/5 ♥/♠ 6-10 HP** | **2♦ = relay 2♥/♠ = best major** | **2NT = 22 - 23 HP 3 in color = 9 tricks** |  |
|  |  |  |  | **9 tricks/NT 22-23/5/5 major strong** | **2NT = forcing ( also after 2♣ - 2♦ - 2♥/♠ - 2NT )** | **3NT = 5/5 major with 8/9 tricks** |  |
| 2♦ |  |  |  | **Minimum a 6 card ♥/♠ 6 - 10 HP** | **2♥ = relay** | **2NT = 24-25 HP 3NT = 26-27 HP 4NT = 28-30 HP** |  |
|  |  |  |  | **10 tricks or NT 24-25 /NT 26-33 HP** |  | **3 in color = 10 tricks** |  |
| 2♥ |  |  |  | **5-card ♥ + 5-card minor 6 - 10 HP** | **2♠/3♣/3♦ = to play** |  |  |
|  |  |  |  | **Vulnerable = 9 - 10 HP** | **2NT = forcing for 1 round** |  |  |
| 2♠ |  |  |  | **5-card ♠ + 5-card minor 6 - 10 HP** | **3♣/3♦/3♥ = to play** |  |  |
|  |  |  |  | **Vulnerable = 9 - 10 HP** | **2NT = forcing for 1 round** |  |  |
| 2NT |  |  |  | **20 - 21 HP** | **3♣ = PUPPET STAYMAN 3♦/♥ = transfer for ♥/♠** |  |  |
|  |  |  |  |  | **3♠ = transfer ♣ 3NT = transfer ♦** |  |  |
| 3♣ |  | **6** |  | **Maximum 10 HP & max. 1 ace** | **Other color = forcing game Jump = control** | **Rule of 2 & 3** |  |
| 3♦ |  | **6** |  | **Maximum 10 HP & max. 1 ace** | **Other color = forcing game Jump = control** | **Rule of 2 & 3** |  |
| 3♥ |  | **7** |  | **Maximum 10 HP & max. 1 ace** | **Other color = forcing game Jump = control** | **Rule of 2 & 3** |  |
| 3♠ |  | **7** |  | **Maximum 10 HP & max. 1 ace** | **Other color = forcing game Jump = control** | **Rule of 2 & 3** |  |
|  |  |  |  |  |  |  |  |
| 3NT |  |  |  | **7 card ♣ or ♦ AKQ with** | **4♣ = not forcing ( weak relay )** |  |  |
|  |  |  |  | **maximum another Q** | **4♦ = slem ambition** |  |  |
| 4♣ |  | **8** |  | **Maximum 10 HP & max. 1 ace** | **Other color = control** | **Rule of 2 & 3** |  |
| 4♦ |  | **8** |  | **Maximum 10 HP & max. 1 ace** | **Other color = control** | **Rule of 2 & 3** |  |
| 4♥ |  | **7** |  | **Maximum 10 HP & max. 1 ace** | **Other color = control** | **Rule of 2 & 3** |  |
| 4♠ |  | **7** |  | **Maximum 10 HP & max. 1 ace** | **Other color = control** | **Rule of 2 & 3** |  |
| 4NT |  |  |  |  |  |  |  |
| 5♣ |  |  |  |  |  | HIGH LEVEL BIDDING | |
| 5♦ |  |  |  |  |  | **1NT - 4♦ = 5 card ♥ + 5 card ♠ ( 8 - 12 HP )** | |
| 5♥ |  |  |  |  |  | **After fit = Roman keycard 4NT aces 🡪 1 or 4 / 0 or 3** | |
| 5♠ |  |  |  |  |  | **2 without Queen of trump / 2 with Queen of trump** | |
|  |  |  |  |  |  | **Without fit = 4NT aces 🡪 1 or 4 / 0 or 3 / 2** | |
|  |  |  |  |  |  | **5NT = asking for kings 🡪 0 - 1 - 2 - 3** | |
|  |  |  |  |  |  | **Blackwood exclusion 4♠/5♣/♦/♥ 🡪 1/4 - 0/3 - 2 without Q of trump - 2 with Q of trump** | |
|  |  |  |  |  |  |  | |