

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	7♥	any bal 12/14 or 18/19 can be 5♦332, 4441 red singl or unbal with ♣	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = Transfer to 1NT, 1NT = 11/12bal 2♣ = 5+♦ GF, 2♥ = 6+♥ 4-8 or 1444, 2♥ = 6+♠ 4-8 or 4144 3♣ = 6+♣ inv, 3♦ = 6+♦ inv,	1♣ → 1♦ → 1♥ = 2/3 cards ♥ 1♣ → 1♦ → 1NT = 2/3 cards ♥ 18/19 1♣ → 1♦ → 2♦ = multi rever nat or 6+♣ 1♣ → 1♦ → 2NT = 4 ♥ unbal 17+ 1♣ → 1♦ → 3♥ = 4 ♥ 18/19 bal.	1♣ → 2♥ = 55 majors weak 1♣ → 2♠ = fit showing 5♠ 4+♣
1♦		4	7♥	11/21 hcp unbal with 5+♦ or 4441 black singleton	1♥, 1♠, 1NT = GF ask; 2♣ = 5/6 NF ; 2♦ = weak support 3+ ♦ 2♥ = 5/5 maj weak; 2NT = nat; 3♣ = inv ♦ , 3♦ = pree	1♦ → 1M → 1NT = any reverse 16+ 1♦ → 1M → 2NT = 4M support 16+ 1♦ → 1NT → 2♣ = 3/4 cards ♣ 11/14	1♦ → 2♥ = 55 majors weak 1♦ → 2♠ = fit showing 5♠ 4+♦
1♥		5	7♦	11/21 5+ cards	1♠, 1NT = nat; 2♣ = 5+♣ F1 or any bal FG; 2♦ = 5+♦ F1; 2♥ = 8-11 3♥; 2♠ = 6+♠ 4-8, 2NT = 10+ with 4+♥ 3♣ = 7/9 with 4♥; 3♦ = 10/12 with 6♠; 3♥ = pree; 3♠ = intermediate void; 3NT = void spade; 4♣/4♦ void	1♥ → 2♣/♦ → 2NT = any 14+	2♣ drury ; 2♠ = 4+♥ 6-8 with a stiff 2NT, 3♣, 3♦ = 4+♥ 9-11 stiff utl
1♠		5	5♦	11/21 5+ cards	same as 1♥	same as 1♥	2♣ drury ; 2NT = 4+♠ 6-8 with a stiff 3♣, 3♦, 3♥ = 4+♠ 9-11 stiff utl
1NT			7♥	15/17 bal, also with 5M 14+/16 or 6 minor 14/15+	2♣ = stayman; 2♥/2♥ = transfer M; 2♠ = 6+♠; 2NT = 6+♦; 3♣ = Muppet stayman; 3♦ = 55 majors inv; 3♥/3♠ splinter 54 4♣(♥)/4♦(♠) game only 4♥(♠)/4♦(♠) = 6+ cards ST	1NT → 2♣ → 2♦ = No maj → 2♥ = 44 1NT → 2♣ → 2♦ → 2♠ = 5♠ inv, 1NT → 2♣ → 2♥ = 4♥ possible 4♠	
2♣	*	0	6	bal 22/23 or 24+; any unbal GF	2♦ = positive 5/6+HCP or 1A; 2♥ = negative; others nat good suit	2♣ → 2♦ → 2♥ forced 2♠ = bal 22/23 or 2♣ → 2♦ → 2NT = 24+ bal	
2♦	*	0	NO	MULTI : weak 6+ ♥/♠ a) 3-9hcp	2♥ = negative P/C; 2♠ = P/C interested in ♥ ; 2NT = F1 inv+; 3♥ =		
2♥		5	NO	10/13 hcp with 6♥	2NT = GF; 3♣ = inv in M or GF in ♣; 3M = pree	2♥ → 2NT → 3♣ = any 64; 3♦ = stiff minor ; 3M = minimum; 3 OM = stiff OM; 3NT = max bal;	
2♠		5	NO	same as 2♥			
2NT			4♥	20/21 bal, can have 5M → same development after 2♣ opening	3♣ = muppet stayman; 3♥/3♥ = transfer M; 3♠ = both minors GF+; 4♣(♥)/4♦(♠)/4♥(♠)/4♠(♠) = 6+ cards ST	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major ; 3♠ = 5 cards, 3NT = 5 cards ♥	
3♣/3♦		6	NO	preemptive: 1st and 2nd seat nv can be very weak			
3♥/3♠		6	NO	preemptive: 1st and 2nd seat nv can be very weak			
3NT	*		NO	Running major		High Level Bidding	
4♣/4♦		7	NO	preemptive very weak		4NT RKCB 1430 (with minor trump 4♠)	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4NT QUANTITATIVE, OVER NT BID OR WITHOUT FIT	
4NT	*		NO	both minors weak 6/6		DOPI - DEPO - ROPI	
						5NT = JOSEPHINE WITH JUMP	
						Exclusion Blackwood → 0,1,2,2+Q	
						when opponent double cue bid : Pass = no cue, RDBL = A or void, cue bid or trump = Qx, Kx, or stiff	
						Pass forcing at 5th level if we have more strength	
						against slam in competition action : pass = 0/1 trick, penalty = 2 tricks, after partners pass : dbl = 1 trick, pass = 0/2	

