

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	V	2	1♠-4♠	a) 12-14 NT	1♦/♥ = 4+ card ♥/♠ (F1 but may be very WK); 1♠ = a) 6-11 "BAL" w/o M b) 5+♦ c) GF bal.	1♦/♥ - 1M = usually bal w/ 2-3c M; 2M+1 and higher = ART. 1♠ - 2♦ = 18-19 BAL; 2NT/3M = ART	1♠ = 6-9 if BAL 1NT = 10-11 BAL
				b) 11-22, NAT (4)5+ card, (4-card only if 4414).	1NT = FG bal or 5+♣. 2♣ = 5-9 w/ 5+♣ 2♦/♥/♠ = weak (4-8[9] hcp) 6*suit 3♣/♦ = Nat G/T 3M=6+♣, SHO M	1NT - 2♦ = 12-14 or 18-19 BAL - conv. rebids	-
1♦		5(4)	4♠	Abt 11-22 hcp, unBAL, 4-card only if 4♦(441)	1NT = 6-11. 2♦ = NF. 2♥/♠ = Weak 5-9 w/ 6+M 2NT = GF w/ supp 3♣ = Inv+ w/ support 3♦ = PRE. 3M = SPL 4♣ = Void.	1M - 2M+1 and higher = ART	-
1♥♠		5	4♠	Abt 11-22 hcp	1NT = Semi-F (may be WK 3-card raise). 2/1 = NAT FG. 2M = 8-11 3+ support. 3M = PRE 2NT = INV+ w/ 4+ support 3m = NAT, INV. 2♠ = WJS. 3♠/NT+ = Fit and some void	1♠/NT; 2♣ = nat or 16+; 2NT = 18-19N or 16+ weak 6+M 1♠ - 1NT; 2♣-♦ = ART (9)8	2♣=8-11 3c supp 2♦= 7-9 4c supp 3 mi=NAT inv
1NT			4♠	14 ⁺ -17 5c M frequent, 6c m and 2245 possible, SPL-Honour occasionally.	2♣ = NF STAY. 2♦/♥ = 5+♥/♠ (4+ if G/T) 2♠ = ASK m. 3♣ = Puppet Stayman 3♦/M = 4441, 4m = TRF ♥/♠	2♣ - 2x; 2NT=Puppet 3♣. 3♣=5+♦, 3♦=Bal S/T 2♣-2♦-3M = GF w/ 5+ OM (5332 or any 5422) 2♠ - 2NT/3♣; 3♦ = Nat G/T 3M = SPL w/ ♣+♦.	
2♣	V	0	4♠	a) 18-19 NT b) 25+ NT c) FG w/ ♣ or ♦	2♦ = puppet 2♥ (normally 4+♥ or bal) 2♥=4c+♠ 2♠ = Trf 2NT		
2♦	V			MULTI a) 6*MA 5-10 b) 22-24 bal c) FG w/ ♥ or ♠	2♥/♠/3♥ = P/C. 2NT = ASK, F1. 3m = NAT, F1. 3♠ = NAT, FG. 4♣ = "TRF to your M". 4♦ = "Bid your M".	2♥-2NT = FG, BAL w/ ♦. 2♠ - 2NT = "good" WK 2♥; 3NT = FG, BAL w/ ♦. 2NT - 3♣ = Good WK 2M; 3♦/♥ = = Bad WK ♥/♠; 3♠ = ♦ + side-suit; 3NT = ♦ one-suiter.	3m = NF
2♥♠	V	5		NV: 5*MA 4*+mi 6-10 hcp VUL: 5*MA 5*mi 8-11 hcp	2NT = INV+, 2♠ = NAT, NF, 3♣ = P/C 3♦=INV 4MA Raises = PRE. 3♠ (on 2♥) = FG Nat	2N - Continuation as after 1M-2N.	3m = NF
2NT			4♠	20-21 NT	3♣ = Puppet STAY. 3♦/♥ = TRF 3♠ = TRF 3NT 3NT = 6c+Clubs F4NT 4♣ = 6c+D F4NT. 4♦/♥ = TRF	3♣ - 3♦; 3M = Criss cross	
3♣♦♥♠		(6) 7		Aggressive NV Sound V and 2 nd seat Wide range in 3rd pos.	New suit = F1, 3♠-4♦; "pick a game 4♥/♠" 3x-4♣ = S/T min/max RKCB 3♣-4♦ = S/T min/max RKCB	HIGH LEVEL BIDDING	
3NT	V			1 st /2 nd solid 7+M, no A or K	4♣ = Ask for SPL, 4♦ = Ask for length	CUE "up-the-line". RKCB-1430 (5NT = odd number + a void, 6x = even no + void in x). Frequent SPL and Auto-SPL. SERIOUS 3♠/NT. LAST TRAIN	
4♣♦				PRE	4♦ = RKCB, 5♣ over 4♦ is S/T+ (5♥ RKCB over 5♦). 4N = To Play, 4M = To Play	CUE in enemy suit is general S/T, not guaranteeing a control. 1♥-(3♠)-4♣ = FG w/ ♥ supp 5NT often pick a slam.	
4♥♠		7		Pre emptive, wide range 3rd	4♠ = Nat, 5m = Asks for Q in m, 5♥ asks for ♠ Q	In FP situations, "pass and pull" shows extras.	
4NT	V			ASK specific Aces	5♣ = no ace 5x=Ace of x, 5NT = ♣ ace, 6x= 2 aces		