

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-21, with 3-3 opens 1C	Walsh; Inverted Minors	1x-1y-1NT = 2-way checkback	Jumps = PRE
					Double jump new suit = SPL	1m-1M-2M-2NT = Query	
1♦		3	4♥	12-21, with 4-4 opens 1D		Cheaper of 4 th suit / 2NT = weak after reverse	
				3D only if 4=4=3=2		4 th suit GF	
1♥		5	4♥	12-21, Nat	1S = 4+; 1NT = Semi-Forcing; 2/1 = GF; 2M = 7-9		2C = Reverse Drury
				9+ in 3 rd seat	2S = PRE; 2NT = Jacoby; 3C = 6-9, 4+		3x = Fit showing
1♠		5	4♥		3D = 10-11, 4+; 3oM = Mini-SPL; 3NT = oM SPL		
INT			4♥	15-17, Semi-Bal	2C = Stayman; 2D/H = Xfer; 2S = Xfer to minors;	1NT – 2C – 2x – 3m = GF	
					2NT = Nat; 3C/D = Nat Inv; 3H/3S = mm, M SPL	1NT – 2R – not 2M = 4 card support	
					4D/H = Texas		
2♣	√	0		22+/18+, 9+tricks	2D=Waiting; Others = NAT	Cheapest minor / 3H = Double Negative	
2♦	√	0		HS44+, 5-9	2/3M = To Play; 2NT = Query; 3C = To Play	3C = Min; 3D = 55; 3H/S = 54 Max	
					3D = INV with HS33	3NT = 44 Max	
2♥		5		5-9, Usually 6+	Ogust 2NT; New Suit Forcing	3C = Low bad; 3D = Low Good	
						3H = High bad; 3S = High good	
2♠		5		5-9, Usually 6+		3NT = High AKQxxx	
2NT				20-21, Semi-Bal	3C = Puppet; 3D/H = Xfer; 3S= Minor Stayman	Super-Accepts: 3NT = 3 card, good support	
					4D/H = Xfer	Others = 4 card support; 4R = re-transfer	
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT	√			Gambling, No A/K outside	4C/5m = P/C; 4D = Shortage Query		
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT	√			9-10 tricks in a minor		HIGH LEVEL BIDDING	
5♣		8		PRE		Non-serious 3M+1; RKCB; Forcing Pass; DOPI; ROPI	
5♦		8		PRE			
5♥		7		Missing Exactly AK			
5♠		7					