

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3/4	4d	10-22pts Will only be 3 if 4333 12-14 Open minor if 4/4 min MAJ	3c is weak 2c is inv GF unless 1c-2c-2nt-3c 2NT=16+ As 1c	After interference inv does not apply	1c-P-2 Maj is weak 2-5
1 ♦		4	4d	10-22			
1 ♥		4	4d	10-22	2nt=4card sup 11+with shortage, 16+without 3nt=min raise to 4 no shortage, splinters=8-11 As 1H	3C=16+asks for singleton(3D,S or 4C) 3H=good suit-no shortage 3NT=poor suit-no shortage 3D,3S,4C=shortage,less han 16 after 2nt	drury Fit jumps if passed hand
1 ♠		4/5	4d	10-22, 4 if 4333 18/19			
INT				15-17	2c=4card s/man—3c= 5card s/man, 2any=♣/fer 3any=6cards and slam int	Over 1nt x-xx shows values—2c = majors 2d/h are transfers	
2 ♣		0		25+ or any GF	2d=relay, 2h=neg, 2nt pos in H	After 2nt rebid system on	
2 ♦		0		5-11 6card M or 23/24 bal or 27/28	2H=relay nt, 2S=good H, 2NT ASKS	After 2nt, 3c=good in H, 3d=good in S 3h/s=poor and 3nt is strong bal	2D-4C=♣/fer to suit 2D-4D=bid suit, prtn may go on
2 ♥		5		6-11=5+H and 4+S In 4 th seat=5H, 4S, 11-16	2nt asks----- -2S, 3h, 3s, 4h, 4s to play 4NT=6 ace b/wood 4C/D=NATURAL mst in suit	3c=5/4 3d=5/5 min----- 3h=5/5max short C 3S=5/5 max short D 3nt=5/5 void C 4C=5/5 void D 4D=6H/5S 4H=6S/5H	3any, 4h, 4s=to play 4c=mst in H 4D=mst in S After 3h/s 3nt=to play 4c=mst in H 4d=mst in S AFTER 3H 3S=to play
2 ♠		5		5-10 5s 5minor In 4 th seat 2S=acol 2 non forcing	3c=p/correct weak 2nt asks	3c=bad with c, 3d=bad withd, 3h=good c 3s=d	

