

Opening	Arti- ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		4	4♥	10-20;	Up the line; 1NT = 8-10; 2NT = GF - no 4+M;	1NT = 15-17; 2NT = 18-19; Two Way Checkback;	New suit = NF; Jump shift = fit;
1♦		4	4♥	10-20;	Up the line; 1NT = 5-8; 2NT = GF - no 4+M;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1♥		4	4♦	10-20; may be 4♥ + 4♠;	Up the line; 1NT = 5-8; 2NT = 4 card value raise with no singleton or void; 3♠ = 4 card support and any void; 3NT(♠), 4♣, 4♦ = splinter;	As above; after 2 level response: 2NT = 15-19; after 3NT: 4♣ = ask: 4♦ = ♦ = void etc;	New suit = NF; Jump shift = fit;
1♠		4	4♥	10-20;	As 1♥; except 3NT = 4 card support and any void; 4♣, 4♦, 4♥ = splinter;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1NT			n/a	12-14 balanced; 5M or 6m OK;	NF Stayman (non-promissory); 4 suit transfers: 2♠→3♣; 2NT→3♦; 3♣ = 5+♣/4+♦ FG; 3♦ = 5+♦/4+♣ FG; 3♥/3♠ = limit 6 cards to AK,AQ,KQ; 4♣ = Gerber; 4NT = NF; 5NT = Baron;	Transfer break: M = Hxxx; m = HHx or Hxxx;	Same as for UPH except 3m = 6 cards to AK,AQ, KQ;
2♣	Yes	0	4♦	Strong 1/2-suiter; 22-23 or 26-27 balanced; weak 2♦;	2♦ = relay; 2♥/2♠ = NF good 5/6 cards opening values; 3♣/3♥/3♠ = GF; 2NT = relay; 3♦ = to play opposite weak 2♦, forcing over Acoll 2;	Suit = 8/9 playing tricks; 2NT = 23-24; responses as 2NT opener; over 2NT: 3♣ = max 2♦; 3♦ = min 2♦;	As for UPH
2♦	Yes	0	n/a	GF 1/2/3 suiter or 25+ balanced;	2♥ = 0 or 1 control; 2♠ = 2 controls; 2NT = 3 controls; 3♣ = 4 controls etc.	Suit = natural GF; 2NT = 25+; responses as 2NT;	As for UPH
2♥		5	n/a	Weak: 5-9; 6 cards (1 st /2 nd)	2NT = range enquiry; 3♥, 4♥ = pre-empt or to make;	3♥ = min; 3 other = high card feature/non-minimum; 3NT = AKQxxx or AKJTxx;	As for UPH
2♠		5	n/a	As 2♥;	As 2♥;	As 2♥;	As for UPH
2NT			n/a	20-22 balanced; 5M or 6m OK;	Stayman; transfers; 3NT = 5♠/4♥ NF; 4♦ = 5♠/5♥; 4♣/4NT/5NT as 1NT;	Stayman responses: 3NT = 4♥/4♠; 3♠ = 5♠; 3♥ = 4/5♥; 3♦ = other; transfer break: HHx/Hxxx;	As for UPH
3♣		6	n/a	Pre-empt: loose NV; sound VUL;	Raise = pre-empt or to make; new suit = F1; Immediate 4NT = RKCB	Raise or splinter = Hxx; otherwise rebid suit;	As for UPH
3♦		6	n/a	As 3♣;	As above;	As above;	As for UPH
3♥		6	n/a	As 3♣;	As above;	As above;	As for UPH
3♠		6	n/a	As 3♣;	As above;	As above;	As for UPH
3NT	Yes	7	n/a	Solid or 1-loser major with some defence	4♣ = opener bids suit below; 4♦ = singleton ask with 5NT repeat ask for void; 4♥ = P/C; 4♠ = P/C with ♥ opener treats as RKC; 4NT = RKC for ♠;	4♦: 4♥/4♠ = singleton or void; 4NT = singleton or void in other minor; 5♣/5♦ = no singleton or void;	As for UPH
4♣		8	n/a	Pre-empt: sound NV/ VUL;	Raise = pre-empt or to make;		
4♦		8	n/a	As 4♣;	As above;		
4♥		7	n/a	As 4♣;	New suit = F1;		
4♠		7	n/a	As 4♣;	As above;		
4NT	Yes		n/a	Ace asking;	See HLB;	HIGH LEVEL BIDDING 4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Cue either 1 st round or 2 nd round control; RKCB - Kickback: 1 st step = 0 or 3; 2 nd step = 1 or 4; 3 rd step = 2 no TQ; 4 th = 2 with TQ; 6-Ace Kickback: Q ask 1 st step = 0; 2 nd step = lower ranking Q; 3 rd step = higher ranking Q; 4 th step = 2Q DOPI; GSF; Lightner Double;	
5♣		8	n/a	Pre-empt: sound NV/ VUL;	As above;		
5♦		8	n/a	As 5♣;	As above;		
5♥			n/a	Solid suit lacking AK with no losers outside;	Raise per trump holding		
5♠			n/a	As for 5♥;	As above;		
5NT							