

OPEN	TIC K IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4H	NF, natural or balanced outside of 1NT range. Can have 5 diamonds if balanced	1D/1H/1S transfers, 2NT = Preemptive raise 6+ clubs, 2D/2H/2S jump shifts	after 1C 2C, 2D is weak NT shape or nat, 3C is NF, all others GF	as PH - 2C = 9-11 with 5+ clubs
1D		5(4)	4h	Always unbalanced unless 3-3-5-2 with very strong diamond suit. 4441 hands open 1D	2D Inv+ inverted minor raise, 2NT = Preemptive raise 4+ diamonds, 2H/2S weak jump shifts		
1H		5	4d		2/1 GF, 2NT = inv+ 4 card raise (see note 1). 2S inv 3 card raise. 3m natural, invitational (no support), Gazzilli after 1S/1N responses	After 2N, artificial, show strength/shortage. 3C with all minimum hands. See Notes. 2N is good H suit. After 1S/1N 2C Gazzilli	as PH, 2C=3 card support and 9-11, 2D = 9-11 4 card support. Jumps in a new suit are fit jumps
1S		5	4d		2/1 GF, 2NT = inv+ 4 card raise (see note 1). 3H inv 3 card raise. 3m natural, invitational (no support), Gazzilli after 1N response	After 2N, artificial, show strength/shortage. 3C with all minimum hands. See Notes. After 2m, 2S is a catch-all. 2N is good S suit. After 1N, 2C Gazzilli	as PH, 2C=3 card support and 9-11, 2D = 9-11 4 card support. Jumps in a new suit are fit jumps
1 NT				14(15-17) balanced (will sometimes upgrade good 17 out of 1NT also)	2C stayman and smolen and 2D/2H/2S/2NT transfers, 3C muppet stayman, 4C/D transfer to H/S. 4H/S single suited in C/D	Break minor suit transfer without support. Break major to next step up if non-min	X= TO of natural bid suits. Lebensohl
2C	X	0	4H	System strong bid	2D = relay, 2H double negative or 2S/2N/3C/3D = 6 card suit in S/H/C/D headed by at least KJT	Kokish, 2C-2D-2H is natural or 25+, forces 2S response. System after 2N rebid same as over 2N opener	P is stronger bid X/XX is double negative
2D	X	0	4H	weak with diamonds (vulnerable) or a bad weak 2 in either major (non-vulnerable) not forcing.	Over 2d as natural 2nt= asks for stopper and other bids are natural, new suits forcing for 1 round. Where 2D is artificial, 2M/3M are pass/correct (S shows H support). 3m/4M		after NV 2D X, 2M natural, P suggests playing in D, XX asks P to bid major
2H		6	N/A	Constructive weak 2 at both vulnerabilities 7- 11	2NT is enquiry for shortage, bids natural F1		After X, 2NT = C, 3C=D, 3D=game try in hearts, 3H = preempt
2S		6	N/A	Constructive weak 2 at both vulnerabilities 7- 11	2NT is enquiry for shortage bids natural F1		After X, 2NT = C, 3C=D, 3D=hearts, 3H = game try in S, 3S = preempt.
2 NT				20-22 balanced	3C, 5 card muppet stayman, 3D/3H transfers, 3S both minors. 4 level transfer to 2 suits up	after 3C, 3D shows 4cM, 3H denies 4cM, 3S shows 5Ss 3N	
3C		6		Preemptive natural opening	3D/3H/3S natural forcing, 3N/4C/4M/5C to play		
3D		6		Preemptive natural opening	3H/3S/4C natural, forcing, 3N/4D/4M/5D to play		
3H		6		Preemptive natural opening	3S/4C/4D natural, forcing, 3N/4H/4S to play		
3S		6		Preemptive natural opening	4C/4D natural, forcing, 3N/4H/4S to play		
3 NT	X			Good 4M pre-empt 1st/2nd. Gambling 3rd	4C transfer to your major, 4D, bid your major	High Level Bidding	
4C				Preemptive natural opening		In sequence where we have shown values an oppo bid over our game then direct actions are weaker than pass - pass is the strongest option	
4D				Preemptive natural opening		4NT often indicates a second place to play in competition when 4NT is RKCB, 1430 responses, then next bid is Q	
4H				Natural preempt with little defence potential	4NT = key card as non passed hand	cue bid 1st/2nd round controls equally, up the line	
4S				Natural preempt with little defence potential	4NT = key card as non passed hand		
4NT				Specific ace ask	5C= none 5NT = 2		
5C				Preemptive natural opening			
5D				Preemptive natural opening			
5H				Preemptive natural opening			
5S				Preemptive natural opening			
5NT				Specific king ask	6C=none 6NT = clubs if 2 then bid 7C		