



OPENING	ARTIFICIAL	MIN	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	5♦	10+	1nt = 8-10; 3♦/♥/♠ = singletons; 2nt = 16+ bal(4♣+); 3nt= 13-15 bal(4♣+)	After 2/3NT, 4♣= RKC	2nt = 11-12 bal; fit bids
1♦		4	5♦	10+	1nt = 5-9; 3♥/3♠/4♣ = singletons; 2nt = 16+ bal(4♦+); 3nt=13-15 bal(4♦+)	After 2/3NT, 4♦=RKC	2nt = 11-12 bal; fit bids
1♥		4	5♦	10+	1nt = 5-9; 2nt = GF(4♥+); 3NT = void ♠; 4♣/♦= voids; 3♠ = singleton ♠/♦/♣	After 2nt, 3 level = shortage; 4 level = 5/5; After 3♠, 3NT asks for the singleton	2nt = 11-12 bal; fit bids
1♠		4	5♦	10+	1nt = 5-9; 2nt = GF(4♠+); 4♣/4♦/♥ = voids; 3NT = singleton ♥/♦/♣	After 2nt, 3 level = shortage; 4 level = 5/5; After 3NT, 4♣ asks for the singleton	2nt = 11-12 bal; fit bids
INT				11-14	Stayman – does not promise a 4 card major; splinters; 4 suit transfers; 4♣ = Gerber		
2♣	y		5♦	Strong	2♥ = double neg; 2♦ = waiting; 2nt = positive in ♥	If 2♣ is overcalled, then x = double negative	
2♦		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2♥		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2♠		5		Weak, 5-9 pts	2NT asks range	3♣=min; 3♦=good pts, poor Q; 3♥=good Q, poor pts; 3♠= max	
2NT				20 - 22	Baron; major suit transfers; 3♠ = 5♠/4♥ 4♣ = Gerber		
3♣				Pre-empt	New suit forcing		
3♦				Pre-empt	New suit forcing		
3♥				Pre-empt	New suit forcing		
3♠				Pre-empt	New suit forcing		
3NT				Solid minor	4/5♣ = pass or correct; 4♦ asks for singleton	Over 4♦, 4nt = no singleton, 5♣ = singleton ♦, and 5♦ = singleton ♣	
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT				Ace asking	5♣=no A; 5♦=A♦; 5♥=A♥; 5♠=A♠; 5nt=2; 6♣=A♣		
5♣				Pre-empt			
5♦				Pre-empt			
5♥				strong	Bid 6 with one of AKQ, bid 7 with 2	RKCB - 1430	
5♠				strong	Bid 6 with one of AKQ, bid 7 with 2	Exclusion RKCB	
						5nt = grand slam force, 6♣ = 1 of AKQ, 6 of suit = 0	

**HIGH LEVEL BIDDING**