

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♦	Longer minor / normally open 1♣ with equal length	2♣ = 4 card support, no mjr, inv+; 3♣ = 5-9; 2NT = 10-12 bal, 4 card support, no mjr; jump shift = weak, 6 card suit; 3NT = 13-15 bal, 4♣ 1♣ -1NT shows 4♣, bal	1NT rebid = 11-14, 2-way checkback ; reverse = F1	change of suit = NF jump shift = weak
1♦		4	4♦	Unbal unless 18-19 bal	As 1♣; 1♦-1NT denies mjr, semi-forcing; 2C = GF, 3C inv 6+ ♣		
1♥		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2♠=3♥, inv+; 2NT=4♥ GF; 3♣=4♥ inv; 3♦=4♥ 7-8; 3♥=4♥ weak; 4 new= 9-12 splinter; 3♠=any void; 3NT=♠ splinter 9-12	2 over 1 = FG; 1M -2any-2NT = 11-14 or 18-19, 3NT=15-17; 1♠ - 2♥ = 5+; reverse after 2 over 1 = extras; 1M-2any-3M = running suit, limited	Drury, fit jumps, change of suit = NF 1M-3M=5M, weak
1♠		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2NT=4♠, GF; 3C=4♠ inv; 3♦=4♠ 7-8; 3♥=3♠ inv+; 3♣=4♠ weak; 3NT = any void; 4new = 9-12 splinter		
INT				15-17; 14 with 5 card suit; may include 5 card M or 6 m	5-card non-promissory Stayman; 4-suit transfers ; raise to 2NT through Stayman; 3m = slam try; 3M = 13(54)	1NT (x) xx = single-suited take-out. After 1NT (2x) Lebensohl, weaker through 2NT	
2♣	✓	0	4♠	GF unless 22-23 bal	2♦ = relay; other bids positive	2NT rebid = 22-23; 2♥ then 2NT = 24-25 respond as to opening 2NT	
2♦		6 (5 NV 3 rd)	n/a	5-9 points, normally not 4M, intermediate in 4 th	raises pre-emptive; 2NT inquiry; new suit F1	responses to 2NT enquiry : 3C=max; 3D=min; 3M=max,4M	
2♥ / ♠		6 (5 NV 3 rd)	n/a	5-9, normally denies 4 of other mjr intermediate in 4 th	new suit F1; 2NT inquiry jump shift = fit; raises pre-emptive over dbl new suit is NF	responses to 2NT enquiry: 3M=min; 3new = high card; 4new = shortage	
2NT				20-21 bal, may have 5 card M or 6 card m; may have sngltn A	5-card Puppet Stayman ; transfers to mjrs 3♠ = minors; 3NT=to play; 4D/H=Texas	Re-transfers	
3♣		6		weak	new suit F1; bid game to play		
3♦		6		weak	new suit F1; bid game to play		
3♥		(6)7		weak	raises pre-emptive		
3♠		(6)7		weak	4NT = RKCB		
3NT				running minor, no more than Q outside	4♣ = to play in minor; 4♦ asks for shortage 4M = to play		
4♣ / ♦		7		weak, good shape		HIGH LEVEL BIDDING	
4♥ / ♠		7		1 st /2 nd – no more than K outside	4NT = RKCB, new suit asks for control in suit above	RKCB (14/30); DOPI, ROPI; Exclusion RKCB (03/14)	
4NT				Asks for specific aces	5♣ = 0, 5NT = 2, 6♣ = ♣A	If cue bid is doubled, redbl shows 1 st round control When cue bidding show cheapest, whether 1 st or 2 nd round control.	
5♣ / ♦		(7) 8		pre-emptive, highly distributional		In competitive auction at 6 level dbl = one loser in opponents' suit, pass = 1 st round control.	
5♥ / ♠		(7) 8		strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2	If we bid vul game freely and opponents save, pass = forcing	