

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	OPENING BID DESCRIPTION				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	5♥	12-21 HCP 2+♣	1♦ = 6+ hcp 4+♦; 1♥/1♠ = 6+ hcp 4+♥/♠; 1NT= 6-9 hcp 2♣ = 10+hcp; 2NT = 10-12 BAL; 2♦/♥/♠ = WJS 3♣ = 6-9 hcp 5+♣; 3♦/♥/♠ = SPL; 3NT = 13-15 BAL	New minor F; 4SF, SJS=19-21, Jump 2NT=18-19 Reverse = 16-21 hcp	1♣ - 2♣ = 6-9 hcp, 5+♣ 1♣ - 3♣ = 10-11 hcp, 5+♣	
1♦		4	5♥	12-21 HCP 4+♦	1♥/1♠ = 6+ hcp 4+♥/♠; 1NT = 6-9 hcp 2♣ = 13+ hcp F; 2♦ = 10+ hcp, 4+♦; 2♥/♠ = WJS 2NT=10-12 hcp; 3♣ = 10-12 hcp, 6+♠, 3♦ = 6-9 hcp, 5+♦ 3♥/♠ = SPL; 3NT = 13-15	New minor F; 4SF, SJS=19-21, Jump 2NT=18-19 Reverse = 16-21 hcp	1♦ - 2♦ = 6-9 hcp, 4+♦ 1♦ - 2♦ = 10-11 hcp, 4+♦	
1♥		5	5♥	12-21 HCP 5+♥	1♠ = 6+ hcp 4+♠; 1NT = 6-12 hcp F; 2NT = 12+ J2N 2♣ = 13+ hcp GF; 2♦ = 13+ hcp 4+♦; 2♥ = 6-9 hcp 3+♥ 3♣ = 6-9 hcp 4+♥, 3♦ = 10-11 hcp 4+♥, 4♥ = PRE 3♠/4♠/4♦ = Splinter 12+ hcp 4+♥	1♥ - 2♥ - 2♣ = Ask min/max 1♥ - 2♥ - 2NT/3♣/3♦ = Long suit game try 1♥-2NT; 3X=S/S, 3♥=18-21, 4♥=min, 4X=5+-5+	1♥-2♣ Rev Drury 2♥=WK; New =12-18; 3♥=18-21 J/new = SPL1 1♥-1NT = 6-10; NF	
1♠		5	5♥	12-21 HCP 5+♠	1NT = 6-12 hcp; 2NT = 12+ hcp J2N; 2♣ = 13+ hcp GF 2♦ = 13+ hcp 4+♦; 2♥ = 13+ hcp 5+♥; 2♠ = 6-9 hcp 3+♠ 3♣ = 6-9 hcp 4+♠, 3♦ = 10-11 hcp 4+♠ 4♣/4♦/4♥ = Splinter 12+ hcp 4+♠ 4♠ = PRE	1♠ - 2♠ - 2NT = Ask min/max 1♠ - 2♠ - 3♣/3♦/3♥ = Long suit game try 1♠ - 2NT; 3X = S/S, 3♠=18-21; 4♠=min; 4X=5+-5+	1♠-2♣ Rev Drury 2♠=WK; New=12-18; 3♠=18-21 J/new = SPL 1♠-1NT = 6-10; NF	
1NT			5♥	15-17 HCP, Bal. (5332), (4333), (4432)	2♣ = STAY 0+ hcp 4 WAYS TRF 3NT = 10-14 hcp BAL; 4NT = Quant; 4♣/4♦ = RKC ♣/♦ 4♥/4♠ = To play			
2♣	X	0	5♥	ART, STR, 22+ HCP less than 3 losers	2♦ = (R); 2♥/2♠ = 8+ hcp 5+ card 3♣/3♦ = 8+ hcp 5+ card			
2♦		6		6-11 HCP 6+♥/♠	2♥ = P/C; 2NT = ask 2♠ = P/C and invite game in heart 3♣ = 15+ hcp 6+♣	2♦ - 2NT; 3♣ = strong, 3♦ = 6+♥ weak, 3♥ = 6+♠ weak 2♦ - 2NT - 3♣ - 3♦ = ask suit; 3♠ = 6+♥, 3♥ = 6+♠ 3NT = 9-10 SOL suit.		
2♥		6		6-10 HCP 5+♥/4+m	2♠ = asking, 3♣ = P/C			
2♠		6		6-10 HCP 5+♠/4+m	2NT = asking, 3♣ = P/C			
2NT			5♥	20-21 HCP Bal. (5332), (4333), (4432)	3♣ = Stayman; 3♦/3♥ = Transfer 3♥/3♠; 3♠=MSS 4NT = Quantitative			
3X		7		PRE; rule of 2 and 3	New suit = forcing			
3NT	X	7		Solid minor suit, no A or K	4♣ = pass or correct, 5♣ = pass or correct			
4X		8		PRE; rule of 2 and 3	New suit (below game) = forcing			
							HIGH LEVEL BIDDING	
							- 4♣/4♦/4NT = RKCB	
							- 5♦ or 5♥ = Q asks: 5 S/A = no Q, 5NT = Q but no king, 5X, 6X = Q w/ K (X's)	
							- 5NT = ask Specific King: 6X = Lowest K (X's), then 6 others = ask second K Answer Second K ask: 1st step = Kxxx (+), 2nd = Kxx, 3rd = Kx, 6 S/A = no king	
							- Ans 4NT with void: 5NT = even /void, 6X = odd /void in X, 6 S/A = void / void above	
							- Interfere 4NT, below S/A, : (DOPI)→D = 0/3, Pass=1/4, 1st step=2, 2nd step=2 w/Q	
							- Interfere 4NT, above S/A or S/A, : (DEPO)→D = even (0,2,4), Pass=odd (1,3,5)	