



OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	12+	WALSH, 1♦/♥/♠ = 4+, 1NT = 6-10, no 4M 2♣ = 10+, 4♣+, 2♦/♥/♠ = WJS, 2N = Invite 3/4/5♣ = Preemptive, 3♦ = 6+good ♦ INV, 3♥/♠/4♦ = SPL, 3N/4♥/♠ = To play	1♣ – 1X – 1N = 2-way checkback Cheapest suit Forcing / Forth-suit Forcing = Game Force Inverted Minor Raise (2N/3♣ = NF, New-suit = Features)	
1♦		4	4♥	12+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣ = GF, 4♣+ 2♦ = 10+, 4+♦, 2♥/♠ = WJS, 2N = Invite 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preemptive 3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ – 1M – 1N = 2-way checkback Cheapest suit Forcing / Forth-suit Forcing = Game Force Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	
1♥		5	4♦	11+	1♠ = 4+, 1N = Semi-forcing, 2♣/♦ = GF, 2♥ = 8-10, 2♠ = WJS, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♥/4♥ = PRE, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	Semi-forcing 1N: 2♣ = 2+cards, 2♦ = 3+cards 1♥ – 1♠ – 1N = 2-way checkback 2/1 Game Force: 2♥ = Catch-all, 2N = Non-min 14-16 Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury, 3/4+card 2N=NAT 3♣/♦ = Fit Raise
1♠		5	4♥	11+	1N = Semi-forcing, 2♣/♥/♦ = GF, 2♠ = 8-10, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♠/4♠ = PRE, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	Semi-forcing 1N: 2♣/2♦ = 3+cards 2/1 Game Force: 2♠ = Catch-all, 2N = Non-min 14-16 Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury, 3/4+card 2N=NAT 3♣/♦ = Fit Raise
1NT		2		15-17, normally BAL 5M/6m/stiff honor OK	2♣ = Stayman, 2♦/♥/♠/NT = Transfer 3♣ = Weak both minors, 3♦ = GF, both minors 3♥/3♠ = 31(45) / 13(45), GF+ 3N = To play, 4♣ = Gerber, 4♦/♥ = Transfer, 4♠/NT = 6+/6- Controls, Quantitative, 5♣/♦ = To play	Stayman does not promise Major when invitational Another Major after Stayman = Fit, slam try Smolen: ON at 3-level, GF Quantitative: Baron	
2♣	√	0		17+, strong, artificial, or 22+, balanced hand	2♦ = 0-1 CTLs, 2♥/2♠/2NT = 2 / 3 / 4+CTLs, 3-level = 6-card+ with 2 out of AKQ, nothing else	Kokish relay 2♣ - 2♦ - 2N = 22 - 24 HCP 2♣ - 2♦ - 2♥ - 2♠ - 2N = 25+ HCP	Over interference: DOPI, Pass = 1 CTL X = 0 CTL, Others = 2+ CTLs, NAT
2♦	√	5		WK 2♥ / 2♠ 4 <sup>th</sup> seat: 10-13, 6+♦	2N = Asking, 2M/3M = P/C; 4M = To play; 3m = Constructive; 4♣ = bid your M-1; 4♦ = bid your M;	2♦ - 2NT - 3♣/♦ = max ♥/♠; 3♥/♠ = min ♥/♠; 2♦ - 4♣ - 4♦/♥ = ♥/♠; 2♦ - 4♦ - 4♥/♠ = ♥/♠;	2♦ - (X) - XX = show M, 2M = Nat 3M = pass or correct
2♥	√	5		PRE, 5♥+4m (5m when V) 4 <sup>th</sup> seat: 10-13, 6+♥	2N = Asking, 3m = P/C, 3♥ = to play, 3♠ = GF	2♥ - 2NT - 3♣/♦ = min, ♣/♦; 3♥/♠ = max ♣/♦;	
2♠	√	5		PRE, 5♠+4m (5m when V) 4 <sup>th</sup> seat: 10-13, 6+♠	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠ - 2NT - 3♣/♦ = min, ♣/♦; 3♥/♠ = max ♣/♦;	
2NT		2		20-21, balanced hand 5M/6m/stiff honor OK	3♣ = Puppet stayman, 3♦/♥/3NT/4♦/♥ = Transfer, 3♠ = HARDY, 4♣ = Gerber, 4N = Quantitative	<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>	
3♣/♦		6		Preemptive	New suit = GF, 4-level other minor = RKCB	<b>CUE-BIDS</b>	<b>SLAM CONVENTIONS</b>
3♥/♠		6		Preemptive	New suit = GF, 4N = RKCB		NON-SERIOUS 3NT Gerber = 14 / 03
3NT	√			No side Ace, To Play;	4♣/♦ = P/C, 4♥/♠ = To play, 4N = control asking bid		RKCB = 14 / 03, agreement after interference
4♣/♦		7		Preemptive	4N = RKCB		ERKCB = 14 / 03
4♥/♠		7		Preemptive	4N = RKCB		After interference (5♥ or more): DEPO
4NT	√	8		Preemptive, both minor	5♥/♠ = Cue-bids		