

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	2	4♥	Natural or (semi)balanced 11-14 HCP	1♦=4+♥; 1♥=4+♠; 1♠=6-9 (10) hcp or ♦(weak or strong); 1 NT=(10)11-12 HCP (denies majors); inverted minor; 2♦=6+♥ (3-8hcp); 2♥=6+♠(3-8 hcp); 2♠=both minors(3-8 hcp)	XY-NT and XYZ		
1♦	x	2	4♥	Natural or (semi)balanced 18-19 HCP	1♥=catch-all, but denies 4+♥ if weak; 1♠=4+♥; 1NT=55 in M(weak); 2♣= at 44 or 54/45 in M 5-9 hp; inverted minor; 2♥=6+♠(3-8 hcp); 2♠=both minors(3-8 hcp)	NT-system after rebid of 1 NT XYZ after rebid of 1♠		
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF 2 NT=support, at least invitational		Pass-1M-2♣=Drury, 3 card support	
1♠		5			Jump in suit= minisplinter		Pass-1M-2♦=4 card support	
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level	Repeated Stayman 2♠ or 3♣ if NT-openers rebid is 2♠		
2♣	x	0		Strong	Switch responses over 2♣ i.e. 2♥=5+♠; 2♠=5+♥; 2 NT=10+ balanced; 3M=4M and longer ♦			
2♦	x	0		MULTI. Weak in ♥ or ♠ (normally 6 cards) or balanced 25-28 HCP.	2♥=to play if partner is weak with ♥; 2♠=to play if partner is weak with ♠; 2 NT=forcing; other=semipositive (NF)	2♦-2NT-3♣=weak M, max; 3♦= min weak ♥; 3♥= min weak ♠. 2♦-2NT-3♣-3♦-3♥=♠ and 3♠=♥	If doubled, RDBL ask for partners suit; 2 M is own suit	
2♥		6		8-11 HCP. 6 cards	2NT=support (2+card) and at least invitational			
2♠		6		8-11 HCP. 6 cards	New suit=F			
2NT				20-21 HCP. (Semi)Balanced. May have 5 card M or 6 card m	“Muppet” Stayman: 3♦= at least one 4 card M; 3♥= no 4 or 5 card M; 3♠=5 card ♠ and 3NT=5 card ♥; transfers; 4 m=natural slam try	2NT-3♣-3♦-4♦=both M, no slam try 2NT-3♣-3♦-4♣=both M, slam try; 2NT-3♣-3♥-3NT=5♠+4♥; 2NT-3♣-3NT-4♦=transfer		
3♣				Preemptive. 6+ cards				
3♦				Preemptive. 6+ cards				
3♥				Preemptive. 6+ cards				
3♠				Preemptive. 6+ cards				
3NT				Solid minor. No more than outside Q				
4♣				Preemptive. 6+ cards				
4♦				Preemptive. 6+ cards				
4♥				To play				
4♠				To play				
4NT	x			Ask for specific Ace				
5♣				To play				
5♦				To play				
5♥								
5♠								
							HIGH LEVEL BIDDING	
							RKCB=14/30; Exclusion BW; DOPI; DEPO	
							Pass and pull = strong in forcing auction	