

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STRONG: 18 if BAL; (14) 17+ if UNBAL or 8+ playing tricks	1♦ = 0-7 hcp; 1♥NT2♣♠ = nat (8+hcp); 2NT 12-13 BAL 2♥♠ = 6+, at least QJxxxx (5-7hcp) 3♣♦♥♠ = ♣♦♥♠ singleton, 4441, 8+hcp	1♣-1♦-1♥20+ hcp -> 1♣=2nd Neg -> 2♣= F 1♣-1♦-1♥-2♣=BAL or ♣ 1♣-1/2NT-2/3♣ may be BAL other bids nat 17-20; 1♣-1♦-1NT - 1NT sys on	
1♦	x	0	4♥	11-16 hcp 4414, 4405 or 4+♦ or VUL 11-14 hcp BAL, nonVul 14-16hcp BAL	1♥♠=F1, 4+♥♠ 1NT = VUL 7-10 hcp, nonVUL 7-8 hcp, 2NT = INV, 2M/3m = 15+ nat 2m = nat F1; 3M = INV 6+suit	NAT resp, 1♦-1♥♠-1♠/NT-2♣ = checkback 1♦-1M-2♣=(54)+ ♣♦; 2♦=6+♦ 2NT=(54) ♣♦ MAX; 3♣=(55)+ ♣♦ MAX 3♦ = 6+♦ MAX; 1♦-1♥-2♣ = 13(54)	2M/3m = weak
1♥		5	4♦	(9)11-16 hcp	3♥ = 4-card support, pre 2NT = 3+ support, INV+; new suit = F1 jump = nat, slam interest double jump = Splinter	1♥-2NT-3lower = nat, 3♠/4♠ = splinter 1♥-2x-2♥ = min, may be 5 cards; 2y=F1 delayed support on 3rd = slam interest	2♣ Drury (after 3 rd hand opening) jump = fit jump
1♠		5	4♦	(9)11-16 hcp	same as after 1♥		same as after 1♥
1NT			4♥	VUL 15-17 BAL nonVUL 11-13 BAL	2♣ = Stayman (may be weak); 2♦♥ = TRF 2♣ = ♣ or INV; 2NT = ♦; 3♣♦ VUL INV nonVUL GF; 3♥♠=singleton, 54 minors 4♣♦=TRF; 4NT= slamtry	1NT-2♣-2♦-2♥=weak 44+ ♠♥; 2♠=5♠4♥ INV; SMOLEN, autosplinter new suit = F1 1NT-2♠/NT- 2NT/3♦ = min; 3♣ = max	
2♣		5	4♥	11-16hcp 6♣ or 5+♠4M min with 6♣4♦ may be opened 1♦	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣, weak with ♣ or GF (55)+ suits; 3♣ INV with good support; 3♦♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ 2♣-2♦-2M-2NT=FG (R); 2♣-2♦-2NT-3♣=(R); 2♣-2♦-3♦♥♠ = max 6♣4♦♥♠	
2♦	x	0		4-10hcp M + any suit Vul 55+, nonVul 54+	2♥♠3x poc, 2NT=(R)	2♦ - 2NT -> 3♣ = ♣+M, 3♦ = ♦+♥, 3♥=♥+♠, 3♠=♦+♠	
2♥	x	6 (nonVUL 5)		4-10hcp	2NT=(R); 3♥=NF random; 2♠=NF; other NAT F1	3♣=min, bad suit; 3♦=min, good suit; 3♥=max, bad suit; 3♠=max, good suit	
2♠	x	6 (nonVUL 5)		4-10hcp	2NT=(R); 3♠=NF random other NAT F1	3♣=min, bad suit; 3♦=min, good suit; 3♥=max, bad suit; 3♠=max, good suit	
2NT	x			3-10 hcp, minors (55)+			
3♣		6 (VUL 7)		pre-empt(light usually)	new suit nat F1 (sometimes lead-directing)		
3♦		6 (VUL 7)		pre-empt(light usually)	new suit nat F1 (sometimes lead-directing)		
3♥		7		pre-empt(light usually)	new suit = cue		
3♠		7		pre-empt(light usually)	new suit = cue		
3NT	x			solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness; 4NT=7222; 5m=short in other m	
4♣		7		pre-empt			
4♦		7		pre-empt			
4♥/♠		7		no special meanings			
4NT	x			both minors			
						HIGH LEVEL BIDDING	
						SPLINTER; autoSPLINTER, RKCB 1403	
						CUE - any lowest 1 st or 2 nd round control	
						Quantitative raises 4NT/5NT after NT-bids	