

OPENING	TI CK IF AR TI FI CI AL	MIN. NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	5S	Clubs or balanced (14-17 nonvul in 1.2.3 seat, 12-14 otherwise)	1N 6-11 NF 4+ clubs; 2♣ GF with 4+ clubs; 2D/H/S weak; 2NT About 8-11 5+♣; 3C 5+ clubs 4-9 points	Support X, XX. 1C-1Y-2N=6C3Y forcing	New suit F1, Support X/XX of 1M if we can still play 2M
1♦		4	5S	4+diamonds unbalanced	Natural. 2D=4+D GF. 2M weak. 2N=nat inv. 3C=8-10 4Ds. 3D=4-7 4+D. 3M/4C=shortage GF.	Transfer rebids after 1D (P) 1M	“
1♥/♠		5	5S	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF		2C/2D by passed hand is 9+ with 3 or 4 card support
1NT			4H	10-13 non vul in 1,2,3 seat	Stayman, 2D/H/S/3C=NF, 2N=GF. 3D/H/S=GF	After 2 level overcall, 2N/3C/3D/3H are transfers. X takeout.	After overcall 2NT, 3C, 3D, 3H invitational transfers. X=TO/cards.
			4H	15-17 vulnerable and 4th seat	Stayman, 4suit transfers. 3m=55 minors inv/GF 3H 3=1=(4-5) GF; 3S 1=3=(4-5) GF	Break M transfer with good support. Accept m transfer with fit.	2N=leb, X=takeout
2♣	x			weak with diamonds or 22+ balanced or any GF	2D=to play if weak, 2N=inv+ ask 2H/2S/3C=inv 3D/H/S = nat GF	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty, new suit = F.
2♦	x	5		weak both majors or 18/19 balanced	2M to play opposite the weak hand, 3M=inv, 4M to play. 2NT inv+ enquiry	2D-2M-2N=18/19 bal	After X pass is to play 2DX After overcall, X penalty
2♥		5		6 cards 3-10 HCP. 5 cards possible 1 or 3 seat non-vul	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2♠		5			New suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2NT				20-21	Baron, transfers, 3S minor ask, Gerber, 4red trans	Transfer then 4N=quant.	X=takeout
3♣		6		Preempt	New suit F1	-	
3♦		6		Preempt	New suit F1		
3♥/♠		6		Preempt	New suit F1		
3NT	x			Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.	
4♣/♦		7		Usually 7-4 or 8 cards with 3 or fewer controls (A=2 K=1)	4M to play. 4N keycard		
4♥		7					
4♠		7					
4NT				Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces		
5♣		7		Preempt	New suit = cue	HIGH LEVEL BIDDING	
5♦		7		Preempt	New suit = cue	RKCB 1430	
5♥		7		11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step	
5♠		7		11 trick hand missing top 2	Raise with top honour	When no space to show steps, X/XX shows 1/3 and pass shows 0/2/4	