

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1C		3/4	4H	10-22. Only 3-card if 4S-3-3 and 15 – 19.	Mainly up the line but may have D if H/S response and weak; 1NT = 8-10; 2NT = GF bal; 2C 10+(H/S possible if FG, 4+C (subsequent 3C NF); Jumps:2Weak, 3Fit	1NT = 15-17, Checkback (2-way; 2C forces 2D). 2NT = 18-19, Checkback.	New suit = NF
1D		4	4H	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2D 10+, 4+D (subsequent 3DNF); Jumps:2Weak, 3Fit	As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;
1H		4	4D	10-22; may be 4H + 4S	Up the line; 1NT = 5-8; 2NT = GF support; 3S = unknown void; 3NT = singleton S, 4C, 4D = singleton splinter; fit jumps to 3, 2S 9-11 3H. All Splinters 13-	As above; Over 2NT, 4H poor, 3H 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF
1S		5	4H	10-22	1NT max 8 (10/11 if passed), 2NT GF support, 2S 5-8, 3H 9-11 both 3-card S. 3C/D/S 4-card S 10-12/7-9/6- respectively. 3NT unknown void; All Splinters 13-	As above.	3♣ fit jump, 2NT/3♦/3♥ Fit. Other NF
1NT			2-levX T/O; 3levX T/O m, Pen M	11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2S(C); 2NT(D); 3C/D set suit SI+; 3H/S =5+5+ minors: H SI, S FG; 4 suit = Transfer or RKC; 4NT = NF	Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF. Intervention: Rubensohl-2S NF; 2NT-3S transfer guar5+; 3NT has stop	Same as for UPH except 3m = 6 cards to AK, AQ, KQ
2C	Yes	0	4H	Unbalanced game force or 24+ balanced;	2D = neutral; 2H neg; 2S thro' 3D = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in H; 3NT = solid suit	Suit = 8/9 playing tricks; 2NT = 25+; responses as 2NT opener	20-21 or 8PTs in minor. Responder bids poorer M
2D	Yes	0		1 st – 3 rd : S&H 5-9 5+4+ or 20-21 balanced.	2NT asks; 2M to play if weak, 3M exactly 4-in M, 3C/D exactly 5 in H/S. 4 C/D slam try in H/S, 4M to play no slam interest even if 20-21	Over 2NT, 3C max equal or min unequal; 3D min equal, 3H/S/NT max unequal longer shown.	4 th -Good minor or 20-21 bal. Resp is poorer major
2H		5	3S	Weak: 5-9; If 5-cards will have minor(1 st /2 nd); Better or worse 3 rd ; good suit and outside card 4 th	2S = enquiry <5S; 2NT enquiry 5+S; 3H, 4H = pre-empt or to make	3C/D = 5-card H/S & this suit; 2NT = min 6-card suit; 3S/NT = max/shortage; 3H= max/no shortage	As for UPH
2S		5	3H	As 2H	As 2H, but 2NT enquiry	Similar to 2H	As for UPH
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5S/4H NF; 4suit Transfer or RKC; 4C/4NT/5NT as 1NT	Puppet Stayman; Show non-M over 3D response. Transfer break: HHx/Hxxx	As for UPH
3C		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1,	Over new suit: 3NT denies doubleton support, while new suit = Hxx support and shortage.	As for UPH
3D		6		As 3C	As above	As above	As for UPH
3H		7		As 3C	As above	As above	As for UPH
3S		7		As 3C	As above	As above	As for UPH
3NT	Yes	7		Solid minor	4C pass/convert; 4D ask		As for UPH
4C		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make		
4D		8		As 4C	As above		
4H		7		As 4C	New suit = F1		
4S		7		As 4C	As above		
4NT	Yes			Ace asking	See HLB	HIGH LEVEL BIDDING	
5C		8		Pre-empt: sound NV/ VUL	As above	4NT opening: 5C = no Ace; 5D = DA; 5H = HA; 5S = SA; 5NT = 2 A; 6C = CA; Cue 1 st round before 2 nd round; RKCB by suit above: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; 5 th even with void; higher odd with void & that K. DINO/RINO; GSF; Lightner Double	
5D		8	As 5C	As above			
5H			Solid suit lacking AK with no losers outside	Raise per trump holding			
5S			As for 5H	As above			

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