

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	6NT	12-21 HCP, 3+	1x = 4+ card, 6+ HCP, 1N = 7-9 HCP no 4M 2C = simple 4+C, 2D = inverted 2M = 16 + GF/ 5M, 4+C GF, 1 suit strong 2NT = GI bal, 3C = invitational, 3D/3M = Splinter	1C-1D-1H or 1C-1H-1S = 1 round forcing 2 way checkback	same as if not passed
1 ♦		3	6NT	12-21 HCP, 3+	1x = 4+ card, 6+ HCP, 1N = 7-9 HCP no 4M 2C = 9-11 6 card or GF, 2D = simple 4+D 2M = 16 + GF/ 5M, 4+C GF, 1 suit strong 2NT = GI bal, 3C = inverted, 3D = inv. 3M = Splinter	1D-1H-1S = 1 round forcing 2 way checkback	
1 ♥		5	6NT	12-21 HCP, 3+	1S = 4+ S F1, 1NT=6-12 F1/ may be 3 card fit 2C=6+ 9-11(rebid) or 5+ GF 2D = 12+ 5+D GF, 2H = 8-10 3H, 2S = 16+ GF 2N = Jacoby, 3C= 6-9 4H any, 3D= 10-12 4H with bal 3H = invitational, 3S/4C/4D = splinter		Drury, after passed hands
1 ♠		5	6NT	11- 17 HCP	1NT=6-12 F1/ may be 3 card fit 2C/2D/2H = 6+ 9-11(rebid) or 5+ GF 2S = 8-10 3S 2N = Jacoby, 3C= 6-9 4S any, 3D= 10-12 4S with bal 3S = invitational, 4C/4D/4H = splinter		Drury, after passed hands
1NT		2		15-17 may have 5M or 6m 54 any	2C = stayman, 2D/2H = xfer M, 2S = xfer 1m 2N = invitational 3m/3M= 6+ card, 2 top onor		
2 ♣	!	0	-	22+ bal or any strong,	2D = Relay, 2H = 2. Neg 2N = 8-9 HCP no Ace, 3N= 11-12 HCP no Ace		
2 ♦	!	5	-	Diamonds weak	2NT = relay		
2 ♥	!	5	-	Hearts weak	2NT = relay		
2 ♠	!	5	-	Spades weak	2NT = relay		
2 NT			-	20-22 HCP 5m or 5M balanced	3C= Baron, 3D/3H = xfer 3S= m's or one M	HIGH LEVEL BIDDING	
3 ♣		6	-	Preemptive	3 new F vul,4C= NF,	RKCB 03-14, Splinter bids, asking bids,	
3 ♦		6		Preemptive	3 new F vul, 4D= NF,	DOPI-DEPO, Josephine, BW	
3 ♥		6		Preemptive	3♠ F vul, , 4S/5m to play		
3 ♠		6		Preemptive	4m for cue, 4H/5m to play		
3 NT	!	-		Semi solid or solid PRE	4♣/5♣: P/C, 4M: to play 4♦: asks cue		
4 ♣		7		Namyats, Strong H			
4 ♦		7		Namyats, Strong S			
4 ♥/♠		7		Nat. PRE			