



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21hcp	1 <sup>st</sup> lvl 5+hcp nat, 2♣=5+♣ 10+hcp, 1/2/3NT standard, 2♣=supp 7-10hcp,	1♣-2♣-2X = stopper 11+hcp	no inv minors after overcall, dbl
					2♣=1M, 2♥ = 54MM 5-9hcp, 3♣=weak supp	1♣-2♣-3X = splinter 13+hcp	after passed hand 9-11hcp
1♦		4	4♣	11-21hcp	similar	similar	similar
1♥		5	4♣	11-21hcp	1♣=5+hcp nat, 1NT=SF 5-11hcp, new suit on 2 <sup>nd</sup> lvl = GF,	1♥-2NT-3m=singleton or void	
					2♥=8-11hcp sup, 3m=nat invitational, 3♥=0-5hcp 4+♥, 2NT=4+♥ 11+hcp	1♥-2NT-4m=good minor, 5cards,	
1♠		5	4♥	11-21hcp	GF, 3♣/4♣/4♦=singleton or void	1♥-2NT-3NT=15-17hcp bal	
					similar	similar	
INT		-	4♣	(14)15-17hcp	2♣=stayman, 2♦/2♥/2♠/2NT=transfers, 3♣=weak minors NF,	1NT-2♣-2M-3m-3oM=	Lebensohl, doubles are mostly
				5M/6m/5-4/singleton	3♦=majors invitational+, 3M=singleton or void	supp for minor; splinters on	takeout
2♣	x	0(F)	-	22+hcp or any GF hand	2♦=0-7hcp or waiting; cheaper minor		Doubles are takeout
2♦	x	0(SF)	-	majors, at least 5-4	2NT=F1, new suit F1 nat, 3NT=to play, jump in new suit=splinter	2NT-3♥=weak, other strong	can be light in 3 <sup>rd</sup> position
				3-10hcp	3♥/4♥=to play	with values in that suit	semi-forcing in 4 <sup>th</sup> position
2♥		5	-	3-10hcp, constructive in vul	2/3/4M=to play, 3♣=to play, 3♦=invitational with MM	2♦-2NT-3♣=weak	in 3 <sup>rd</sup> position can be 4-4
				can be light in non-vul	3NT=to play, 2NT=F1	3♦=5-5,3M=longer M,3NT=5-5	in 4 <sup>th</sup> position can be stronger
2♠		5	-	3-10hcp, constructive in vul	similar	similar	similar
				can be light in non-vul			
2NT		-	4♣	20-21hcp	3♣=muppet stayman, 3♦/3♥=transfers, 3♠=minor stayman, 4m=minorwood	2NT-3♠-3NT-4NT=pick a minor, 4M=exclusion	Doubles are takeout
				5M/6m/5-4/singleton	4/5NT=quantitative	4m=minorwood	
3♣		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play, 4♦ is minorwood		can be light in 3 <sup>rd</sup> seat
3♦		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play, 4♣ is minorwood		can be light in 3 <sup>rd</sup> seat
3♥		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 <sup>rd</sup> seat
3♠		6	-	pre, can be light in non-vul	new suit F1, possibly lead-directing, 3NT=to play		can be light in 3 <sup>rd</sup> seat
3NT	x	7	-	solid suit, any	4♣=p/c, 4♦=strong F1, asking for suit, 4M=to play		
				usually no outside A/K			
4♣	x	7		pre, can be light in non-vul	new suit NF		same in 3 <sup>rd</sup> and 4 <sup>th</sup> seat
4♦	x	7		pre, can be light in non-vul	new suit NF		same in 3 <sup>rd</sup> and 4 <sup>th</sup> seat
4♥		7		pre, can be light in non-vul	4♣=to play, 4NT=RKCB		
4♠		7		pre, can be light in non-vul	4NT=RKCB		
4NT	x	6/6		6-5 in minors, weak	5m=to play		
5♣		7		pre, can be light in non-vul		<b>HIGH LEVEL BIDDING</b>	
5♦		7		pre, can be light in non-vul		1430 Blackwood, Exclusion Blackwood	
5♥		8		usually 10-11 tricks		4NT quantitative for 6NT, 5NT quantitative for 7NT	
5♠		8		usually 10-11 tricks		Cuebids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	
						5NT can be pick a slam	
						4m = minorwood in special situations	