



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Only 2 if 4-4-3-2	1M may conceal longer minor if weak; all jump responses – weak (3/4-7)	2/3♣ = Checkback after NT rebid; 4 <sup>th</sup> suit forcing – forcing to game, except at 1-level	
1♦		4	3♠	Natural	As above 1♦ - 3♣ = weak	As above	
1♥		5	3♠	Natural	Jacoby 2NT; 3NT = 13-15, natural; Splinters	Over 2NT 3 bids = shortage, 4 = void but 3NT = void ♠ 3M max 4M weak	Drury = 2♣ = 3-card support 2♦ = 4-card support
1♠		5	3♥	Natural	As above		As above
INT			2♠	15-17	2♣ Stayman/raise to 2NT; 2♦/2♥/2♠/2NT txfs.; 4♣ = Gerber	After 1NT-2♣-2♦, 2♥ now shows weak with (4)/(5) in majors; 2♠ shows weak with (5)/(4); after 2♠ 2NT denies	
2♣	Yes			23+ or G.F.	2NT = 9-14; 3NT = 8-10	Over intervention responder bids = natural/5+ HCPs, X = 5+ bal.	
2♦	Yes	6		Weak with ♦s 5-9 HCP	2NT enquiry; raises weak	After 2NT 3♣ = weak/weak, 3♦ = weak points good suit, 3♥ = weak suit good points, 3♠ = good good	
2♥	Yes	6		Weak with ♥s	As above	As above	
2♠	Yes	6		Weak with ♠s	As above	As above	
2NT				20-22 balanced	Puppet Stayman		
3♣		6		Normal pre-empt			
3♦		6		“			
3♥		6		“			
3♠		6		“			
						<b>HIGH LEVEL BIDDING</b>	
						4NT RKCB (03/14)	5NT = void + odd number
3NT	Yes			7+ solid minor; <K outside		DOPI/ROPI	6♣/♦ = void + even number
4♣		7		Good 4♥ opener			
4♦		7		Good 4♠ opener			