

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG-DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	3♠	If 4-4 open minor before major	2♣ = GF, 4 card support, no mjr (note 1); 3♣ = 6-9;	1NT rebid = 12-14, 2-way checkback (note 2); reverse = F1 (note 3)	change of suit by passed hand = NF
1♦		4	3♠	If 5♣-5♠ wk open ♣	2NT = 10-12 bal, 4 card support, no mjr;		
					jump shift = strong, 6 card suit; bid mjr if have one;		jump shift = fit
					1♣ -1NT shows 4♣, bal		
1♥		4	3♠		1NT = 6-10, may be unbalanced; 2NT = GF, 4 card support (note); limit raises; dbl jump shift = 9-11, splinter; 2 over 1 = F to 2NT; 1♠ - 2♥ = 5+	1M - 2m; 2NT = 12-14 1M - 2x; 2y = F1	limited splinters still apply jump shift = fit
1♠		4	3♠	Normally 5			change of suit = NF
INT				15-17; 14 with 5 card suit; may include 5 card mjr	5-card Stayman; 4-suit transfers (note 5); raise to 2NT through Stayman (note 4)	If 1NT is doubled see note 6. If 1NT is overcalled wkr hands through 2NT (note 7)	2NT = max raise
2♣		0	4♠	GF unless 23-24 bal	2♦ = relay, some values; 2♥ = 0=3; 2NT = ♥,	2NT rebid = 23-24, respond as to opening	
					positive; new suit positive promises 5 cards	jump shift = splinter	
2♦		6	3♠	6-10 points, good suit if 1 st or 2 nd seat; intermediate in 4 th	new suit F1; 2NT inquiry (note 8);	Over double new suit is NF	
		(5 NV 3 rd)			jump shift = fit; raises pre-emptive		
2♥		6	3♠	5-9, denies 4 of other mjr	new suit F1; 2NT inquiry (note 8)	Over double new suit is NF	
		(5 NV 3 rd)		intermediate in 4 th	jump shift = fit; raises pre-emptive		
2♠		6	3♠	5-9, denies 4 of other mjr	new suit F1; 2NT inquiry (note 8)	Over double new suit is NF	
		(5 NV 3 rd)		intermediate in 4 th	jump shift = fit; raises pre-emptive		
2NT				20-22 bal, may have 5 card M or 6 card m; may have singleton	5-card Puppet Stayman (note 10); transfers to mjrs 3♠ = 5♠4♥; 4m = slam try, nat	Re-transfers	
3♣		6		weak	new suit below game = F1		
3♦		7		weak	raises may be pre-emptive		
3♥		7		weak	jump shift = fit		
3♠		7		weak	4NT = RKCB		
3NT				running minor, no more than Q outside	4♣ = to play in minor; 4♦ asks for shortage 4M = to play		
4♣		7		weak, good shape			
4♦		7		weak, good shape			
4♥		7		1 st /2 nd - no more than K outside	4NT = RKCB, new suit = cue		
4♠		7					
4NT				Asks for specific aces	5♣ = 0, 5NT = 2, 6♣ = ♣A		
5♣				natural, highly distributional		HIGH LEVEL BIDDING	
5♦				natural, highly distributional		RKCB (14/30); DOPI, ROPI	
5♥				strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2	If cue bid is doubled, redbl shows 1 st round control	
5♠				strong, highly distributional		When cue bidding show cheapest, whether 1 st or 2 nd round control.	
						In competitive auction at 6 level dbl = one loser in opponents' suit, pass = 1 st round control.	
						If we bid vul game freely and opponents save, pass = forcing	