



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	4♥	11/13 or 17/19 Bal , or Natural	Transfers over 1♣, 1♦=♥, 1♥=♠, 1♠=♦. 1NT 6/11, 2NT 11/12 with ♣'s. 2♣ = Inverted(GF), or 5♥+4♠(limited). 2♦ = Multi. 2♥ = 5♠4♥. 2♠ = 6♣ with 4/8 pts. 3♣ = 6♣'s, 9/11 pts. 3♦/3M= minor suit swiss.	1NT Rebid = 11/13 points. 2NT Rebid 17/19 pts. 1♣ (Tsfr to M) 1M = 3 card support; 2M= 4 card support.	2♣ = Inv, 2♦ = 5♥+4♠ 2M = Jump fit. 2NT = minors 5/5, 5/8 points. 3♣ = 5/8 with 6♣'s.
1♦		4	4♥	Natural 10+.	Inv minors (GF). Minor suit swiss, 2NT = Natural. 2♣ = F to 2NT. 2♥/2♠ = Invitational 9/11 points, 6 card suit.	1NT Rebid = 11/13 points.	2♣ = 6♣ and 7/9 pts. 2♦ = Inv. 2M= Jump fit (nf). 2NT= minors 5/5, 5/8 points. 3♣ = Jump fit. 3♦ = 5/8, 5 card support, unbal.
1♥		5	4♦	Natural 10+.	2NT = GF ♥'s. Bergen raises. 3♠ = 9/11 with Unspecified Splinter. 3♠/4m = Voids.	1NT Rebid = 11/13 points.	Drury.Jump=4 card, splinter. 2NT = Good 4 card raise.
1♠		5	4♥	Natural 10+.	2NT = GF ♠'s. Bergen raises. 3NT = 9/11 with Unspecified Splinter. 4m/4♥ = Voids.		Drury. Jump 4 card splinter. 2NT = Good 4 card raise.
INT		2	4♥	14/17 Balanced 5M and 6m possible.	3♣ = 5 card stayman, 4 suit transfers. 3 any = Tsfr Singleton. 4♣ = 5/5 m, 4♦ = 5/5 M. 4M = To play.		
2♣	Yes	0	7♥	22/23 Balanced or GF.	Control showing responses; 2♦ = 0/1, 2♥ = 2, 2♠ = 3+. 2NT = Good suit + 10. 3any = Transfer to Good suit without 10.	Relays.	
2♦		5		6♦ or 5/5 in minors. 9/13 pts or 12/16 in 4 <sup>th</sup> .	2M = Inv. Nf. 2NT = Asking. 3M = GF.		
2♥		5		Weak Two with 5/9 points. 4 <sup>th</sup> = 9/13 points.	2NT = Asking for singleton. COS = NF		
2♠		5		Weak Two with 5/9 points. 4 <sup>th</sup> = 9/13 points	2NT = Asking for singleton. COS = NF		
2NT		2		Balanced 20/21	3♣ = 5 card stayman. 3♦/3♥ = Tsfrs. 3♠ = Minors. 4L = 2 below		
3♣		6		Pre-emptive.	Cos = F, 4♦ = TAB. Step 1 = no A or K	Cos NF after Intervention	
3♦		6		Pre-emptive.	Cos = F, 4♣ = TAB. Step 2 = A or K	Cos NF after Intervention	
3♥		6		Pre-emptive.	Cos = F, 4♣ = TAB. Step 3 = A and K	Cos NF after Intervention	
3♠		6		Pre-emptive.	Cos = F, 4♣ = TAB. Step 4 = A,K and Q.	Cos NF after Intervention	
3NT	Yes			Any solid suit.	4♣ = p/c, 4♦ = asks for sing. 4M = To play.		
4♣		7		Pre-emptive	.		
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	Yes			Specific Ace Asking.	5♣ = 0, 5♦ = A♦, 5♥ = A♥, 5♠ = A♠, 5NT = 2A, 6♣ = A♣.		
5♣		7		Pre-emptive	Cos = Asking. Step 1 = No control, Step 2 = 2 <sup>nd</sup>	<b>HIGH LEVEL BIDDING</b>	
5♦		7		Pre-emptive	Round control, Step 3 = 1 <sup>st</sup> control. 5NT= GSF	DOPI & ROPI	
5♥		7		Asking for Ace or King		Action Doubles = By pre-emptor, defined as wanting to bid on (offence) but giving partner option if he has defence.	
5♠		7		Asking for Ace or King		COG cue bids after 3 level pre-empts (strain 1 <sup>st</sup> , level 2 <sup>nd</sup> ).	