



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	Longer minor / open 1♣ with equal length	2♣ = 4 card support, no mjr (note 1); 3♣ = 4-9; 2NT = 10-12 bal, 4 card support, no mjr; jump shift = weak, 6 card suit; 3NT = 13-15 bal, 4♣ 1♣ -1NT shows 4♣, bal	1NT rebid = 12-14, 2-way checkback (note 2); reverse = F1 (note 3)	change of suit by passed hand = NF jump shift = weak
1♦		3	4♦	4+ unless 4-4-3-2	As 1♣		
1♥		5	4♦	Promises 5	1NT = 6-10, may be unbalanced; Bergen raises (note 13); dbl jump shift = 9-11, splinter;	1M – 2m; 2NT = 12-14 1M – 2x; 2y = F1	Bergen raises still apply change of suit = NF
1♠		5	4♦		2 over 1 = F2NT; 1♠ - 2♥ = 5+		
1NT				15-17; 14 with 5 card suit; may include 5 card M or 6 m	5-card non-promissory 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)	
2♣	✓	0	4♠	GF unless 23-24 bal	2♦ = relay, some values; 2♥ = 0=3; 2NT = ♥, positive; new suit positive promises 5 cards	2NT rebid = 23-24, respond as to opening jump shift = splinter	
2♦	✓	5-4	n/a	5-9 points, both majors; intermediate in 4 <sup>th</sup>	2NT inquiry (note 12); raises pre-emptive	Over double new suit is NF	
2♥		6 (5 NV 3 <sup>rd</sup> )	n/a	5-9, denies 4 of other mjr intermediate in 4 <sup>th</sup>	new suit F1; 2NT inquiry (note 8) jump shift = fit; raises pre-emptive	Over double new suit is NF	
2♠		6 (5 NV 3 <sup>rd</sup> )	n/a	5-9, denies 4 of other mjr intermediate in 4 <sup>th</sup>	new suit F1; 2NT inquiry (note 8) jump shift = fit; raises pre-emptive	Over double new suit is NF	
2NT				20-22 bal, may have 5 card M or 6 card m; may have sngltn A	5-card Puppet Stayman (note 9); transfers to mjrs 3♠ = 5♠4♥; 4m = slam try, nat	Re-transfers	
3♣		6		weak	new suit F1; 3♦ slam try; bid game to play		
3♦		7		weak	new suit F1; 4♣ slam try; bid game to play		
3♥		7		weak	raises pre-emptive		
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 <sup>st</sup> /2 <sup>nd</sup> – no more than K outside	4NT = RKCB, new suit = asks for control in suit above		
4♠		7					
4NT				Asks for specific aces	5♣ = 0, 5NT = 2, 6♣ = ♣A	<b>HIGH LEVEL BIDDING</b>	
5♣				natural, highly distributional		RKCB (14/30); DOPI, ROPI; Exclusion RKCB (03/14)	
5♦				natural, highly distributional		If cue bid is doubled, redbl shows 1 <sup>st</sup> round control	
5♥				strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2	When cue bidding show cheapest, whether 1 <sup>st</sup> or 2 <sup>nd</sup> round control.	
5♠				strong, highly distributional		In competitive auction at 6 level dbl = one loser in opponents' suit, pass = 1 <sup>st</sup> round control.	
						If we bid vul game freely and opponents save, pass = forcing	