



	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	3	7♥	3/3 in minors, open 1♣	2♣ = 10+ and clubs, F; 3♣ = 6-9; 2NT = 0-5 and fit; 3NT = 12-15 and fit (NF)	1♣-1♥-1NT = 11-14, could have 4S 1♣-1♥-2♥-2NT=Enquiry, game forcing	Jump = Fit
1♦	Yes	3	7♥	4 cards only unless 4432	2D=10+, 4+D, F1, 3D=6-9, 2NT=0-5	1m-2♥/♠=weak, 5-8	
						2NT=Game forcing with 4+ support, asks for strength and shortages, X=penalty if they bid	
1♥		5	7♦	5 cards	1NT=F1, 5-11; 2NT=GF 4 card support 2S=weak, 3C/D=invitational	1M-2NT-3C=>15, 3D=15+ no shortage, 3H/S/NT=15+ and shortage	1♥-2♣=constructive 3 card raise 1♥-2♦=constructive 4 card raise
1♠		5	7♥		1H-3S=any singleton, 3NT/4C/4D=void splinter 1S-3NT=any splinter, 4C/4D/4H=void splinter	1H-3S-3NT=asks for singleton 1S-3NT-4C=asks for singleton	Jump = Fit, 2NT=mini splinter 1M-3M=5 trumps and 5-8
INT			4♠	15-17, can contain 5M or 6m	2♠=Non-prom Stayman; 2♦/♥/♠/NT=Transfers, 3C=Shortage GF, 3D=5/5 minors GF, 3H/3S=shortage GF, 4C=majors, 4D=Hearts, 4H=spades, 4S=minors weak	1NT-2C-2D-2M=constructive 1NT-2C-2D-3H/S=splinter in C/D normally 4441 Transfer then raise to 3M=slam try, transfer to minor then new suit is shortage GF	
2♣	Yes		4♠	GF unless 2NT rebid	2♦=Negative; 2♥/♠= 2/3 Honours, 5 cards		
					Jump=solid suit, 2NT=Natural,	2C-2D-2H=hearts or 25+ balanced, forces 2S unless 5/5 in minors 0-5 (2nt) or poor 7 card suit 3c/3d	
2♦	Yes	6(5)		Weak Random in 3 <sup>rd</sup> ; 9-12 in 4 <sup>th</sup>	2♥/♠=NF +constructive; 2NT=Feature ask; 3x=F; Raise=Pre-emptive	2♦-2NT-3x=Max with high card; 3♦=Min	
2♥	Yes	6(5)		Weak	2NT=Feature ask	2♥-2NT-3x=High card feature, non minimum 3NT=max, no suitable bid	
2♠	Yes	6(5)		Weak 20-22, balanced	2NT=Feature ask 3♣=Normal Stayman, 3♦/♥=Transfers;	2NT-3C-3D-3M=Smolen,GF with 4 of M and longer OM	
2NT					3♠=Minors GF; 3NT=to play 4♠=Diamonds 4♦=♥, 4♥=♠ 4S=Clubs		
3♣		7(6)		Pre-emptive (11-14 4 <sup>th</sup> in hand)	New suit=F;		Suit= could be Lead directional
3♦		7(6)			4NT=RKCB		
3♥		7(6)					
3♠		7(6)					
3NT	Yes			Solid Minor (Max King outside; Stronger in 3 <sup>rd</sup> )	4/5♣=P/C; 4♦=Shortage ask	4♦-4NT=No shortage, 5C/D=natural with shortage in other minor	
4♣				Pre-emptive	4NT = RKCB		
4♦				Pre-emptive	4NT = RKCB		
4♥				Pre-emptive	4NT = RKCB		
4♠				Pre-emptive	4NT = RKCB		
4NT	Yes			Specific Ace asking	5C=0, 5D/H/S=that ace, 5NT=2 6C=ace of clubs 6D=3		
5♣				Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre-emptive		RKCB: 5C=1/4, 5D=0/3, 5H=2, 5S=2+Q, 5NT=2+void	
5♥				Trump asking		EKCB: 1 <sup>st</sup> step=0, 2 <sup>nd</sup> step=1, 3 <sup>rd</sup> step=2, 4 <sup>th</sup> step is 2+Q, next suit up asks for queen of trumps, 2 <sup>nd</sup> step is asking for specific kings	
5♠				Trump asking		After intervention D=0/3, P=1/4 1 <sup>st</sup> step=2, 2 <sup>nd</sup> step=2+Q After intervention high ranking than our trump suit D=even number of key cards, P=odd EKCB applies when jump to higher than game, jumps below game are splinters	

