



OPENING	IF	ARTIF	MIN. NO. OF CARDS	NEG.DB L THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
					1♣			
1♦				4+ cards	1♥/♠ = 4+, nat 1NT = max. 11, NF 2♣ = <b>nat GF</b> with 4+, nat responses 2♦ = <b>nat GF</b> with 5+ cards fit (except when opp O/C) 2♥/♠ = 6+ cards weak 3♣/3♦/3♥/♠ = preempt			
1♥/1♠				5+, can be 4 cards in 3 <sup>rd</sup> s	<u>If opp pass:</u> 1NT = Forcing, can have 3 cards fit with 0-7 following by 2M or 3 cards fit with 11+ following by 3M (1NT can be passed if responder passed once) 2M = 3 cards fit, 6-10 HCP 2m (after 1M) / 2♥ (after 1♠) is <b>natural GF</b> 2♣ = drury/passend hand 2NT = GF, 4+ cards fit ; 3♣ = +4 cards, 8-10 3♦ = +4 cards 11-12 3NT = 13-15, with fit 4minor = cuebid	1M - 1NT - 2♣/2♦ = min 3 cards (except 1♥ - 1NT - 2♣ = can be 2 cards) 3♣ = min hand with shortness (3♦ ask for shortness) 3♦ = +14 HCP no shortness 3♥ or 3♠ = +6♥/♠ 3NT = 18-19 HCP 4♥/♠ = noninteresting hand		
1NT				15-17 bal, may have 5M	Stayman, all transfers, Smolen, Texas 3♥/3♠ = +3cards♥/♠, both minors, min.4-4 <u>If opp DBL with pts: XX = ♣ transf</u>	1NT - 2♣ - 2M - 3M = inv		
2♣				GF, 24+ if balanced, or less HCP and 9+1/2 tricks	2♦ = waiting hand 2♥ = 5+ cards, decent suit 2♠ = 5+ cards, decent suit 3♣/3♦ = +5♣/5♦, decent suit			
2♦				Weak M (6 cards)	<u>If opp pass:</u> 2♥ = natural, NF 2♠ = natural, NF 2NT = strong relay	3♦ = bad hand  3♥/♠ = decent hand with onor 3NT = to play		
2♥/2♠				+6♥/♠ cards	<u>If opp pass:</u> 2NT = GF relay 3♣ = natural, NF 3♦ = natural, NF	Same like 2♦		
2NT				20 - 21, may have 5M	Puppet Stayman; major transfers, Texas 3♠ = minimum 1 minor	2NT - 3♠ - 3NT - to play		
<b>HIGH LEVEL BIDDING</b>								
3♣					preemt			
3♦					preemt			
3♥					peemt			
3♠					preemt			
3♠					preemt			
3NT					Gambling, don't promise stopper in other's color			
4♣					preemt			
4♦					preemt			
4♥					To play			
4♠					To play			
5♣					To play			
5♦					To play			

