

OPENING	TICKET ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-22 HCP	Suit or NT 2♣ – inverted minor Weak jump shift.	4 th suit forcing: game forcing. Reverse by opener: forcing After inverted start to show controls	Cue bid for overcall=forcing Preemptive jumps over overcalls
1♦		3	3♠	11-22 HCP	Suit or NT 2♦ – inverted minor Weak jump shift.	As for 1♦	As for 1♦
1♥		5	4♠	11-22 HCP	1NT – SF 2OVER1 Bergen , 2NT jacyby	long and short trial bid After 2NT jacyby	Cue over comp = strong raise 2♣ = Drury (2M = min)
1♠		5	4♥	11-22 HCP	As for 1♥	As for 1♥	As for 1♥
1NT				15-17 HCP, balanced	2♣=NF Stayman , 3♣=puppet Stayman 2♦/2♥/2♠/2NT = transfer / and texas transfer		DBL at 3-level shows values
2♣	X			Artificial, strong near GF, Any suit(s), any shape	Natural 2♦ = natural (0-7 HCP OR 8+ without suit), 2♥,2♠,3♣,3♦-positive requires good suit		natural Natural
2♦		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx♦	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx♥	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature	3NT = AKQxxx♠	natural
2NT				20-22 balanced	Jacoby transfers, Puppet Stayman.		
3♣		7		Pre-emptive	New suit = forcing	4♣ is weak 4♦ is slamish	
3♦		7		Pre-emptive	New suit = forcing	4♦ is weak 4♣ is slamish	
3♥		7		Pre-emptive	New suit = forcing		
3♠		7		Pre-emptive	4♥ = natural.		
3NT	X	7		Gambling	with semi closed suit -max Q in other suit		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
5♣				Pre-emptive		RKCB – 1403, 1 st step ask for Q trumps; then 5NT ask for specific Kings	
5♦				Pre-emptive		Cue = 1 st or 2 nd .	
5♥				Pre-emptive		Splinters	
5♠				Pre-emptive			