

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		4♥	12-14 PC bal, or 4441♦ 15+ PC, 5(4)+♣ 18+ PC, any	1♦ = 0-6 PC or 7-11 unbal no 4M or 16+ bal no 4M; 1♥/♠ = 7+ 4+♥/♠; 1NT = 7-10 bal; 2♣/♦ = 5+♥/♦ unbal GF; 2♥ = 13-15 bal; 2♠ = 11-12 bal; 2NT = inv bal; 3♣/♦ = 6+♣/♦ inv; 3♥ = 12-16 4144, 3♠ = transfer to 3NT, AKDxxxx(x) in m, no side stop	1♣ - 1♦ - 1♥ = NF, 3+♥, 12-14 bal or strong 1♣ - 1♦ - 1NT = 18-19 bal 1♣ - 1♦ - 2NT = 22-23 bal 1♣ - 1♥/♠ - 2♦ = GF, Relay, 3+♥/♠ 1♣ - 1♥/♠ - 2♣ - 2♦ = 10+ Relay Double checkback	1♣ - 1NT = 9-11 PC
1♦		4	4♥	12-17 PC 5+♦, or any 4♦441 12-14 PC, 4♦ 5♣	1NT = 7-10; 2♣ = 5+♣, GF, nat; 2♦ = 10+ 4+♦; 2♥ = 5-9, 5♠ 4+♥; 2♠ = 6+♠, inv; 3♣ = pree, or splinter 13-16; 3♦ = mixed raise, 6-9 4+♦	Double checkback	1♦ - 2♦ = 10-11 1♦ - 3♣ = 8-10 5+♣ 4+♦ 1♦ - 3♦ = pree
1♥		5		12-17 PC 5+♥	1NT = nf; 2♣ = GF, relay; 2♦ = GF 5+♦; 2♠ = mixed raise; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♠ = mini splinter; 3NT/4♣/4♦ = splinter	Double checkback	Drury (2♦ shows interests)
1♠		5	4♥	12-17 PC 5+♠	1NT = nf; 2♣ = GF, relay; 2♦/♥ = GF 5+♦/♥; 2NT = inv with support; 3♣/♦ = 6+♣/♦ inv; 3♥ = mixed raise; 3NT = mini splinter; 4♣/4♦/4♥ = splinter	Double checkback	Drury (2♦ shows interests)
1NT				14+ -17 PC, can be little off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5♠ included); 2♠ = range ask; 2NT = ♦ or weak with both minors; 3♣/3♦ = shortness, 5 in other m or 4441/4414; 3♥/3♠ = shortness, at least 5-4 in m; 4♣ = 5+♥ 5+♠, game or slam in a hand; 4♦/♥ = transfer to ♥/♠	1NT - 2♣ - 2♦ - 2♥ = p/c 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5♠ 1NT - 2♣ - 2♦/♥/♠ - 3♠ = GF, relay 1NT - 2♣ - 2♥/♠ - 3♦/3♥ = at least ♥/♠ game try Double transfers after 2♦/♥, example: 1NT - 2♥ - 2♠ - 2NT = GF, 4+♣	
2♣	X	5	4♥	11-14 PC, 5+♣ 4M, or 6+♣	2♦ = relay; 2♥/♠ = NF, nat; 2NT = puppet to 3♣; 3♣ = inv to 3NT; 3♦/♥/♠ = inv, nat	2♣ - 2NT - 3♣ → pass = preemptive; 3♦ = inv+, 5♥ 5♠; 3♥/♠ = GF, 5+♥/♠ 5+♦; 3NT = inv to 6NT based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X			weak, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct; 2NT = relay; 3♣ = bid your suit via transfer; 3♦ = 5♦ 5M, GF; 3♥ = preemptive, both supports; 3♠ = nat, partner can raise; 4♣ = bid your suit via transfer (then passes are forcing); 4♦ = bid your suit directly	2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠	
2♥		5		weak, 5+♥ and 5(4)+♣/♦	2♣ = NF, nat; 2NT = relay; 3♣ = pass/correct; 3♦ = inv to 4♥; 3♠ = nat, GF		
2♠		5		weak, 5+♠ and 5(4)+♣/♦	2NT = relay; 3♣ = pass/correct; 3♦ = inv+ with ♥; 3♥ = inv to 4♣		
2NT			4♥	19+ -21 PC	3♣ = puppet stayman; 3♦/♥ = transfers; 3♠ = minors; 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT - 3♣ → 3♦ = at least one 4M; 3♥ = no 4M; 3♠/NT = 5♠/♥	

