



OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4S	12-14 bal/4414; 15+ 5+c	1D – negative 0-6 or 6-11 minors; 16+ w/o 4M or 5m; 2H – 6-9, 5s-4h; 2S/NT – inv to 3NT	1C-1D-2D – acol; 1C-1M-1X - ? three-way checkback; 1C-2C-2D/1C-2D-2H 12-14 bal;	1D – 0-7/9 if w/o 4M; 1NT – 10-11;
				18+any	3H-4144 13-16; 3S – transfer to 3NT	1C-1M-2D – 18+ 3+fit	
1♦		4	4S	11-17 5+d (or 4441);12-14 5c4d	2H – 5s4h, 6-9; 2S – inv to 3NT; 3C – SO d/spl any;	1D-1M-1X: three-way checkback;	2S – inv 4+d; 2D – nf
					3C – pre or any spl; 3D – mixed raise	1D-1H-2S/1D-1S-2H – art	
1♥		5	4S	(10)12-17, weaker in 3 <sup>rd</sup>	2C – art GF; 2S - mixed raise; 2NT inv; 3S – minspl;		Drury fit
					3NT/4C/D – spl	Three-way checkback	
1♠		5	4S	(10)12-17; weaker in 3 <sup>rd</sup>	2C – art GF; 2NT – inv; 3c - mixed raise	As above	As above
1NT			4S	(14)15-17, may contain 5M or 6m or 5422 or single court card	2S – transfer to clubs or inv to 3NT	1NT-2S-2NT/3C – bad/good hand	Transfers from 2NT level;
					2NT – diamonds or SO minors; 3C – puppet; 3D – nat inv; 3h/s - 5431	Relays over stayman responses; 1NT-2D-2H-2S inv with 4s	After 2C – majors 2H is minors
2♣	X	5	4S	11-14 5c-4M or 6+c	2D – relay; 2NT – inv+55majors; GF major+d;SOc;	2C-2NT-3c - AUTO	XX – penalty
					Light iv to slam or forcing c; 3C – inv to 3NT;	2C-2D-2H-2S – GF relay; 2C-2D-2NT/3C –3D relay	
2♦	X	0	-	Pre-empt; 6 in major	2H/S – P/C; may contain two coloured forsing/inv	2D-2S-2NT – hearts	2D-2M -X – P/C
				Rather w/o 4 in 2 <sup>nd</sup> major	2NT – GF relay; 3C – f mono or inv; 3D – f d/d+x; 3H – pre; 3S – inv nat; 4C/D -show ur colour (trf), 4C – creates FP	2D – 2NT – 3C – good hand >> 3D – relay 2D – 2NT – 3D/H - transfers	2D-2NT+ -X – penalty 2D-3C-3D- inv; 3H-P/C 2D-3D-X – inv; 3H-P/C
2♥	X	5	-	5h-5any, preempt	2S – P/C; 2NT – almost GF, relay; 3C – P/C	2H – 2NT – 3C/D/H – 5c/d/s	X – penalty;
					3D – inv to hears; 3H – pre; 4C – P/C	Good hand clubs/diamonds	New minor on lowest level – P/C
2♠	X	5	-	5s-(4)5m, preempt	As above; 3D – inv+ hearts; 3H – inv spades	2H-2NT-3C/D – bad hand; 3H/S – good hand	As above
2NT	X		-	5+c-5+d, preempt	3H – GF, ask for shortness; 3S – art inv to 5 or 6	2NT – 3H – 3S/NT – spl s/h; 4C/D – 6511;	X – penalty
						4H/S – void; 2NT – 3S – 3NT (auto)	
3♣		(6)7	-	Pre-empt, stronger in vul			
3♦		(6)7	-	Pre-empt, stronger in vul			
3♥		(6)7	-	Pre-empt	4NT – RKCB; 5m – to play		
3♠		(6)7	-	Pre-empt	4NT – RKCB; 5m – to play		
3NT	X		-	Gambling, AKQJxxx or AKQxxxx in one of minors	4C – P/C; 4D -GF, ask for shortness; 4NT – ask for length; 5C – P/C	3NT – 4D – 4H/S – shorness bid; 4NT – Shortness in 2 <sup>nd</sup> minor	
4X		7		Pre-empt			
4NT	X			5+-5+ in minors; pre-empt			
5♣				Pre			
5♦				Pre			
5♥				I need AK h to make slam	6H – I have one of following; 7H – I have both		
5♠				I need AK s to make slam	6S – I have one of following; 7H – I have both		

**HIGH LEVEL BIDDING**

					Cue-bids; blackwood;
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