

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21			
1♦		3		11-21			
1♥		5		11-21			
1♠		5		11-21			
INT				15-17	Stayman/Pappet Stayma (2♣/3♣), 2♠=invite to 3NT or transfer to ♣, 2NT= transfer to ♦		
2♣	√			GF	2♦=0-7, 2NT=8+ without 3 controls, 2Any=4 card and least 3 controls. Ace=2 controls, King=1 control		
2♦	√			Weak 2 in major or 22-24	2♥=P/C, 2♠=invite to game in ♥, 2NT= strong question	2♦-2NT-3♣=6♥, max 2♦-2NT-3♦=6♠, max 2♦-2NT-3♥=6♥, min 2♦-2NT-3♠=6♠, min 2♦-2NT-3NT=22-24	
2♥	√	5		5♥+5Any, 5-10 pts	2♠=P/C, 2NT=Show your second suit		
2♠	√	5		5♠+5m, 5-10 pts	3♣=P/C, 2NT=Show your minor		
2NT				20-22	Pappet Stayman, transfers to majors		
3♣				Priemptive			
3♦				Priemptive			
3♥				Priemptive			
3♠				Priemptive			
3NT				Gambling			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							

