

OPEN	TICK IF ART.	MIN NO. OF CARD	NEG. DBL.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		12+, Inverted Minor	1 any suit - at least 4 in suit, 6+ HCP	1 suit (forcing 1 rd.), 2WCB after 1NT reply from opener to M suit 1NT/2C/2 P's suit (min.), 2 other suit or NT (rev. forcing to game), 3 P's suit (invitational)	
					1NT - 4 clubs 3-3-3, 6-10 HCP	Pass (min bal.), 2C (5-6 min), 2D (rev.), 2NT (15-17 semi bal.), 3NT (18+)	
					2NT - any 4-3-3-3, 11-12 HCP	Pass, 3C, 3NT	
					3NT - any 4-3-3-3, 13-16 HCP	Pass, 4C, 5C, cue-bids to slam	
					2C - 10+ HCP, at least 5 clubs	2D/2H/2S - Shows stopper in that suit, denying stoppers in lower suits. 2NT Shows stoppers in all 3 other suits 3NT or 4/5C with a better hand 4NT - RKCB 3C - min. with any singleton	6-9 HCP, at least 5 clubs after opponents's overall
					2M - weak (2-5 HCP) with 6 cards in suit	Pass or a raise	Cue-bid to show 10+ HCP, at least 5 clubs
				3C - 6-9 HCP, at least 5 clubs	Pass with min. 3NT or 4/5C with a better hand	2-5 HCP, at least 5 clubs after opponents's overall	
1♦		3		12+, Inverted Minor	1 any suit - at least 4 in suit, 6+ HCP	1 suit (forcing 1 rd.), 2WCB after 1NT reply from opener to M suit 1NT/2C/2 in Partner's suit (min.), 2 other suit or NT (rev. forcing to game), 3 Partner's suit (invitational)	
					1NT - 3/4/5-3/4-3/2-3/2, 6-10 HCP	Pass (min bal.), 2C (4/5-4/5 min), 2D (5-6 min), 2NT (15-17 semi bal), 3NT (18+)	
					2NT - any 4-3-3-3, 11-12 HCP	Pass, 3D, 3NT	
					3NT - any 4-3-3-3, 13-16 HCP	Pass, 4D, 5D, cue-bids to slam	
					2C - 10+ HCP, at least 5 clubs	natural, 2NT - invitational, 2M - rev.	
					2M - weak (2-5 HCP) with 6 cards in suit	Pass or a raise	Cue-bid to show 10+ HCP, at least 4 diamonds
				2D - 10+HCP, at least 4 Diamonds	3C/2H/2S - Shows stopper in that suit, denying stoppers in lower suits. 2NT Shows stoppers in all 3 other suits 3NT or 4/5D with a better hand 4NT - RKCB (1430) 3D - min. with any singleton	6-9 HCP, at least 4 diamonds after opponents's overall	
				3D - 6-9 HCP, at least 4 Diamonds	Pass with min. 3NT or 4/5D with a better hand 4NT - RKCB (1430)	2-5 HCP, at least 4 diamonds after opponents' overall	

1♥	5	12+, 2/1	1S - 6+ HCP with 4+ Spades	Forcing 1 rd., natural, 2WCB after 1NT reply from opener	
			1NT - 5-11 HCP, no 4 Spades, up to 2-card H support with 6-9 or 3-card H support 10-11	Forcing 1 rd.: up to 16 HCP: Better Minor if 5 Hs, 2H with 6, reverse bid with 17+ HCP	
			2m - 2/1 - at least 4 m 2C after PASS = Druri	12-16 HCP - 2D (after 2C to show 4), 3m, 2H (no more info) natural reverse in any other bid	10+
			12+, 2/1	Pass, 3NT/4H to play, short trial bid (2S), long trial bid (2NT- S, 3m - nat.)	
			2S - WJR	Pass or correct	
			2NT - 4-card(+) H support with 12+ HCP	3C - minimum 3D - 15+ with D 3H - 15+ with C 3S - 15+ with S 3NT = 18-19 5332 4m - void 4H - 15-17 6322 4S - void, 15+	10-12, no 3 H - inv.
			3C - 4-card(+) H support with 6-8 HCP	3H/4H - to play 3S - ask for singleton suit; reply: 4H - no singleton, 3NT - in S, 4m - in m 3NT - shows single S 4m - shows single m	
			3D - 4-card(+) H support with 9-11 HCP	3H/4H - to play 3S - ask for singleton suit; reply: 4H - no singleton, 3NT - in S, 4m - in m 3NT - shows single S 4m - shows single m	
			3H - 4-card(+) H support with 2-5 HCP	Pass or 4H - to play	
			3S/4C/4D - 4-card(+) H support, splinter (9-11 HCP with void or 12-14 HCP with singleton) in	progressing to slam or 4H to play	
3NT - 2/3 in H, 13-15 HCP, ballanced	Pass or any correction				
4H - 5-card(+) H support with 5-9 HCP	progressing to slam or Pass to play				

1♠	5	12+, 2/1	1NT - 5-11 HCP, up to 2-card S support with 6-9 or 3-card S support 10-11	Forcing 1 rd.: up to 16 HCP: Better Minor if 5 Ss, 2H with 4+, 2S with 6, reverse bid with 17+ HCP	
			2m - 2/1 - at least 4 m 2C after PASS = Druri	12-16 HCP - 2D (after 2C to show 4), 3m, 2H with 4+, 2S (no more info) natural reverse in any other bid	10+
			2H - 2/1 - at least 5 H	12-16 HCP: 2NT (5233 up to 14), 3H with 3+, 2S (no more info) natural reverse in any other bid	
			2S - 6-9 HCP with 3-card S support	Pass, 3NT/4S to play, short trial bid (2NT), long trial bid (level 3)	
			2NT - 4-card(+) H support with 12+ HCP	3C - minimum 3D - 15+ with D 3H - 15+ with H 3S - 15+ with C 3NT = 18-19 5332 4C/D/H - void 4S - 15-17 6322	10-12, no 3 S - inv.
			3C - 4-card(+) S support with 6-8 HCP	3S/4S - to play 3NT - ask for singleton suit; reply: 4S - no singleton, 4C/D/H - in suit 4C/D/H - shows single in suit	
			3D - 4-card(+) H support with 9-11 HCP	3S/4S - to play 3NT - ask for singleton suit; reply: 4S - no singleton, 4C/D/H - in suit 4C/D/H - shows single in suit	
			3S - 4-card(+) S support with 2-5 HCP	Pass or 4S - to play	
			4C/D/H - 4-card(+) S support, splinter (9-11 HCP with void or 12-14 HCP with singleton) in	progressing to slam or 4S to play	
			3NT - 2/3 in S, 13-15 HCP, balanced	Pass or any correction	
4S - 5-card(+) S support with 5-9 HCP	progressing to slam or Pass to play				

1 NT			15-17, may have 5 in M	2C - stayman	2D - no 4-card M (subsequent: Smolen if 5-4 in both M and 10+ HCP, 2M if less), 2M - 4/5 in M, 3M - 17 HCP with 5-card M	Pass if doubled - no stopper in C (to be redoubled), RDBL by opener if doubled - to play after 2C overcall (nat. or cap.) - X means stayman
				2D/2H - transfer to H/S	<b>2H/2S</b> - normal reply, - to be Passed by responder (0-7 HCP) or - 2NT to show 5 in M with 8-9 HCP or - 3NT to show 5 in M with 10+ HCP or - 3M to show 6 in M with 8-9 or - 4M to show 6 in M with 10-12 HCP <b>3H/3S</b> - 17 HCP with 4-card M	Pass if doubled - no stopper in D/H (to be redoubled) after 2C overcall (nat. or cap.) - Sys On Lebensohl after any overcall
				2S/2NT - transfer to 3C/3D	3C/3D - normal reply, 2NT/3C - 3-card(+) support for m with at least 1 honor	Lebensohl after any overcall
				3C - Puppet Stayman	3D - any 4-card M, 3H/S 5-card, 3NT - no 4/5 in M	Lebensohl after any overcall
				3D - Strong both minors, slamish	3NT or 4m - better minor, slam offering	Lebensohl after any overcall
				3M - splinter (5-4 in m, singleton in M, 3-card in OM), 10+ HCP	3NT or 4m - better minor, slam offering or 4 in OM - to play	Lebensohl after any overcall
				3NT - 10-14 HCP, no M (or no desire to expose M in 4-3-3-3 hand)	PASS	Lebensohl after any overcall
				4C - Gerber	4D-4NT(0/4-1-2-3) aces	
				4D/4H -Texas transfer to H/S	4H/4S - to be Passed or 4NT RKCB	
				4S - slam-try in one suit (mainly: minor)	asks to bid 4-card suit in 5-level bottom-up (4NT for Spades)	
	4NT - quantitative	Pass with 15, 6NT with 17, anything with 16				
2*	√		Strong hand 23+ or 9 tricks in any suit Game Forcing	2H - second negative (0-2 HCP)	Own suit or NT (Muppet-Stayman/M-Transfer/Texas-Transfer after NT)	
				2D - 4-7 HCP or more with no 5-card suit	Own suit or NT (Muppet-Stayman/M-Transfer/Texas-Transfer after NT)	
				2NT - 8+ HCP with 5-card(+) in H	Support or own suit or NT	
				2S/3C/3D - 8+ HCP with 5-card(+) in bid suit	Support or own suit or NT	

2♦	√	6	Week in any M 5-11 HCP	2H - up to 10 HCP or up to 13 with more Ss than	Pass or correct to 2S	
				2S - 11-13 HCP with not less Hs than Ss	Pass or correct to 2NT (maximal with good Hs), 3C (maximal with no good Hs), 3D (minimal with Hs), 3S/4C/4D (splinter with maximal Hs)	
				2NT - 14+ HCP, invitational	3D - minimal with Hs (responder will bid 3H or 4H) 3H - minimal with Ss (responder will bid 3S or 4S) 3C - maximal 6-card major (not yet known) - Game Forcing. Responder bids 3D and opener replies 3S for Hs and 4H for Ss, setting 4M from responder's side)	
				3C/3D - natural, forcing 1 rd.	natural bidding	
				3H/3S - preemptive bid the M with less cards, S if equal	Pass or Correct	
				3NT/4H/4S - to play	Pass	
				4C - ask for Texas Transfer	4D/4H	
			4D - ask to bid the M	4H/4S		
2♥		5+5	5-10 HCP, 5Hs + 5 in any m	2NT - Asking for m with good hand (14+ HCP)	3C/3D, responder fix the final contract (Pass, 3H, 3NT, 4H, 5m)	
				3C - Asking for m with up to 13 HCP	Pass or correct	
				3H - preemptive	Pass	
				3NT/4H - to play	Pass	
2♠		5+5	5-10 HCP, 5Ss + 5 in any m	2NT - Asking for m with good hand (14+ HCP)	3C/3D, responder fix the final contract (Pass, 3S, 3NT, 4S, 5m)	
				3C - Asking for m with up to 13 HCP	Pass or correct	
				3H - preemptive	Pass	
				3NT/4S - to play	Pass	
2 NT			20-22 may have 5 in M	3C - Puppet Stayman	3D - any 4-card M, 3H/3S - 5-card M, 3NT - no 4/5 in M	
				3D/3H - transfer to H/S	3H/3S - to be Passed by responder (0-4 HCP) or - 3NT to show 5 in M with 5-8 HCP or - 4M to show 6 in M with 5-8 HCP	
				3S - long any minor, 10+ HCP	3NT or 4m - better minor, slam offering	
				3NT - 5-8 HCP, no M (or no desire to expose M in 4-3-3-3 hand)	PASS	
				4C - Gerber	4D-4NT(0/4-1-2-3) aces	
				4D/4H -Texas transfer to H/S	4H/4S - to be Passed or RKCB (1430)	
				4S - slam-try in one suit (mainly: minor)	asks to bid 4-card suit in 5-level bottom-up (4NT for Spades)	
				4NT - quantitative	Pass with 15, 6NT with 17, anything with 16	
				6NT	12+ balanced	

3♣		6		Preemptive	Pass or continue	
3♦		6		Preemptive	Pass or continue	
3♥		7		Preemptive	Pass or continue	
3♠		7	√	Preemptive	Pass or continue	
3 NT	√	7		GAMBLING	Pass or correct to 4C	Pass or correct to 4D
4♣		8		Preemptive	Pass or continue	
4♦		8		Preemptive	Pass or continue	
4♥		8		to play	Pass or continue	
4♠		8		to play	Pass or continue	
4NT						
5♣						<b>High Level Bidding</b>
5♦						4NT - RKCB - 1430
5♥						Exclusion - jump to level 5 same
5♠						
5NT						