

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	3♠		Bergen Raises		Nonforcing
1♦		3+	3♠		Bergen Raises		Nonforcing
hhh1♥		5+	3♠		Bergen Raises Drury if opener at 3 rd /4 th seat		Nonforcing
1♠		5+	4♥		3♥ - 3 cards - <6 1N - 2x - 2♥ - 6-8 2♥ - 9-10 1NT - 2x - 3♥ - 11		Nonforcing
					Same for ♠		
INT				15-17 balanced/semi balanced	Puppet Stayman, Transfers		
2				Strong 23+ / 8 ^{1/2} tricks	2♦ waiting	System- On on 2NT	
2♦				<u>Multi</u> Weak in Majors Strong in Minors Balanced 20-22	2♥ waiting 2♠ game invitation in ♥ 2 NT ask for further description 3♥ game invitation in ♠	<u>Responses to 2NT</u> 3♣ - minimal hand in ♥ 3♦ - minimal hand in ♠ 3♠ -- maximal hand in ♥ 4♥ - maximal hand in ♠	
2♥				5♥ +5/4 Minor <12	2NT ask for Minor		<u>Gestem</u>
							1X-2X = 2 far unbid suits
2♠				5♠ + 5 in another suit <12	2NT ask for other suit		1X-2NT = 2 lower unbid suits
2NT				5-5 in Minors <12	3♣ / 3♦		1X-3♣ = 2 upper unbid suits
3♣		6/7		Preemptive			
3♦		6/7		Preemptive			
3♥		7		Preemptive			
3♠		7		Preemptive			
3NT				Gambling – Closed long Minor	4♠ if other suits with no stopper		
4♣							
4♦		*		Preemptive	No. of cards ACC. To strength and VUL.	<u>Slam Bidding</u>	<u>Good Bad</u>
4♥		*		Preemptive	No. of cards ACC. To strength and VUL.	4♣ Gerber (over NT)	In competitive bidding after both opponent bid same suit
4♠		*		Preemptive	No. of cards ACC. To strength and VUL.	4NT RKCB	1X-1Y=P=2Y
4NT				RKCB		5NT Specific kings	2NT relay to partner to bid 3♣
5♣		*		Preemptive	No. of cards ACC. To strength and VUL.	5 of trump = ask trump quality	
5♦		*		Preemptive	No. of cards ACC. To strength and VUL.	5 in side suit – Exclusion RKB	
5♥				Slam try	Bid 6 with 2 honors in suit	Chippest bid after RKB – Queen of trump asking	
5♠				Slam try	Bid 6 with 2 honors in suit		

Defense against weak two opening		Defense against Opponents Intervention			Defense after we opened 1NT
Opponent	2M(weak)	After we bidded game	After we bidded 4NT (RKCB)	After we bidded Slam	Levnshol
We	4m = m + other M	-Double = 2 losers	DOPE/ROPE	Pass = 0 losers in their suit	1NT-2X-2Y = sign off
	4NT = 16+ both minors	-Pass = 1 loser	Double/Redouble = Odd key cards	Double = Penalty	1NT-2X-3X = Steiman with stopper
Opponent	2♦(weak)	-Rais to 5 = 0 losers	Pass = Even key cards		1NT-2X-2NT = relay to 3♣
WE	4♦ = both majors				3X = steiman without stopper
	4♣ = ♣+ major				3Y = natural forcing