

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.), NMF after 1NT reply from opener to M suit 1NT/2C/2 P's suit (min.), 2 jump other suit or NT (18+ forcing to game), 2 other suit without jump (15+ forcing one round), 2 D's suit (invitational)	1 spade bidding after being take-out doubled of either side denies 4 spades (bid 2S confirms) After DBL - system off. RDBL - both majors 6+
					1NT: 4 clubs 6-10 HCP or 5 clubs 8-9 HCP, no M	Pass, 2C, 2D, 2NT (16-17 semi bal), 3NT	
					2NT - invitational, no 4M	Pass, 3C, 3NT	
					3NT - 4-3-3-3 or 3-4-3-3, 13-16 HCP	Pass, 4C, 5C, cue-bids to slam	
					2C - 10+ HCP, at least 5 clubs, no 4-Major	2D/2H/2S - Shows stopper in that suit, denying stoppers in lower suits. 2NT Shows stoppers in all 3 other suits 10-12 3NT/4C/5C/splinter with a better hand 12+ 4D - kickback 3C - min. with any singleton (P shows stoppers)	6-9 HCP, at least 5 clubs after opponents's overcall or DBL
					2D/H/S - weak (up to 4 HCP) with 6 cards in suit	Pass or a raise	New-suit: jump- 0-5, 6+; noj- 8+ 5+ NF; Cue-bid: 10+ HCP + at least 5
1♦		3		12+, Inverted Minor	3C - 4-7 HCP, at least 5 clubs, no 4-Major	Pass with min. 3NT or 4/5C with a better hand 4D - kickback	2-5 HCP, at least 5 clubs after opponents's overcall or DBL
					1 any suit - at least 4 in suit, 6+ HCP	1 suit (forcing 1 rd.), NMF after 1NT reply from opener to M suit 1NT/2C/2 Partner's suit (min.), 2 jump other suit or NT (18+ forcing to game), 2 other suit without jump (15+ forcing one round), 3 Partner's suit (invitational)	1 spade bidding after being take-out doubled of either side denies 4 spades (bid 2S confirms) After DBL - system off. RDBL - both majors 6+
					1NT: 3-5 clubs 6-10 HCP or 5 D's 8-9 HCP, no M	Pass, 2C, 2D, 2NT (16-17 semi bal), 3NT	
					2NT - 4-3-3-3 or 3-4-3-3, 11-12 HCP	Pass, 3D, 3NT	
					2NT - 4-3-3-3 or 3-4-3-3, 13-16 HCP	Pass, 4D, 5D, cue-bids to slam	
					2C - 10+ HCP, at least 5 clubs, no M	natural, 2NT - invitational, 2M - rev. 15+	
1♦		3		12+, Inverted Minor	2M - weak (up to 4 HCP) with 6 cards in suit	Pass or a raise	New-suit: jump- 0-5, 6+; noj- 8+ 5+ NF; Cue-bid: 10+ HCP + at least 4
					2D - 10+HCP, at least 4 Diamonds, no 4-Major	3C/2H/2S - Shows stopper in that suit, denying stoppers in lower suits. 2NT Shows stoppers in all 3 other suits 10-12 3NT/4D/5D/splinter with a better hand 12+ 4H - kickback 3D - min. with any singleton (P shows stoppers)	6-9 HCP, at least 5 clubs after opponents's overcall or DBL
					3D - 4-7 HCP, at least 5 Diamonds, no 4-Major	Pass with min. 3NT or 4/5D with a better hand 4H - kickback	2-5 HCP, at least 4 diamonds after opponents' overcall or DBL

					RDBL - long minor 6+ NF
				1S - 6+ HCP with 4+ Spades	Forcing 1 rd., natural, NMF after 1NT from opener
				1NT - 6-11 HCP, no 4 Spades, up to 2-card H support	Up to 13 HCP: Not Forcing: - PASS with any 5-3-3-2 shape - 2H with 6+ or 2m with 4+ in m and 5 Hs 14-16 HCP: 2H with 6+ or 2m with 4+ m and 5 Hs 17+ HCP: any reverse bid (2NT= 5-3-3-2 shape)
				2C - 2/1 or (6/7 or 10/11 HCP) with 3-card H support	13-16 HCP - relay in 2D (2H from resp. shows 6/7) 11-12 HCP - relay in 2H (may be passed) <del>natural reverse in any other bid</del>
				2D - 2/1 or 8-9 HCP with 3-card H support	12-16 HCP - relay in 2H (may be passed), natural reverse in any other bid
			12+, Shlomo Club (rectified 2/1)	2H - 12+ HCP with 3-card H support	2S - ask for min/max - 2NT - min. - 3C/D/H - long in C/D/S top honor, 15+ - 3NT - 15+ balanced - 3S/4C/4D/ - splinter 15+ 2NT("S")/3C/3D - Long Trial Bid (steps of strength) 3H - minimum 3NT - 17-18 ballanced 3S/4C/4D - Splinter 4H - 11 HCP to play 4S - kickback
				2S - 4-card(+) H support with any 12+ HCP or with 6-8 HCP and any singleton	2NT - ask for singleton to be bid in 3-level if 6-8 - 3C/D/H - singleton in C/D/S and 6-8 points - Cue-bid 3S/4C/4D or else for 12+ 3H - min. (may be passed) 4S - kickback
				2NT - 4-card(+) H support with 9-11 HCP and singleton in D or in S	3C - ask for singleton suit (3H - singleton in S) 3/4H - to play 3S/4m - control, slamish 4S - kickback
				3C - 4-card(+) H support with 10-11 HCP and either singleton in C or no singleton at all	3D - ask for singleton suit (3H - no, 4H or any other - in C and strength in bid suit) 3/4H - to play 3S/4m - control, slamish 4S - kickback
				3D - 4-card(+) H support, 6-8 and no singleton	3/4H - to play
				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 in H, 13-15 HCP, ballanced	Pass or any correction
				3S/4C/4D - splinter with 4Hs, 12+ HCP	cue bid, 4H or kickback
				4H - 5-card(+) H support with 5-9 HCP	progressing to slam or Pass to play
				4S - kickback	
1♥		5			

1♠	5	12+, Shlomo Club (rectified 2/1)			RDBL - long minor 6+ NF
			1NT - 6-11 HCP, up to 2-card S support	Forcing 1 rd.: up to 16 HCP: Better Minor or 2H if 5 Ss, 2S with 6, reverse bid with 17+ HCP	
			2C - 2/1 or 10-11 HCP with 3-card S support	11-12 - 2S (may be passed), 12-16 with 4 hearts - 2H 12-16 - no 4 hearts - relay 2D, 2NT - invitational thru short trial bid (3C) natural reverse in any other bid	only weaker option for Passed Hand
			2D - 2/1 or 8-9 HCP with 3-card S support	12-16 - relay 2H or 2S (may be passed), 2NT - invitational thru short trial bid (3C), natural reverse in any other bid	only weaker option for Passed Hand
			2H - 2/1 or 6-7 HCP with 3-card S support	12-16 HCP - 2S (may be passed), 2NT - invitational thru short trial bid (3C), natural reverse in any other bid	only weaker option for Passed Hand
			2S - 12+ HCP with 3-card S support	Forcing to game, natural. Subsequent bidding: 2NT - ask for min/max - 3C - min. (12-14) - 3D/H/S - long in D/H/C, top honor, 15+ - 3NT - 15+ balanced - 4C/D/H - splinter 15+ 3C/3D/3H - Long TB (show points in suit by steps) 3S - minimum 3NT - 17-18 ballanced 4C/D/H - Splinter 4S - 11 HCP to play 4NT - kickback	6-10 with 3/4-card H support in compet
			2NT - 4-card(+) S support with any 12+ HCP or with 6-8 HCP and any singleton	3C - ask for singleton suit to be bid in 3-level if 6-8 - 3D/H/S - singleton in D/H/C and 6-8 points - Cue-bid in 4 lvl or else game-progress 12+ 3S - min. (may be passed)	only weaker option for Passed Hand
			3C - 4-card(+) S support with 9-11 HCP and singleton in C or in H	3D - ask for singleton suit (3S - in C) 3/4S - to play 4C/D/H - control, slamish 4NT - kickback	
			3D - 4-card(+) S support with 9-11 HCP and either singleton in D or no singleton at all	3H - ask for singleton suit (3S - no singleton, 4S or any other - singleton in D and strength in bid suit) 3/4S - to play 4H/4m - control, slamish 4NT - kickback	
			3H - 4-card(+) S support with 6-8 HCP and no singleton	3/4S - to play 4NT - kickback	
			3S - 4-card(+) S support with 2-5 HCP	Pass or 4S - to play	
			4C/4D/4H - splinter with 4Ss, 12+ HCP	cue bid, 4S or kickback	
3NT - 2 in S, 13-15 HCP, ballanced	Pass or any correction				
4S - 5-card(+) S support with 5-9 HCP	progressing to slam or Pass to play				
4NT - kickback					

1 NT			15-17, may have 5 in any suit		General: With 2 suits (M+m), responder shows his <b>other m</b> (only if needed or justified) after stayman/transfer respond by opener	against competition - Lebensohl, against Punnishment Double: - 4-way transfer to show 5-card suit (Redouble for C) - Pass to be Redoubled if no 5-card suit.
				2C - stayman non-forcing (may have 10-14 HCP, no M or no desire to expose M in 4-3-3-3 hand)	2D - no 4-card M (subsequent: - <b>Smolen for 5-4 or 5-5 in M / 10+</b> , - <b>P</b> or <b>2H</b> : 0-7 & at least 4-4 in both M, - <b>2S</b> : 8-9 & 5/4 in S/H, 3m - other m GF) <b>2M</b> - 4 or 5 in M (sub.: Pass, 3/4 in M, 2S after 2H: 8-9 no 4Ss, 2NT - 8/9 with 4Ss, 3m - other m GF, 3NT) <b>3M</b> - 17 HCP with 5-card M <b>2S</b> - (after 2D) - 5 Ss, 2 Hs P 17 (may be passed), <b>2H/2S</b> - normal reply, * 0-7 HCP - to be Passed by responder * with 8-9 HCP - 2S (after 2H) to show 5 Hs and up-to 3 Ss - 2NT (after 2H) to show 5 Hs and 4 Ss - 2NT (after 2S) to show 5 Ss - 3M to show 6 in M * with 10+ HCP - 3NT to show 5 in M, no 4 in m - 3m - 4+ in other m - 4M to show 6 in M <b>2H/2S</b> - 17 HCP with 4-card M	Pass if doubled - no stopper in C (to be redoubled), RDBL by opener if doubled - to play with at least 4 clubs (no 4 major)
				2D/2H - transfer to H/S	3C/3D - normal reply, 2NT/3C - 3-card(+) support for m with at least 1 honor	Pass if doubled - no 3-card in H/S (to be redoubled)
				2S/2NT - transfer to 3C/3D	3D: any 4-card M, 3H/3S: 5-card M, 3NT: no 4- M (responder's 4C - retransfer to Diam.)	
				3C - Puppet Stayman (including 6+ in D)	3D - Both majors - invitational	
				3D - Both majors - invitational	3NT or 4m - better minor, slam offering or 4 in OM - to play	
				3M - splinter (5-4 in m, singleton in M, 3-card in OM), 10+ HCP	4m - better minor, continue checks to slam	
				3NT - Strong both minors, GF, slamish	4D-4NT(0/4-1-2-3) aces	
				4C - Gerber	4H/4S - to be Passed or 4S/4NT kickback	
				4D/4H - Texas transfer to H/S	4NT - quantitative	Pass with 15, 6NT with 17, anything with 16
2*	√		Strong hand 23+ or 9 tricks in any suit Game Forcing	2D - 0-7 HCP or more with no good 5-card suit	Own suit or NT (Puppet-Stayman/M-Transfer/Texas-Transfer after NT)	
				2H/2S/3C/3D - 8+ HCP with good 5-card(+) in bid suit	Support or own suit or NT	

2♦	√	6	Week in any M 6-10 HCP	2H - asking opener to pass or correct	Pass or correct to 2S	
				2S - asking opener to pass or correct	Pass or correct to: 2NT (maximal with strength in S or D), 3C (maximal with strength in C), 3D (minimal with Hs),	
				2NT - forcing (usually: 14+ HCP), invitational	3C - min with H 3D - min with S 3H - max with S 3S - max with H	
				3C/3D - natural, forcing 1 rd.	natural bidding	
				3H/3S - preemptive bid	Pass or Correct	
				3NT/4H/4S - to play	Pass	
				4C - ask for Texas Transfer the long suit	4D/4H	
				4D - ask to bid the M	4H/4S	
2♥		5+5	6-10 HCP, 5Hs + 5 in any m	2S - Natural, 5+ Ss with good hand (14+ HCP) and singleton or void in H	3S with 3 spades 3 other m if not	
				2NT - Asking for m with good hand (14+ HCP)	3C/3D (opposite minor, minimal hand), responder fixes the final contract (Pass, 3D, 3H, 3NT, 4C, 4H, 5m...) 3H - 5 clubs, maximum, responder fixes the final contract (Pass, 3NT, 4H, 5C...) 3S - 5 diamonds maximum, responder fixes the final contract (Pass, 3NT, 4H, 5D...)	
				3C - Asking for m	Pass or correct	
				3D - Asking for m	Pass or correct	
				3S - cue-bid (H is agreed)	cue bid	
				3H/3NT/4H - to play	Pass	
2♠		5+5	6-10 HCP, 5Ss + 5 in any m	2NT - Asking for m with good hand (14+ HCP)	3C/3D (opposite minor, minimal hand), responder fixes the final contract (Pass, 3S, 3NT, 4S, 5m...) 3H - 5 clubs, maximum, responder fixes the final contract (Pass, 3NT, 4S, 5C...) 3S - 5 diamonds maximum, responder fixes the final contract (Pass, 3NT, 4S, 5D...)	
				3C - Asking for m	Pass or correct	
				3D - Asking for m	Pass or correct	
				3H - cue-bid (S is agreed)	cue bid	
				3NT/4H/4S - to play	Pass	

2 NT				20-22 may have 5 in M	3C - Puppet Stayman (or 6+ in Diam.)	3D: any 4-card M, 3H/3S: 5-card M, 3NT: no 4 M (responder's 4C if res not 3D - retransfer to Diam.)	
					3D/3H - transfer to H/S	3H/3S - no super-accept - may be passed (0-4) or raised to game (5-8 HCP) in NT (5 cards) or M (6+)	
					3S - transfer to Club (6+), slamish	3NT if doesn't like C, 4C - likes C	
					3NT - Strong both minors, GF, slamish	4m - better minor, continue checks to slam	
					4C - Gerber	4D-4NT(0/4-1-2-3) aces out of 4	
					4D/4H -Texas transfer to H/S	4H/4S - to be Passed or 4S/4NT kickback	
					4NT - quantitative	Pass with 15, 6NT with 17, anything with 16	
					6NT (12+ balanced)	PASS	
3♣		6		preemptive	Pass, raise, any other suit=bid - forcing 1 round, NT		
3♦		6		preemptive	Pass, raise, any other suit=bid - forcing 1 round, NT		
3♥		7		preemptive	Pass, raise, any other suit=bid - forcing 1 round, NT		
3♠		7	√	preemptive	Pass, raise, any other suit=bid - forcing 1 round, NT		
3 NT	√	7		GAMBLING	4C/D asking to pass or correct	After 4C: Pass or correct to 4D After 4D: pass/correct to 5C showing a singleton if exists	
4♣		8		preemptive			
4♦		8		preemptive			
4♥		8		preemptive	Pass or Kickback		
4♠		8		preemptive	Pass or Kickback		
4NT							
5♣					<b>High Level Bidding</b>		
5♦						DIPO / RIPO	
5♥						DIPO / RIPO	
5♠						DIPO / RIPO	
5NT						DIPO / RIPO	