

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	x	0	4♠	17+HCP any distribution	1♦ neg., 1♥/♠ = ♠/♥ FG, 2♣/♦ = ♦/♣ FG 1♦ may be 4-4-4-1 12+	after 1♣-1♦-1♥-1♠ = Relay - now 1NT = 20-21HCP, 2NT = 22-23 but 1♣-1♦-1♥-1NT(2♣,♦,♥)TRF 0-4 but 2♣=mm,2NT=MM 3♣(♦)=♠+♣(♦) 3♥(♠)=♥+♠(♦)	
					2♥/♠ = nat.5-7HCP, 2NT = 4-4-4-1 8-11 F	23HCP, 2♥ = nat., 2♣/♦/♠ = ♥+suit puppet stayman	
					2NT = 4-4-4-1 8+ 3NT= solid suit	1♣-1♦ now 2NT = 24+HCP FG, Asking Bids after 1♥/♠/NT	
1 ♦	x	1	4♠	10-16HCP unbalanced if 14-16	2♦ = Inverted Minors, 2♠ = 4-7(8)HCP 6+cards	no Inverted Minor in competition	
					3♠ = at least 4♦ 5♣ 7-10, 2♥ = 5♠,4+♥ 5-9HCP	after 1NT -Rebid 2♣/♦ = two way checkback	Drury 2♦ shows good opening
1 ♥		5	4♦	10-16HCP	2NT = gameforcing raise, 3♠ = inv.+ 4+trumps	long suit Trialbid direct, 2♠ = general try, 2NT = LST ♠	2NT = ♣.
					3♦ = inv.+ 3trumps, 3♥=pre., 3♠/4♣/♦ = Splinter	After 2NT : level3 short 3♥= maximum unbalanced 3NT = max balanced	3♣/♦ Fit jump
1 ♠		5	4♦	10-16HCP	same as above except 3♥ = Splinter, 4♥ = nat.	long suit Trial-Bid direct, 2NT = general try	2NT=♣
1 NT			3♠	14-16HCP	Stayman (NF), 2♦/♥/♠/NT = Transfer,	X = negative thru 3♠, Rubensohl	X by passed hand shows 1 minor
					3♠ = ♣+♦ weak, 3♦ = ♣+♦ strong	1NT-2C-2P-4T= Splinter	pass - pass - 1NT - pass
					3♥,♠ = short ♥,♠, 4♦ = ♥+♠ at least 5/5		pass - double
2 ♣		5	4♥	10-16HCP	2♦ = forcing Relay, 2♥/♠ = nat. nonforcing,	2♦ - 2♥/♠/3♠ = min., 2NT/3♦/♥/♠ = nat. max. 6♣	
					3♦ = nat. FG, 3♥/♠ = nat. 6+suit forcing>	2NT - 3♠ - bid shows 2 suiter g.f.	
					3♠= 8-11 2NT = trf ♣		
2 ♦	x			4-10HCP ♥/♠	2NT = forcing Relay, 3♣/♦ = nat. nonforcing,	2♦ - 2NT: 3♣/♦ = min♥/♠ 3♥/♠ =max ♠/♥,	same
				or strong 3 suiter 17+	2(3)♥ = poc ,3♠ nat 4♣ bid majo tr	X after 2♥/♠ 3♥ =poc after minor x=pen	
				2NT shows 17-20, 3♣(♦,♥,♠)=21+ single above	2♦ x 2♥ =poc, 2	after 2NT : 3♣ askin g for shortness other bids Fit ?	
2 ♥		6(5)		4-10HCP ♥ + minor	2NT = forcing Relay, 2♠ = to play 3♣=poc	2NT - 3♣/♦ = Min 3♥/♠ = Max	same
					3♥ = preempt, 3♠ forcing	To play 3M , 4M 5 m X= poc vs min, pen vs ♠	
					4♥/♠ = to play	Next suit asking shortness next to next rKCB lower suit	same
2 ♠		6(5)		4-10HCP ♠+ minor	same as above 4♥ to play	same as above	
2 NT	x			4-10HCP ♠+♦ 5/5	3♥ = asking strength + shortness 3♠=nat	3♠ = Min -> 4m to play , 3NT = Max -> 4♣) ask shortness 4♣(♦)= void ♥(♠)-> 1.(2.) Stufe = RKCB ♣(♦)	
3 ♣		7(6)		4-10 Preempt	new suit forcing at 3-level, 4in new minor = slaminv.	4♦ = slaminv.	
3 ♦		7(6)		4-10 "	new suit forcing at 3-level, 4in new minor = slaminv	4♠ = slaminv.	
3 ♥		7(6)		4-10 "	3♠ forcing	after 3♥/♠ - 4♣ = slam inv. w/ fit, 4♦ = slam inv. w/o fit	
3 ♠		7(6)		4-10 "	"	as above "	
3 NT	x	7(6)		Gambling w/o side values 1/2nd, 3rd/4th with side values	4♣ = P/C, 4♦ asks for shortness, 4♥/♠ = to play 4♦- 4♥/♠ = short, 4NT = bal. 5♣/♦ = short other m.	HIGH LEVEL BIDDING	
4 ♣	x	7		good 4♥ opening	4♦ = asks for outside ace, later for shortness	RKCBW 41, 30, Splinter, Cuebids, Exclusion KCBW, forcing Pass, Ropi-Dopi mod.	
4 ♦	x	7		good 4♠ opening	4♥ = asks for outside ace, later for shortness		
4 ♥		7(6)			4♠ = RKCB, 4NT = ♠ Cuebid		
4 ♠		7(6)			4NT = RCKB		