



| OPENING              | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.D BL THRU   |  |   |  |  |
|----------------------|--------------------|-------------------|-----------------|--|---|--|--|
|                      |                    |                   |                 | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED HAND BIDDING  |
| 1♣                   | x                  | 2                 |                 | (10)12+  | Inverted minor (GF), 2♦ = invite, WJS, optional wash, responses on 1-level may be weaker than normal  | 1m-2m-2/3x (no jump) = single<br>1m-2m-3/4x (with jump spring) = renonce<br>1x-1y-1z = unbal   | 1♣ - (dbl) - 2♦ = invit+, 5+♣<br>(1m) - P - (1nt) - 2♣ = landy   |
| 1♦                   |                    | 4                 |                 | With 4-4 we (usually) open 1♦  | Inverted minor (GF), 3♣ = invite, WJS<br>Responses on 1-level may be weaker than normal   | 1m-2m-3m = 4+m (semi-bal/bal with 'low' doubleton)<br>1m-2m-3nt = bad minimum<br>1m-1M-2nt = 16+ 6m, 3M or 16+ 4M<br>1♣-1M-2♣-2♦ = art GF                | 1♦ - (dbl) - 3♣ = invit+, (4)5+♦   |
| 1♥<br>1♠             |                    | 5                 |                 | (10)12+ (3 <sup>rd</sup> seat can be light)  | 2M = 8-10, 3♣ = 11-12 3M, 3♦ = 6-9 4M<br>3M = weak,<br>2NT = 4M, invitational+<br>1♥-3♣ = 13-15 unknown void<br>1♠-3NT = 13-15 unknown void<br>1♠-3♥ = 6+♥, invit | 1M-3♣-3♦ = asking good 5-card suit<br>1M-3♣-3nt = suggestion<br>1♥-3♣-3♠ = short ♣<br>1♥-3♦-3♠ = asking for shortness<br>1♠-3♦-3♥ = asking for shortness | 1M - (2x) - 3x = 10+, 3M<br>1M - (2x) - 2NT = 10+, 4M<br>1M - (2x) - 4x/y = void<br>Transfers after 1M - (dbl)<br>Transfers after (1x) -1M - (dbl) |
| INT                  |                    |                   |                 | (14)15-17 (5M and 6m possible)   | Stayman, transfer, smolen, 2sp= size ask/clubs<br>2nt=♦, 3♣ = puppet, 3♦=10 cards m,<br>3M = (31)(54)<br>4♣ = hearts, 4♦ = spade, 4M = natural                    | 1nt-2♦-2♥-2♠ = invitational. 5♥, 4♣<br>1nt-2♣-2♦/♥-2♠ = unbal invitation with 5♣<br>1nt-2♣-2♦-2♥ = weak with both majors<br>1nt-2♣-2♦-4♣ = 5-5M slammy   | Transfer-lebensohl   |
| 2♣                   | x                  | 0                 |                 | a) (19)20-21nt/25+nt<br>b) GF  | 2♦ = relay<br>2M/3m = to play opposite 20-21NT  | 2♣-2♦, 2M-3M = 1-2 controls<br>2♣-2♦, 2M-3nt = 3+ controls   | 2♣ - (2M) - pas = negative<br>- dbl = art GF<br>- transfer-leb   |
|                      | x                  | 2                 |                 | 18-19 bal  | 2♥ = 5+ ♠, 2♠ = transfer to 2nt, 2nt = 6+♣, 3♣ = 6+♦, 3♦ = 5-5M GF, 3M = splint 5-4(5)m, 4♣ = hearts, 4♦ = spades   | After transfer to 2♣ = 2nt-system on   | 2♦ - (2M) - dbl = T/O<br>Transfer-lebensohl after overcalls<br>3♠ = transf to 3nt after interference   |
| 2M                   |                    | (5)6              |                 | Weak: ca. (2)4-9   | 2nt = asking for shortness<br>New suit is only forcing when we are vulnerable   |  | Transfers after 2M - (dbl)   |
| 2NT                  |                    |                   |                 | (21)22-24 balanced   | Stayman, transfer, smolen, 3♠ = both minors<br>4♣ = 5-5 major (SI), 4♦ = pick a major, 4♥ = clubs, 4♠ = diamonds  |  |  |
| 3♣                   |                    | (5)6              |                 | Depending on position and vulnerability. Normally around (0)4-9hp, however after a passed hand it can be up to opening strength. | 4♦ = ace asking   |  |  |
| 3♦                   |                    | (5)6              | 4♣ = ace asking |  |   |  |  |
| 3♥                   |                    | 6                 | 4♠ = ace asking |  |   |  |  |
| 3♠                   |                    | 6                 | 4♠ = ace asking |  |   |  |  |
| 3NT                  | x                  |                   |                 | 1st + 2nd pos: solid 7(8)-card major suit<br>3.+4. pos: gamble   | 4♣ = asking for shortness, 4♦ = bid your major<br>4M = to play  | Shortness is shown up the line   |  |
| 4♣<br>4♦<br>4♥<br>4♠ |                    | (6)7              |                 | Depending on position and vulnerability. Normally around (2)4-9hp, however after a passed hand it can be up to opening strength. |   |  |  |
| 4NT                  | x                  |                   |                 | Both minors (weak), 6-6+   |   | HIGH LEVEL BIDDING: RKCB 1430, Voidwood 0314, D0P1, R0P1, PUDL   |  |

