

| Opening | Art | No of cards | Neg dbl up to | | | | |
|---------|-----|-------------|---------------|--|---|---|--|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
| 1♣ | X | 0 | 4♥ | 11-14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY | 1♦ = 0-6PC ANY, 7-11PC minor(s), or 16+PC, BAL | 1♣ - 1♦ - 1♥/♠ = NF, 3+, 11-14PC BAL, or strong 1♣ - 1♦ - 1NT = 18-19PC, BAL | |
| | | | | | 1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC, no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = solid suit | 1♣ - 1♦ - 2NT = 21-23PC, BAL 1♣ - 1♥/♠ - 2♦ = GF, Relay, 18+PC, 3+♥/♠ 1♣ - 1♦/♥/♠ - 2♣ = 5+♣, 15+PC 1♣ - 1♥/♠ - 2♣ - 2♦ = GF, artificial | |
| 1♦ | | 4(+) | 4♥ | 11-17PC, 5+♦, or any 4♦441, 11-15PC, 4♦ 5♣ | 1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♠, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise | Double checkback, Extra length transfers | |
| 1♥ | | 5(+) | 4♠ | 11-17PC, 5+♥ | 1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = WJS, 2NT = 4+♥, mixed raise, inv, minispliner, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♣/♦ | Double checkback, Extra length transfers | Drury (2♦ shows interests) |
| 1♠ | | 5(+) | 4♥ | 11-17PC, 5+♠ | 1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥ | Double checkback, Extra length transfers | Drury (2♦ shows interests) |
| 1NT | | | 4♥ | 14+--17PC, can be a little bit off-shape (5M, 6m, 54, stiff H) | 2♣ = stayman (invitational hand with 5+♠ included), 2♠ = transfer to ♣, or inv BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+4+♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠ | 1NT - 2♣ - 2♦ - 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8-9PC 1NT - 2♣ - 2♦/♥ - 2♠ = inv, 5+♠ 1NT - 2♣ - 2♦/♥/♠ - 3♣ = GF, Relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ = at least ♥/♠ game try We play double transfers, next bid between 2NT-3♥ is next trf, example: 1NT - 2♥ - 2♠ - 2NT = GF, 4+♣ | 1NT - 2♥ 2♠ - 2NT = inv+, 4+♣ |
| 2♣ | X | 5(+) | 4♥ | 11-14PC, 5+♣ 4M, or 6+♣ | 2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat | 2♣ - 2NT - 3♣ - pass = preemptive, 3♦ = inv+, 5♥, 5♠, 3♥/♠ = GF, 5+♥/♠ 5+♦, 3NT = inv to 6NT, based on clubs | 2NT = invitational to 3NT 3♣ = normal raise |
| 2♦ | X | 0 | | 3-10PC, 6(5)+♥/♠ on a 3rd hand might be often 5+♥/♠ | 2♥/♠ = pass/correct, 2NT = Relay, inv+, 3♣ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M, 3♥ = preemptive, both supports, 3♠ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly | 2♦ - 2♠ - 2NT - 3♠ = GF, nat 2♦ - 2♥ - 2♠ - 3♥ = inv, nat 2♦ - 2NT - 3♣ = any min 2♦ - 2NT - 3♦/♥ = max with ♥/♠ | |
| 2♥ | X | 5(+) | | 3-10PC, 5+♥ and 5(4)+♣/♦ | 2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, worse than through 2NT, 3♠ = GF | 2♥ - 2NT - 3min - 3♠ = GF on ♥, 2 nd minor = GF on minor 2♥ - 2NT - 3min - 3♥ = NF, 2♥ - 2NT - 3min - 4min = NF | |
| 2♠ | X | 5(+) | | 3-10PC, 5+♠ and 5(4)+♣/♦ | 2NT = Relay, 3♣ = pass/correct, 3♦ = ♥, 3♥ = inv to 4♠, worse than through 2NT | 2♠ - 2NT - 3min - 3♥ = GF on ♠, 2 nd minor = GF on minor 2♠ - 2NT - 3min - 3♠ = NF, 2♠ - 2NT - 3min - 4min = NF | |
| 2NT | | | 4♥ | 19+--21PC | 3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests | 2NT - 3♣ - 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥ 2NT - 4♣/♦ - 4♦/♥ = worse than 4♥/4♠ | |
| 3♣ | | 6(+) | | PRE, wide range NV | 3♦ = puppet to 3♥, 3♥/♠ = GF (F1), nat, 4♦ = Optional KeyCard | 3♣ - 3♦ - 3♥ - 3♠ = NF, nat, 3NT = partner might run, 4♥/♠ = choice of games between 4M and 5♣ | |
| 3♦ | | 6(+) | | PRE, wide range NV | 3♥/♠ = GF (F1), 4♣ = Optional KeyCard | 3♣ - 4♦, 3♦ - 4♣, 3♥ - 4♠, 3♠ - 4♣ - see below | |
| 3♥ | | 6(+) | | PRE, wide range NV | 3♠ = GF, 4♣ = Optional KeyCard | Answers are a little bit different, depending from a vulnerability | |
| 3♠ | | 6(+) | | PRE, wide range NV | 4♣ = Optional KeyCard | | |
| 3NT | X | | | 1 st /2 nd = Gambling, no side stop 3 rd /4 th = just to play | 4♦ = asks for shortness | 3NT - 4♦ - 5♣/♦ = suit and short in the other minor | |
| 4♣ | | 6(+) | | PRE, wide range NV | 4♦ = Poor man blackwood (0-1-1.5-2) | | |
| 4♦ | | 6(+) | | PRE, wide range NV | 4NT = Poor man blackwood (0-1-1.5-2) | | |
| 4♥ | | 6(+) | | PRE, wide range NV | 4NT = Poor man blackwood (0-1-1.5-2) | Blackwood, 1-0-2+Q + specified Kings | |
| 4♠ | | 6(+) | | PRE, wide range NV | 4NT = Poor man blackwood (0-1-1.5-2) | Exclusion Blackwood (0-1-2-2+Q), Poor man blackwood (0-1-1.5-2) when below opening and after preempts | |
| 4NT | X | | | ♣ and ♦ (usually 6-6) | 5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦ | | |

