



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
				1♣	√	0	4♥	17+hcp any distribution
1♦	√	0	4♥	a) 11-13 hcp balance b) 11-16 hcp 4+♦ (5+♣ possible) c) 11-16 hcp any 4441	1M=6+ hcp 4+suit, 1NT=6-11 hcp nat NF, 2m=FG 4+ suit, 2M=4-9hcp 6+suit NF, 2NT=Nat GI	1♦-1♥: 1♠=11-16 hcp, 4♦+4♠ 1♦-1♥: 1NT=11-13 hcp Bal, 4♠ is possible 1♦-1X; 2♣=4+ both minors unbalanced, (5+♣ possible) 1♦-1♥/♠: 2NT=14-16hcp, 3card support and 6+♦		
1♥		5	4♦	11-16, 5+suit	1♠=Nat 4+suit, 1NT=6-11hcp NF, 2♣/♦=4+suit FG, 2♥=6-9 hcp 3(4)-card support, 2♠=6-9hcp 6+♠ NF, 2NT=10+hcp GT 3+♥ support, 3m=G/T w/ 4+♥ support and singleton in minor, 3♥=G/T w/ 4+♥ support and no singleton 3♠=6-10hcp w/ 4+♥ support and Void♠, 3NT=Nat 13-15 hcp, 4m=Void	1♥-1♠-1NT: 2♣= a) 10-13 GT any distribution b) 6-10 hcp w 6+♦. 1♥-1♠-1NT: 2♦= a) Rely 13+ GF 1♥-2NT: 3♣= minimum, 3♦ maximum no singleton, 3♥= singleton ♣, 3♠= singleton ♦, 3NT= singleton ♠	2♦= Rely	
1♠		5	4♥	11-16, 5+suit	Same as after 1♥ but 3♥=G/T w/ 4+♠ support and singleton ♥, 3♠=GT w/ support an no singleton	1♠-2NT: 3♣= minimum, 3♦ maximum no singleton, 3♥= singleton ♣, 3♠= singleton ♦, 3NT= singleton ♠		
INT			4♥	14-16 hcp balanced	2♣=Stayman, doesn't promise a M, 2♦=TRF to ♥, 2♥=TRF to ♠, 2♠=ART one minor 6+suit (NF or slamtry) or both minors (GF), 2NT=FG asking for weak 2card suit, 3♣/♦=GT w 6+cardsuit	1NT-2♠: a) 2NT=33m or 3(4)+♦ b) 3♣=3+♣_shorter ♦ 1NT-2NT: 3X=weak two	a) 3m=NF b) Pass or 3♦ NF	
2♣		5	4♥	a) 11-16 hcp, 5♣+4M b) 6+♣ (4+♦ possible when 6+♣ but unusual)	2♦=GT (R), 2M=Nat 5+suit. 2NT=GT w/ 3+♣, 3♦/♥/♠=GF w Good suit, 3NT= Natural balance 13-15 hcp, 4♣=PRE	2♣-2♦: 2♥/2♠= Nat, 2NT=14-16hcp w 6♣+suit, 3♣=11-13hcp w 6+suit, 3♦=14-16 hcp no singleton, 3♥=14-16 single♦, 3♠=14-16 single ♥, 3NT-14-16 Good 6+♣		
2♦	√	0		4-9 hcp 6+M	2♥=Relay, 2♠=P/C, 2NT=F1, 3♣=F1, 3M=GF Good suit, 4♣= Asking for TRF to openers M, 4♦=Relay	2♦-2NT; 3♣=4-6 hcp 6+♥, 3♦=4-6 hcp 6+♠ 3♥=7-9 hcp 6+♠, 3♠=7-9 hcp 6+♥,		
2♥		6		10-13 and 6-suit, freer in 3rd	2NT=G/T+, 3X=Nat F, Raise=PRE, 4m=SPL, 4♠ to play	2♥-2NT: 3♣= minimum, 3♦ maximum no single, 3♥= single ♣ 3♠= single ♦, 3NT= single ♠	DBL=PEN	
2♠		6		10-13 and 6-suit, freer in 3rd	2NT=G/T+, 3X=Nat F, Raise=PRE, 4m=SPL, 4♥ to play	2♠-2NT: 3♣= minimum, 3♦ maximum no single, 3♥= single ♣ 3♠= single ♦, 3NT= single ♥	DBL=PEN	
2NT				22-24 hcp balance	3♣=Stayman, 3♥=TRF, 3♠=ART GF w both m or one 6card+ m	2NT-3♠: 3NT=no 4c minor	DBL=PEN	
3X		(6)7		PRE	3X= Nat NF, 3NT= NAT		DBL=PEN	
3NT				Solid minor (the most 1 Q on side)	4♣=P/C		DBL=PEN	
4X		(7)8		PRE	4NT=RKCB		DBL=PEN	
4NT	√			Asking for specific aces	5♣=0 Aces, 5♦=♦ Ace, 5♥=♥ Ace, 5♠=♠ Ace, 5NT=♣ Ace, 6NT=2			
5X				PRE	1 step = RKCB			
<b>HIGH LEVEL BIDDING</b>								
							RKCB 1430. Splinters. CUE=1 <sup>st</sup> or 2 <sup>nd</sup> round control, Voidwood	