

[illegible]

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	No	2	6♥	11-21 Hcp	2♦=mixed 2♥/♠ /2NT = nat, inv 2♣= inverted, F 3♣, 3♠=pree, 1NT=5-11, 3NT=to play <b>NOTE 1, 12,14,15, 19</b>	1♣(pass)1any (pass) 1♥/♠ =unbalanced 1♣ (any) 1any (any) 1NT p 2 way check back 1♣-2♣ Suit=nat, jump=Spl, 3NT=18-19 bal	
1♦	No	4	6♥	11-21 Hcp	2♣=GF 4+, 2♦=inverted 2♥/♠ /2NT = nat, inv 3♣=mixed, 3♦=pree 1NT=5-11, 3NT=to play <b>NOTE 2, 12-15, 19</b>	same as on 1♣	
1♥	No	5	6♥	11-21 Hcp	1NT=5-11(12); 2any=GF 2♠/3♣/3♦ = nat invit 3♠/4♣/4♦ = Splinter 2NT=Jacoby; 3♥= pree <b>NOTE 3,12,13,17,18</b>	1♥-2NT -3♣= min 3♦=extras& bal., 3♥/♠/NT=extras & short ♣/♦/♠, 4♣/4♦/4♥=natural; Gazzili 2♣ by opener after 1♠/NT from P	
1♠	No	5	6♥	11-21 Hcp	same as on 1♥ 4♥=Splinter! <b>NOTE 4, 12, 17, 18</b>	same as on 1♥	
1NT	No	-	6♥	(14)15-17 Hcp	2♣ Garbage Stayman (Smolen); Jacoby, SA Texas, quantitative 4NT 2♠ 3 way (bal Inv; ♣/♦ SO; 55ms GF) 2NT=6+♣ inv+ 3♣=6+♦ inv+ 3♦=Ms GF 3♥=31(54) 3♠=13(54) <b>NOTE 5,16</b>		
2♣	Yes	0	6♥	23+ Hcp or 9+ tricks & 16 Hcp	2♦-waiting (Kokish) <b>NOTE 6</b>	2♣-2♦ 2NT=22-24 2♣-2♦ 2♥-2♠ (forced) 2NT=GF bal 3 any = nat ♥GF	
2♦	No	(5)6	-	0-11Hcp	2NT= F1, 2M=NF, 3♣/♥/♠=GF <b>NOTE 7</b>	After 2NT: 3♦= weak any 3NT=max no short, other=shortness	
2♥	No	(5)6	-	0-11 Hcp	2NT= F1, 2S=NF, 3♣/♦/♠=GF <b>NOTE 8</b>	After 2NT: 3♥= weak any 3NT=max no short, other=shortness	
2♠	No	(5)6	-	0-11 Hcp	2NT= F1, 3♣/♦/♥=GF <b>NOTE 9</b>	After 2NT: 3♠= weak any 3NT=max no short, other=shortness	
2NT	No	-	6♥	20 -21 bal	Stayman, Jacoby, SA Texas, quantitative <b>NOTE 10</b>	Accept transfer with fit, else 3NT, after suit=spl No Accept... re-transfers	
3any	No	6	-	0-11 Hcp	natural, new suit is F1		
3NT	Yes	-	-	AKQxxxx in m & max K outside	4♣=P/C; 4♦=asks for singleton /void	3NT-4♦ -4♥= singleton ♥; - 4♠- singleton ♠, 4NT- singleton m, 5♣/♦- no singleton	
4 any	No	7	-	0-11 Hcp	natural	<b>HIGH LEVEL BIDDING</b>	
4NT	yes	-	-	minor two suiter	natural	CUE , SPLINTER , 5Aces RKCB 0314 , QUANTITATIVE 4NT, NS 3NT, 5NT pick a slam or GS try <b>NOTE 11</b>	

# TiMe V1.03

5542, 14+ 17- NT, 3W2(5+), 2♣ strong, 2NT 20-21

1♣=> 1 any nat, 2♣ inverted (F to 3♣), 2♦ mixed, 2♥/2♠/2NT nat inv,  
3♣ pree, 3♦/3♥/3♠ nat pree, 3NT to play. **NOTE 1**

1♦=> 1 any nat, 2♣(4+) GF, 2♦ inverted (F to 3♦), 2♥/2♠/2NT nat inv,  
3♣ mixed, 3♦ pree, 3♥/3♠ nat pree, 3NT to play. **NOTE 2**

1♥=> 1♠/1NT(nf) nat, 2♣(2+)/2♦(5+) GF, 2♥ nat, 2♠ inv, 2NT jacoby,  
3♣/3♦ nat inv, 3♥ below inv, 3♠ spl, 3NT to play. 4♣/4♦ spl. **NOTE 3**

1♠=> 1NT nf, 2♣(2+)/2♦(5+)/2♥(5+) GF, 2♠ nat, 2NT jacoby,  
3♣/3♦/3♥ nat inv, 3♠ below inv, 3NT to play. 4♣/4♦/4♥ spl. **NOTE 4**

1NT=> 2♣=> garbage stayman (smolen) **NOTE 5**

2♦/2♥=> transfer

2♠=> 3 way: a) bal inv, b) ♣/♦ SO, c) 5+♣ 5+♦ gf (bid 3M to show shr)  
(2NT min, 3♣ max by opener)

2NT=> 6+♣ inv+

3♣=> 6+♦ inv+

3♦=> 5+♥ 5+♠ gf

3♥=> 31(45)

3♠=> 13(45)

4♣/4♦=> transfers (♣=>♥, ♦=>♠)

4♥/4♠=> to play

2♣=> 2♦ waiting(kokish), rest nat and good suit **NOTE 6**

2♣-2♦

2NT=> 22-24

2♣-2♦

2♥-2♠(forced)

2NT=> gf bal

3any=> nat and gf ♥

2♣=> 2♦

3♥/3♠=> 5+♦+4♥/♠

2♦=> 2M nf, 2NT ask, 3♣ gf, 3♦ to play, 3M nat gf, 4♣ fit showing, 4M to play  
2♦-2NT

3♦=> min, 3♣/3♥/3♠ shr extras, 3NT no shr, max NOTE 7

2♥=> 2♠ nf, 2NT ask, 3♣/3♦ gf, 3♥ to play, 3♠ nat gf, 4m fit showing, 4♠ to play  
2♥-2NT

3♥=> min, 3♣/3♦/3♠ shr extras, 3NT no shr max NOTE 8

2♠=> 2NT ask, 3♣/3♦/3♥ gf, 3♠ to play, 4m fit showing, 4♥ to play  
2♠-2NT

3♠=> min, 3♣/3♦/3♥=> shr extras, 3NT no shr max NOTE 9

2NT=> 3♣ regular stayman (smolen), 3♦/3♥ transfers (accept=3cM, NOTE 10  
3NT=2cM, cue= 4cM), 3♠ minor suit stayman, 4♣/4♦ nat slammish.

2NT-3♦/3♥

3♥/3♠=> new suit splinter, 3nt intro cue

2NT-3♦/3♥

3NT=> 4♦/4♥ retransfers, rest nat

2NT-3♦


3NT-4♥=> 4+♦!!!

## Conventions:

- 0314 rkcb, DOPI/ROPI NOTE 11
- 2waycb whenever 1NT rebid NOTE 12
- 2/1 GF: rebid promise 6 cards, 2NT weak bal, 3NT strong bal, 3any doesn't promise extras, jumps=splinters NOTE 13
- 1X-1Y-1Z unbal, 1NT rebid can have 4cM NOTE 14
- Lebensohl (w2, reverse(only way to signoff)) NOTE 15
- Rubensohl (1NT-(2any)) NOTE 16
- Gazzili (1M-1NT, 1♥-1♠) NOTE 17
- 2NT jacoby (3♣ any min(3♦ ask for shr), 3♦ no shr extra values, 3♥ ♣ shr,
- 3♠ ♦shr, 3NT shr OM, 4any nat. 1M-2NT; 4M undescript T/P) NOTE 18
- Inv minors 1m-2m: 2M nat, nonjump om nat, 2NT weak bal, 3NT strong bal, 3m 6+m min, jumps=splinters NOTE 19
- Multi landy vs NT(x=penalty) NOTE 20
- Leaping, non/leaping michaels (over pree, 1x-(pass)-2x, 1x-(pass)-3x) NOTE 21
- Drury NOTE 22
- Equal level conversion 2♣->2♦, 3♣->3♦: doesn't show extras NOTE 23

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> standard when (semi)balanced; light with shape
<b>Responses:</b> new suit is F1, jump cue=mixed raise
Cue=good raise;
<b>Reopening:</b> similar
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> (14 <sup>+</sup> )15-17 (18) balanced hand
<b>Responses:</b> system on
<b>4<sup>th</sup> position:</b> 10-14 Hcp
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> nv: natural Weak, 0-9
<b>Vul:</b> intermediate [11-14];
<b>Responses:</b> transfers (2NT and 3 <sup>rd</sup> level); 2M is natural
<b>Unusual notrump:</b> jump to 2NT or 4NT is two suiter – two lowest unbid suits
<b>Reopening:</b> Stronger 10-14 Hcp; (5)6+ cards
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels (unlimited); jump cue shows solid suit and asks for stopper (over 1M)
<b>Responses:</b> Nat.-new suit is F, 3NT is to-play, cue & 2NT F.
<b>Reopening:</b> Michaels
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> multi landy
Dbl is points over weak, 5M4m over strong NT
<b>Reopening:</b> same; dbl is points
<b>Passed Hand:</b> same; dbl is 4M5m
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
<b>Doubles:</b> take out
<b>Cue bids:</b> majors over minor pree; stop ask over major pree
<b>Jumps:</b> leaping Michaels (5M-5m)
<b>NT bids:</b> natural / minors
Non leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs artif 1♣:</b> 1♦ - minors, dbl – majors; 1NT - 5-5 M/m
other bids – natural wide range
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
natural

LEADS AND SIGNALS
<b>OPENING LEADS AND SIGNALS</b>
Lead In Partners' suit
Suit 3 <sup>rd</sup> /low (count) 3 <sup>rd</sup> /low (count)
NT Att 3 <sup>rd</sup> /low (count))
Subseq Att / count Att / count
Other:
<b>LEADS</b>
Lead vs. Suit vs. NT
Ace AKQ(+); AKJ(+); AK(+);Ax AKQx+; AKJx+; Ax
King AK; KQJ(+); KQ(+); Kx KQ10x; Kx
Queen QJx(+); QJ; Qx AQJx;QJ9x; QJx; KQT9x
Jack J10(+); Jx; KJ10(+) HJ10x;J108x; J10x; Jx
10 109x;10x;K109(+);Q109(+) H109x;109x;10x
9 98xx, 9x 98xx, 9xx, 9x
Hi-x Xx, xXxx, HxXx xx(+)
Lo-x xxX, HxX, xxxX, HxxxX Hx(+)
<b>SIGNALS IN ORDER OF PRIORITY</b>
Partner's Lead Declarer's Lead Discarding
Suit:1 <sup>ST</sup> Enc Cnt SP
2 <sup>ND</sup> Cnt SP
3 <sup>RD</sup> SP
NT: 1 <sup>ST</sup> Enc Cnt SP
2 <sup>ND</sup> Cnt SP
3 <sup>RD</sup> SP
UDCA, Cnt – (Hi is Even), SP – Suit preference (natural)
Enc = (Lo is enc)
Signals (including Trump suit): suit preference.
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>
<b>Style:</b> (7+ )10+ Hcp & support for unbid suits (especially Ms)
or very strong
<b>Responses:</b> natural
<b>Reopening:</b> same
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>
Support double up to 2♥ (Majors only),
Maximum overcall dbl, Dopi, Ropi
sometimes dbl is inv to 4M, competitive and cooperative double

WBFC Convention Card

<b>Category:</b> Green
<b>NCBO:</b> Croatian Bridge League
<b>Event:</b> All Events
<b>Players:</b> Marina Pilipović & Vedran Zorić
<b>2over1</b>
<b>GENERAL APPROACH AND STYLE:</b>
Natural system, 2 over 1 GF
1♣ could be 4432, 1♦ 4+♦
1NT response over 1M is semi-forcing
2♦ = both majors
4 <sup>th</sup> suit forcing to game
Gazzilli over 1M-1NT and 1♥-1♠
<b>1NT opening:</b> (14)15-17 Hcp
<b>2 over 1 Response:</b> GF over 1M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Openings:</b>
2♣ = GF strong
2♦ = both majors
2♥ and 2♠ = weak two 3-10
<b>Responses:</b>
transfers after weak 2M
<b>SPECIAL FORCING PASS SEQUENCES</b>
only when it is very clear that hand belongs to us
after 1NT (X) XX we can't defend 2m undoubled
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>Psychics:</b> rare
- with fit
- on third position

Opening	Artificial	Min.	Neg. Doubl e	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	5♦	[10-22] natural 2cards only when 4432	1♣-2♣ inverted 1♣-2♦/♥/♠ pree	1♣-1X-1Y=unbalanced; 1♣-1♦/♥-1NT=11-14 bal; can have 4♠ 1♣-1X-1NT-2♣ = puppet to 2♦(to play or any inv) 1♣-1X-1NT-2♦ = any GF(not 5-5) 1♣-1X-1NT-2NT = puppet to 3♣(to play or 5-5GF)	
1♦	no	4	5♦	[10-22] Natural	1♦-2♦ inverted	Similar as after 1♣	
1♥	no	5	5♦	[10-22] Natural	1NT=nat/SF; 2♣=GF (bal or clubs); 2♦/♥=5+c GF 2 NT= 4+♥ (inv+); 3♣=4+♥[6-9]; 3♦=3♥[10-12]; 3♠/4♠/4♦ = splinter 10-14 hp; 3♥=pree	1♥-1♠/NT-2♣ = gazzilli (4♣ or 16+ any) 1♥-1♠/NT-3m =5-5[14-17] 1♥-1♠/NT-2NT =GF onesuiter 1♥-2NT-3♣ =[10-15]any, (other bids show 16+)	
1♠	no	5	5♦	[10-21]	similar as 1♥,		
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣=stayman; 2♦/2♥=trf; 2♠=asking for range or♣ 2NT= ♦; 3♣= puppet stayman; 3♦=5-5 MM inv+		
2♣	yes	0	5♦	GF	2♦=waiting; 2M/3m=HHxxx(x)		
2♦	yes	0	-	[5-4+] majors; 3-10 Hcp	2♥/♠=to play; 2NT=ask; 3♥/♠=pree		
2♥	no	5-6		Weak two; 3-10 Hcp	Transfers; 2♠=♠; 2NT=♣; 3♣=♦ 3♦=inv+♥; 3♥=pree;		
2♠	no	5-6	.	Weak two; 3-10 Hcp	Analogous as over 2♥		
2NT	no	-	-	20-22	3♣=Stayman vulgaris; 3♠=minors		
3♣	no	5	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♠	no	6	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	6	-		natural	HIGH LEVEL BIDDING	
					RKC 14//30//2noQ//2+Q//even+void//odd+void in suit bid D0P1 & R0P1; 1 <sup>st</sup> step 2-Q, 2 <sup>nd</sup> step 2+Q; Exclusion RKC 03-14-2no!-2Q 1st step asks for trump Queen and Kings, 2 <sup>nd</sup> step for Kings; answers are King or other two Kings, Asking for Q (or xx) in specifit suit		

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> 8-15 light style
<b>Reopening:</b> 6+ Hcp
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> (14) 15-17 (18) balanced hand
<b>Responses:</b> over m=same as after 1NT opening; natural over M
<b>4<sup>th</sup> position:</b> 10-14 balanced hand
<b>Responses:</b> over m=same as after 1NT opening; over M
2♣ is asking for other M, 2♦ shows 5 cards in diamonds ...,
Jump is invitation, cue = F ask for 4 card M
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> nv: Weak, could be 5 cards. 0-11 HP. undisciplined
<b>Vul:</b> intermediate 10-16, sound 6 cards
<b>Responses:</b> Natural. 2NT=F, new suit =NF, good hand
<b>Unusual notrump:</b> jump to 2NT or 4NT is two suiter – two lowest unbid suits
<b>Reopening:</b>
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels (unlimited); jump cue shows solid suit and asks for stopper
<b>Responses:</b> Nat.-new suit is NF, 3NT is to play, cue & 2NT F.
<b>Reopening:</b> Michaels
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> 2♣ is Ms (Landy); 2NT is ms;
2♦, 2♥ and 2♠ = natural; Dble shows strong hand (15+ Hcp);
<b>Reopening:</b> same; dble is often with 4♠ (10+ Hcp)
<b>Passed Hand:</b> same
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
<b>Doubles:</b> take out up to 3♠, general strength over 3♠.
<b>Cue bids:</b> support limit+ or asking for stopper
<b>Jumps:</b> vs weak NT 3m = 4H and 6+minor
<b>NT bids:</b> minors, vs weak 4S and 6+ minor
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs artif 1♣:</b> dbl = majors, 1♦ minor, 1NT mélange
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Rdbl is strong, jump is PRE, 2NT over 1M is inv+ with 4+ cards support

LEADS AND SIGNALS
<b>OPENING LEADS AND SIGNALS</b>
Lead In Partners' suit
Suit 3 <sup>rd</sup> / 5 <sup>th</sup> 3 <sup>rd</sup> / 5 <sup>th</sup>
NT attitude 3 <sup>rd</sup> / 5 <sup>th</sup>
Subseq Same Same
Other:
<b>LEADS</b>
Lead vs. Suit vs. NT
Ace AKQ(+); AKJ(+); AK(+); Ax AKQ(x); AKJxx(+); Ax
King AK; KQJ(+); KQ(+); Kx KQJ(+); KQ10x(+); Kx
Queen QJx(+); QJ; Qx AQJx(+); QJ9x(+); QJx; Qx
Jack J10(+); Jx; KJ10(+) HJ10(+); J108(+); J10x; Jx
10 109x; 10x; K109(+); Q109(+) H109(+); 109(+); 10x
9 9x H98x; 9x
Hi-x Xx, xxXx, HxXx Xx, xxXx, HxXx
Lo-x xxX, HxX, xxxX, HxxxX HxX; HxxxX; xxX; xxxX
<b>SIGNALS IN ORDER OF PRIORITY</b>
Partner's Lead Declarer's Lead Discarding
Suit: 1 <sup>ST</sup> Enc C S
2 <sup>ND</sup> C S C
3 <sup>RD</sup> S
NT: 1 <sup>ST</sup> Enc C S
2 <sup>ND</sup> C S C
3 <sup>RD</sup> S
LEGEND: C – count (Hi Lo = even), S – Suit preference
E – enc (Lo – Hi = enc)
Signals (including Trump suit): Lavinthal discards, standard count
<b>DOUBLES</b>
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>
<b>Style:</b> natural
<b>Responses:</b> 1 <sup>ST</sup> level is 0-9, jump is invitational, cue is 12+ Hcp
<b>Reopening:</b> can be lighter
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>
On the first level responder's double shows suit
Support double up to 2♥, double cue for higher suit

WBF Convention Card
<b>Category:</b> Green
<b>NCBO:</b> Croatian Bridge League
<b>Event:</b> Lisbon - 1st European Mixed Team Championships
<b>Players:</b> Nikica Šver - Goran Borevković
<b>2/1</b>
<b>GENERAL APPROACH AND STYLE:</b>
1♣ natural unbalanced or 11-14 balanced
1♦ natural unbalanced or 18-19 balanced
5 card major
1 NT response over 1M is semiforcing
2♥/♠ - weak two (five cards regularly)
2♦ - weak with both majors (5-4)
Transfers after 1♣
<b>1NT opening:</b> (14)15-17 Hcp
<b>2 over 1 Response:</b> GF over 1M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Openings:</b>
2♣ = strong, asking for aces
2♦ = 5 – 4 M, weak
2♥ and 2♠ - weak two 3-10, 5+
3NT gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
pass is the weakest action
4 <sup>th</sup> suit forcing to game
<b>Psychics:</b> Sometimes
- with fit
- after weak two
- on third position





Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	semi	2	4♠	10-20 Hcp	1♦/♥= transfers, 4 cards in ♥/♠ 1♠= invit if partner bal, denies M, 11+Hcp 1NT= up to 9 (10), natural 2m = 5 (6)+ cards, 6-10 Hcp 2M= 6+ cards, 8-10 Hcp 2NT= 5-5 m, up to 8 Hcp 3X=6+ cards, 0-7 Hpc	1♥/1♠=3 or 4 cards, weak balanced hand; 1NT=2cards; all other bids= natural After 1♠→1NT=11-12 balanced;2NT=13-14 bal 2♣ = check-back, 1-1x;1y-2NT = transfer to 2♣ 1-1x;1y-3m = game forcing longer minor	
1♦	semi	2	4♠	10-20 Hcp	1NT=weak, 0-6Hcp; 2♣=♣ or ♦ F to 3♦, 11+Hp 2♥/♠=exactly 3 cards, 9-11 balanced 2NT= 9-11 with 4♦, 3♦=preemptive 3M=splinter, 8-11 Hp	2♣ = check-back, 1-1x;1y-2NT = transfer to 2♣ 1-1x;1y-3m = game forcing longer minor	
1♥	no	5	4♠	10-20 Hcp	1NT is semi-forcing; 2♦ is 8-14 3 cads support 2♣=F to game; 2 NT is support (invitational +) 2♠/3♠/3♦ = strong 16+ Hcp GF; 3♠/4♠/4♦ = splinter 8+ hp; 3♥ below invitational	1♥/1♠-2♣-2♦ = natural or 11-14 balanced 1♥/1♠-2♣-2NT = 16+ any Gazzilli, Jacoby 2NT	2♣ = support and maximum no key cards 2♦ = support and maximum 1+ key cards
1♠	no	5	4♥	10-20 Hcp	same as on 1♥		
1NT	no	-	-	15-17 Hcp	Stayman; Jacoby, 3♣ Puppet, transfers		
2♣	yes	0		Strong asking for aces 23+Hcp or 9+ tricks	2♦ no aces no 2 K, 2♥ ♠3♣♦ = ace in this suit, 2NT=2K or 8+, 3♥♠NT=2 aces CRM, 4♣ 3 aces		
2♦	yes	0	-	5-4 M, 6-10 Hcp	2NT = forcing		
2♥	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2♠	no	5	Comp.	Weak two; 3-10 Hcp	2NT=F1; suit = NF, jump=strong invitational		
2NT	no	-	-	20-22 Hcp balanced	3♣=Puppet, Jacoby, 4m slam try		
3♣/♦/♥/♠	no	6	-	Weak three, 3-10 Hcp	natural, new suit is F1		
3NT	yes	-	-	Gambling	4♦ asking for singleton	4M=singleton, 4NT=singleton m, 5m=7,2,2,2	
4♣	no	6	-		natural	<b>HIGH LEVEL BIDDING</b>  CUE, Splinter, fit showing jumps, Key card blackwood (RKCB), Gerber 1NT-4♣  After 4NT DOPI (after 4NT(5♣) we don't play DOPI), after 2♣(2x) we show aces (2♦/♥ we ignore overcall, 2♠ dbl = ace in one major, 2NT dbl = 7+ and 3x = ace)	
4♦	no	6	-		natural		
4♥	no	6	-		natural		
4♠	no	6	-		natural		
4NT	yes	-	-	Minors	natural		