

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♦	10+hcp, may be any BAL hand	1♦/♥=4+♥/♠, 1♠=FG (R) [3], 1N=BAL 5-11 4M poss.	o/1♣-1♦:1♥=typically 10-13 w/o 4-cd SUPP	1♠=BAL 4-8 or desire to play NT
				incl. any other 5-cd suit also	2♣=54+msINV, 2♦=5♠4+♥9-13, 2♥=BAL or 5+♣ INV	1N=17-19 BAL, 2♥/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10
				5422	2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE	2N=15+ raise w/SPL. 3♦=UNBAL MIN with 4cd	o/comp TRF, jump CUE asks
					3♠/♦/♥=♦/♥/♠ PRE or GF, 3♠=7+♣ asks 3N	SUPP, 3♥=17-19 BAL SUPP, o/1♠-1♥ analog	for 3NT
1♦		5(4)	5♣	10+hcp UNBAL except 3rd,	1N=FG (R) [4], 2♠=5+5+Ms<FG, 2M=6+M 3-7,	o/1♦-1♥: 1NT/2♠/♦=TRF, 2N=15+ 4cd SUPP	o/comp TRF, jump CUE asks for
				4 cards only if 4♦(441)	2N=L/R+[5], 3♣=NAT INV, 3♦=PRE	o/1♦-1♠: analog	3NT
1♥		5	5♦	10+ often UNBAL exc.3rd [19]	1♠=like F NT may or may not have ♠, 1NT=FG(R)[6]	o/1♥-1♠[18]:1NT/2♠/♦=TRF, 2♥=35(32)11-13	DRURY(FIT)
				5♥(332)/(422) may open 1♣	2♠=5+♠ 9-13, 2♦=3+SUPP 9-13, 2♠=6+♠ 3-7, 2NT=	o/1♥-2♦:2N asks WK doubleton G/T, 2♠/3♠/♦	o/comp TRF, jump CUE asks for
					NAT INV, 3m= NAT INV, 3NT= 12-14 SUPP	=TRF to ♠/♦/♠ S/T, jump=void+optional KCB	3NT
1♠		5	5♦	10+ often UNBAL exc.3rd [19]	1NT=FG (R)[7], 2♠= like F NT, if 2♠ < 9, 2♦=2♠9-13	o/1♠-2♠:2♦=3*♥, 2♥=6*♠, 2♠=4*m	DRURY(FIT) 2♥ response MIN,
				5♠(332)/(422) may open 1♣	2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	1♠-2♦-2♥=waiting, 1♠-2♥: analog 1♥-2♦	not hopeless, o/comp as above
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17	2♠=PUP to 2♦, 2♦=TRF, 2♥=TRF, 2♠=BAL INV	1NT-2♠-2♦[8], 1NT-2♦-2♥[9],	o/comp 2N PUP to 3♠, 1N-(2x/3♠)-
				Any 54/ 6322 or singl. H poss.	/6*♠ INV+/ 6*♦ INV, 2NT=S/O in ♣ / (4441)	1NT-2♥-2♠[11], 1NT-2♥-3♠/♦/♥=MAX♠-SUP	3any=TRF, TRF to their suit=S/S
				FREQ up/downgrade, 44 majors	3♠=6+♦FG, 3♦=5+♠4♥INV, 3M=55/64 ms short M	worthless doubleton,	1NT-(3♦)-3♥/♠=5*♠INV*/5*♥FG
				often open 1C instead of 1N	4♠=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL	1NT-2NT-3♠=(R)[12]	
2♣	X			Any FG or 20/21 BAL	2♦=S/O In ♥ or waiting, 2♥=TRF, 2NT=both ms WK	2♠-2♦-2♥=20/21 BAL or NAT	DBL = shortness in OPPT suit
					2♠=1-loser suit ♣, 3♠=54*Ms, 3♦/♥=TRF 1-loser suit		
2♦	X			Flannery 5*♥4♠ 10-15, 17*-19	2NT=(R), 3♠/♦=NAT F, 3♥/♠=PRE	o/2♦-2NT:3♠/♦=short, 3♥/♠=5422 MIN/MAX	
2♥		5		3-9 HCP very light 1st NV vs	2♠= NF, 2N=♣ or fit-showing w/♠ or ART FG, 3♠=♦	o/2♥-2NT-3♠:3♦=ART FG no SUPP, 3♥=INV	RDBL asks partner to double
				VUL, wide range 3rd	or fit-showing w/♦, 3♦=INV* raise, 4♠=optional KCB	fit-showing w/♠, 2♥-3♦-3♠ suggests 3NT	with shortness
2♠				same as above	2NT=♣ or ART FG or INV SUPP, 3♠/♦=TRF NAT or	o/2♠-2NT-3♠:3♦=ART FG no SUPP, 3♥=5♥ F	RDBL asks partner to double
					fit-showing, 3♥=INV fit-showing w/♠, 4♠=opt. KCB	3♠=INV SUPP	with shortness
2NT				22-24 HCP BAL (5422) or (6322) or singleton H possible	3♠=PUP to 3♦, 3♦=4*♥, 3♥=PUP to 3♠[13], 3♠=both ms, 4♠/♦/♥/♠=optional KCB in ♦/♥/♠/♠	o/2N-3♠-3♦:3♥=4/5♠[14], 3♠=4♥[15], 3N=44M o/2N-3♦:3♥ denies 4♥[16], 4♠=4♥ + opt. KCB	
3♣				3-9 HCP very light 1st NV vs	3♦=NF 6+♥ or other hand types FG, 3♠=NF		RDBL asks partner to double
3♦				VUL, 4M possible, wide range in	new suit NF, 4♠ PUP to 4♦, then 4 new = NAT		with shortness over all PRE
3♥				3rd, same for all PRE	slam try, 4♦ = optional KCB		
3♠							
3NT				Gambling			
				other side			
4♣				NAT PRE as 3-lvl but longer suit			
4♦				NAT PRE as above			
4♥				NAT PRE as above			
4♠				NAT PRE as above			
4NT				asks for specific aces	5♠=no ace, 5NT=2 aces, 6♠=♠-ace	HIGH LEVEL BIDDING	
						RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to	
						4♠/♦ is treated as optional KCB in that suit, after fit in M is found 4♠ is often optional	
						KCB for that M, slam bidding in (R) auctions [17]	

Note...1: Signals vs. NT at trick 1

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. We also give U/D ATT on queen lead or when it looks like a cash-out situation. In all other cases we signal as follows:

xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS

Note...2: Escaping from 1NT doubled

RDBL shows a one-suiter

2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level

Pass forces RDBL. Then $2\clubsuit = \clubsuit + \diamond / \spadesuit$, $2\diamond = \diamond + \heartsuit$, $2\heartsuit = \heartsuit + \spadesuit$

Note...3: Continuations over $1\clubsuit$ - $1\heartsuit$ FG (R)

1N = BAL 11-13 or 17-19

$2\clubsuit = 5^+ \clubsuit 4^+ \diamond$ or any 3-suiter

$2\diamond = 5^+ \clubsuit 4^+ \heartsuit$

$2\heartsuit =$ one-suiter in \clubsuit

$2\spadesuit = 5^+ \clubsuit 4^+ \heartsuit$ short \heartsuit

2N = 4225 or 5116 or 4117

$3\clubsuit = 4315$

$3\diamond = 4216$

$3\heartsuit = 4306$

$3\spadesuit = 5206$

3N = 4207

$4\clubsuit = 5107$

Note...4: Continuations over $1\diamond$ -1NT FG (R)

$2\clubsuit = 5^+ \diamond 4^+ \heartsuit$ or any 3-suiter

$2\diamond = 5^+ \diamond 4^+ \clubsuit$

$2\heartsuit = 5^+ \diamond 4^+ \spadesuit$

$2\spadesuit =$ one-suiter in \diamond short \heartsuit

2N = one-suiter in \diamond no shortness

$3\clubsuit =$ one-suiter in \diamond short \clubsuit

$3\diamond =$ one-suiter in \diamond short \heartsuit

$3\heartsuit =$ 8-card \diamond with two singletons

Note...5: Continuations over $1\diamond$ -2NT L/R+

$3\clubsuit =$ MIN or extras without a singleton

$3\diamond =$ singleton \clubsuit , F to $4\diamond$

$3\heartsuit =$ singleton \heartsuit

$3\spadesuit =$ singleton \spadesuit

Note...6: Continuations over $1\heartsuit$ -1NT FG (R)

$2\clubsuit = 5^+ \heartsuit 4^+ \diamond$ or $5\heartsuit(332)$ or $5\heartsuit(440)$

$2\diamond = 5^+ \heartsuit 4^+ \clubsuit$

$2\heartsuit = 5^+ \heartsuit 4^+ \spadesuit$

$2\spadesuit =$ one-suiter in \heartsuit short \spadesuit

2N = one-suiter in \heartsuit no shortness

$3\clubsuit =$ one-suiter in \heartsuit short \clubsuit

$3\diamond =$ one-suiter in \heartsuit short \diamond

$3\heartsuit =$ 8-card \heartsuit with two singletons

$3\spadesuit =$ 8-card \heartsuit with two singletons, suit can play opposite void

Note...7: Continuations over $1\spadesuit$ -1NT FG (R)

$2\clubsuit = 5^+ \spadesuit 4^+ \diamond$ or $5\spadesuit(332)$ or $5\spadesuit(440)$

$2\diamond = 5^+ \spadesuit 4^+ \clubsuit$

$2\heartsuit =$ one-suiter in \spadesuit

$2\spadesuit = 5^+ \spadesuit 4^+ \heartsuit$ short \diamond

2N = 5422 or 6511 or 7411

$3\clubsuit = 5431$

$3\diamond = 5521$

$3\heartsuit = 6421$

3♠ = 5530
3N = 6430
4♣ = 6520
4♦ = 7420
4♥ = 6610
4♠ = 7510

Note...8: Continuations over 1NT-2♣-2♦

2♥ = 4♠ FG or 5+♠ INV
2♠ = 4♥ FG
2N = 5♠4♥ FG
3♣ = 55 majors short ♣
3♦ = 55 majors short ♦
3♥ = 4♥ choice of games
3♠ = 4♠ choice of games
3N = 44 majors

Note...9: Continuations over 1NT-2♦-2♥

2♠ = 5+♥4+♣
2N = 5+♥4+♠
3♣ = 5+♥4+♦
3♦ = 6+♥ slam-try or choice of game
3♥ = 5+♥ 4+♠ INV
3♠ = 6+♥ any splinter
4♣ = optional exclusion key card in ♣
4♦ = optional exclusion key card in ♦
4♥ = optional exclusion key card in ♥

Note...10: obsolete

Note...11: Continuations over 1NT-2♥-2♠

2N = 5+♠4+♣
3♣ = 5+♠4+♦
3♥ = 6+♠ slam-try or choice of games
3♠ = 6+♠ any splinter

Note...12: Continuations over 1NT-2NT-3♣

3♦ = 4414
3♥ = 4144
3♠ = 1444
3N = 4441

Note...13: Continuations over 2NT-3♥-3♠

3N = short ♠
4♣ = short ♣
4♦ = short ♦
4♥ = short ♥
4♠ = short ♠, doesn't want to get passed in 3N

Note...14: Continuations over 2NT-3♣-3♦-3♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦
4♣ = 4♠ MAX, partner treats it as optional key card
4♠ = 4♠ MIN

Note...15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦
4♣ = 4♥ MAX, partner treats it as optional key card
4♥ = 4♥ MIN

Note...16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N
3N = 54 majors, then 4♣ asks for TRF to 5-cd suit
4♣ = 4♠+5♥ slam-try
4♦ = 5♠+4♥ slam-try
4♥ = 55 majors NF
4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3♠-3NT
4♣ = 5♥+5♠
4♦ = 5♥+5♦
4♥ = 5♥+4♠
4♠ = 5♥+4♦

Note...17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17+ HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies.

Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note...18: continuations over 1♥-1♠

2♠ = 5+♥+4♠ 15+-17-
2N = 5♥+5m or 4522 20+
3♣ = 5+♥+4♠+3♣ 20+
3♦ = 5+♥+4♠+3♦ 20+

Note...19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1♣. We tend to open 1♣ in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened 1♥, since we can bid 1♥-1♠-2♥ = 5♥+3♠NF.