

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Can be short	2		11 -19 HCP	Single raise weaker than double raise Jump shift = strong	4 th suit forcing to game Reverse by opener or responder = forcing	
1♦		4		11 -19 HCP	Same	Same	
1♥		5		11 -19 HCP	1NT = forcing for one round (6-12HCP) 2H= 2/3 support 5/6HCP, 2NT = Jacoby	2C = could be short, 2H = 6 card suit Response to 2NT = shortage	2H = 6-9HCP and H support 3H = 10-12 HCP and H support
1♠		5		11 -19 HCP	Same	Same	Same
INT		2		15 – 17 HCP	2C = staymen, 2D,2H,2Nt,3C=transfers 3C= Puppet staymen, 3NT= to play		
2♣	tick			23+ if flat 3 loser if shaped	Respond controls 2D=0/1,2H=2,2S=3Kings,2nt=3 3C=4+		
2♦	tick			Multi (5 ways)	2H=Relay (weak) 0-12HCP 2NT=Relay (strong) 13+HCP		2H = 6 card suit
2♥		6		8 tricks in hearts	Responses 3H positive with H support 4H weak with H support	Can pass or bid 2NT or 3NT	
2♠		6		8 tricks in spades	Responses 3S positive with H support 4S weak with H support	Can pass or bid 2NT or 3NT	
2NT				21 -22 HCP balanced	Transfers and Puppet staymen		
3♣		6		Pre-emptive	New suit is forcing		
3♦				Pre-emptive	New suit is forcing		
3♥				Pre-emptive	New suit is forcing		
3♠				Pre-emptive	New suit is forcing		
3NT		6		Gambling	Bid 4C asks opener to bid his suit		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				RKCB			
5♣						HIGH LEVEL BIDDING	
5♦						4NT = Roman Key Card Blackwood 5C =0or 3,5D=1or4,5H=2or5,5S=2+Q	
5♥						Exclusion Keycard Bid 5 in the suit you wish to Exclude	
5♠						Responses Next suit = 0or 3, 1or4,2	