

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣		3	12+ (11 w/ 6+ cards, or with AK & A and 5 cards ♣, or with Rule of 20)
1♦		3	12+ (11 w/ 6+ cards, or with AK & A and 5 cards ♦, or with Rule of 20)	Natural 1 over 1; very weak 2 over 1; 1NT = 6-10 H	1♣/♦-1♥-1NT may have 4♠ (follows check-back) 1♣/♦-1♠-1NT (follows check-back)	1♣/♦-1♥/♠-2NT – follows check-back	
1♥		5	12+ (11 w/6+ cards, or w/ AK & A, or bicol. w/ all 11H on it, or with Rules of 20 and 19 (1♥) or 20 and 15 (1♠))	With 3/4/5 cards: 2/3/4♥ = 5-10 H 2♣ = 11+ H w/ or w/out long suit	After fit, Trial Bid asks for covering loosing tricks on that suit		
1♠		5			After fit, Trial Bid asks for covering loosing tricks on that suit		
1NT			15-17 H 6 cards Minor possible	2♣ Staym. w/ or w/out Major 4 th (8 answers); Transf. to Maj; 2♣=2 suits min; 2NT= one suit minor; 3♣/♦ = invitational (suit with 2 from 3 top honours; 3♥/♠ = 6+ cards ♥/♠, with 14 or + H (slam trial)			
2♣	X	0	Strong undetermined (one suit 6+cards w/ 4-5 loosing tricks or 22-23H balanced)	2♦ = relay; 2♥/♠ = 5 cards w/ 2 major honours; 3♣/♦ = 6 cards w/ 2 major honours; 2NT = 8+ H or A+K	After 2♦: Long suit or 2NT	With 5-4 open level 1 and do reverse bid afterwards	
2♦	X	0	Any forcing game (w/ max. 3 loosing tricks) or 24+ balanc.		Long suit or NT		
2♥		6	6-10 H	<15 H: Pass or Barrage 15+ H (forcing): a) other Major w/5+ cards; b) minor w/ 6 cards or 5 w/ AK/AQJ/KQJ; c) 2NT	2NT: 3♥/♠ = min; Max and w/ entry = 3x 3NT = AKQJxx OBS: a) min 6-8, max 9-10;		
2♠		6	6-10 H				
2NT			20-21 H 5 cards Major possible	Puppet Stayman; Transfer for Majors 3♠ = 5+5 minors; 3NT=5♠ and 4♥; 4♦ = 5+5 M (5-8H); w/9+: 4♦ followed by Blackwood	2NT-3♣-3♦- a) w/ 1 Major – Smollen b) w/ both – 4♣		
3♣		6	Pre-empt				
3♦		6	Pre-empt				
3♥		7	Pre-empt				
3♠		7	Pre-empt				
3NT	X	7	Gambling, solid Minor suit				
4♣		8	Pre-empt				
4♦		8	Pre-empt				
4♥		8	To play	OBS: Weak hand w/out A or K in another suit;			
4♠		8	To play	otherwise open 1♥/♠ and rebid 4♥/♠ after 1x response			
4NT			Blackwood	See High Level Bidding			
5♣			To play		HIGH LEVEL BIDDING		
5♦			To play		Blackwood 5 RKC: 41/ 30/ 2w/out Q/ 2+Q/ even w/useful void/ odd w/useful void		
5♥			To play		DOPI & ROPI (Double 0/2, Pass 1/3 & Redouble 0/2, Pass 1/3)		
5♠			To play		4♣ Gerber 4KC:41/30/2 4NT quantitative (only as direct response to 1NT & 2NT)		
5NT			Blackwood Ks	6♣ = 0, 6♦ = 1; 6♥ = 2; 6♠ = 3 (to avoid doubts)	Splinter (partner shows interest if still have shown hand after 'trash throw')		