



OPENING	T A I r C t K i f I i F c	Min no of cards	Neg. DBL thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		11-20 HCP	1♦/♥/♠=nat. F1, 1NT=6-9(10) HCP any w/o 4c major, 2♣ = inverted minor, 10+ HCP, 2♦/♥/♠=6♦/♥/♠ 3-7 HCP 2NT = 10-11(12) HCP, balanced inv., 3♣ = 0-6 HCP, 5+♣	NMF	
1♦		3		11-20 HCP	1♥/♠=natural F1, 1NT=6-9(10) HCP any w/o 4c major, 2♦ = inverted minor, 10+ HCP, 2♥/♠=6♥/♠ 3-7 HCP 2NT = 10-11(12) HCP, balanced inv., 3♦=0-6 HCP, 5+♦		
1♥		5		11-20 HCP	1♠=nat. F1, 1NT=SF, 2♣=nat. or bal. GF, 2♦=GF nat., 2♠=3c supp inv., 2NT=4c supp. inv.+ (Jacoby), 3♣/♦=6+♣/♦ inv., 3♥=weak 4c supp.	After 1M-2NT: 3♣=11-14HCP, 3♦/♥/♠=15+HCP+shortness in ♣/♦/♠, 3NT=15+HCP no shortness 1M-2NT-3♣-3♦=shortness ask	Drury
1♠		5		11-20 HCP	1NT = SF, 2♣ nat. or balanced GF, 2♦/♥=GF nat., 2NT=4c supp. inv.+ (Jacoby), 3♣/♦=6+♣/♦ inv., 3♥=3c supp. inv., 3♠=weak 4c supp.		
1NT		2		15 -17 HCP (semi)balanced	2♣ = Stayman, 2♦,2♥=transfer ♥/♠, 2♠=relay to ♣ (minor weak or SI), 2NT = balanced inv., 3♣=55 minor weak, 3♥=55 minor GF, 3♥=55 major inv, 3♠=55 major GF, 3NT = to play, 4♣/♦=transfer to ♥/♠, 4♥/♠ = to play, 4NT=quant.	Smolen, 1NT-2♦/♥: 2NT=4c supp+max., 3M = 4c supp + min.	
2♣	X	0		22 HCP+ or less with playing strength	2♦=wait., 2♥=2nd negative 0-4 HCP, 2♠=5+♥ at least 2 top H, 2NT=5+♠ at least 2 top H, 3♣/♦=nat. 5+♣/♦ at least 2 top H	2♣-2♦/♥/♠-2NT system on as if opening 2NT	
2♦		6		6+♦ 6-10HCP	2♠,♥= F1, 3♣=nat. GF, 3♦ to play, 2NT = ask	After 2NT feature if not min	
2♥		6		6+♥ 6-10 HCP	2♠=F1, 3♣/♦=nat. GF, 3♥/4♥ to play, 2NT = ask	After 2NT feature if not min	
2♠		6		6+♠ 6-10 HCP	3♣/♦/♥ nat. GF, 3♠/4♠ to play, 2NT = ask	After 2NT feature if not min	
2NT				20-21 HCP, balanced	3♣ =Puppet Stayman, 3♦/♥=transfer ♥/♠, 3♠=minor Stayman, 3NT=4♠+5♥, 4NT = quantitative raise, 4♣/♦/♥/♠=transfer to 4♥/♠/5♣/♦	After 2NT-3♦/♥: 4m= 4c supp+cue., 4M = 4c supp + all controls. After 2NT-3♣-3♦: 4♣=both major SI, 4♦=both major only game	
3♣		6		preemptive	new suit is F for 1 round		
3♦		6		preemptive	3NT = to play		
3♥		7		preemptive	New suit Level 4: slam interst in partner's suit		
3♠		7		preemptive	Partner suit on level 4 or 5 = to play		
3NT	X	7		gambling	4♣,4♦,5♣ = pass or correct, 4♥, 4♠, 5♦ = to play		
4♣		7		preemptive			
4♦		7		preemptive			
4♥		6		to play			
4♠		6		to play			
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦						RKCB 1430	