

OPEN	ART	NR	NDBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPET/PASSED
1C	x	0	3S	16+ P ; 18+ P (BAL)	1D = 0-7; 1H/S/2C/D = 8+, NAT (5+ suit) FG 1NT = 8+ Bal; 2M = 4 - 7, 6+suit; 2NT=8+, 1-4-4-4; 3C/D/H = 8+, 4441 (Nat shortness) 3S/NT = 6/7cards any AKQxxxx (Note 5)	1C-1D- ? : 1H/S = nat, 4(3)+ suit F1 ; 1C - 1D - 1M - 1NT2M = nat 0-4 P, other nat 5-7 P 1C - 1D - 1NT - 1) 2C = 4+4+ minors; 2) 2D/H/NT = TRF; 3) 2S = TRF or INV (Note 14) 1C - 1M - 2M = RKCB ; 1C - 1M - 1NT - 2m - 2M3m = RKCB 1C-2M-1) new Major=F1 2) new minor=NF 3) 2NT=Note 4	1C-Pas-1D-1X Note 28 Opp's 2C/D: Michael's Opp's 2H/S: Note 31 1C-Opps 1X: Dbl=5-7 1C-Opps 2X: Dbl=8+
1D	x	0	3S	11 - 14 P BAL or 11 - 16 P 5+m or 4441	1H/S = NAT(3+) F1 ; 1NT = 5 - 10 P NF ; 2C/D=NAT FG (may have a 4 card major) 2M = 15+ P FG NAT 6+ one suiter (Note 9) 2NT = Inv, 11 - 12 Bal/semiBal 3X=Nat & Inv: 9-11, 6+ minor; AKQxxx Major	1D - 1M - 2NT=max, 5+5+ minors; 1D-1M-2 in another M=max, NAT + 6+in a minor 1D - 1M - 3M = Max, Unbal with 4 card support; 1D - 1M - 1X - ? : 2C = gadget (Note 6); 1D - 1M - 2M - next step = at least SSGT;	LEB after 2X (Opps) comp.bid.: 2X = NF supp.dbl after 1D - 1M
1H		5	3S	11 - 16 P NAT	1S = 5+ P NAT(4+) F1 ; 1NT = 5 - 10 P NF ; 2C/D =Note 29; 2H=6-10, 3+H; 2S=note 12; 2NT/3C/D=S/C/D MiniSplinter 3S/4C/D=Splinter (Void) 3-4 Controls	LSGT & SSGT after 1H - 2H (Note 10); 1H - 1S - 1NT - 2C = gadget (Note 11) MiniSplinter: either 9-10 fit points or normal Splinter with Singleton (3-4 Controls)	2C = Drury (from passed hand) LEB after 2X (Opps)
1S		5	3H	11 - 16 P NAT	2H = 10+ P NAT(5+) F1 ; 3C/D/H= MiniSplinter 2NT=Note 30	LSGT & SSGT after 1S - 2S (Note 10); 4C/D/H=Splinter (Void) 3-4 Controls	2C = Drury (from passed hand) LEB after 2X (Opps)
1NT		2	3S	15 - 17 P BAL	2C = REL ;2DH = TRF ; 2S = BAL INV or C TRF (Note 14); 2T = D TRF; 3X = NAT 6+ 2F ; 4C = 55 M; 4D/H = TRFs	1NT - 2C - ? : (Note 13) 1NT-2C-2D-2S=Inv 5 Spades & 4 Hearts After TRF new suit on 3rd level = NAT FG; 1NT-2D-2H-2S=Inv 5 Hearts & 4 Spades 1NT-2D/H-3H/S = Max, 4card support; 2NT=Max, 3card support with 2TH	LEB after 2X (Opps)
2C	x	0	no	6 - 10 P 5+4+ M	2D = RELAY ; 2/3/4 M = sign/off 2T = INV ;	2C - 2D - ? : 2H/S = NAT longer M then 1.step =FG; (Note 15) other bids= Inv 2C - 2D - ? 2NT= Majors 6-5, 7-8 HCP; 2C-2NT -3H/S 6+H/S, FG	after DBI=note 7
2D	x	0	no	6 - 10 P 6+ M	2T = RELAY ; 2/4M = P/C ; 3C/D = nat NF 3H/S P/C, preempt 4C = bid your suit with TRF 4D = bid your suit NAT	2D - 2T - ? : 3C/D = GF, max H/S ; 3M = NAT min	2T = REL 3HS = p/c after DBI=note 8
2HS	x	5	no	6 - 10 P 5+ & 4+m	2T = REL FG; 3C=P/C 2S(after 2H), 3H(after 2S)=NF, Nat 3D= Inv; 3H/S = Preempt	2M - 2NT - ? : 3C/D = 9-10, 4=C/D; 3H/S=6-8 5+ C/D 2H/S-2NT-3C/D/H/S-1) Opener suit=RKCB; Own suit=NAT	
2NT	x	0	no	(8)9-10(11) P 5-5 c&d	3C/D = s/o ; 3H = C RKCB ; 3S = D RKCB ; 3NT, 4X = for play		
3X		7(6)	no	4-3-2-1 rule, NAT	New suit (1. or 2. step)=F1,Control,Nat or LD	Note 16	New suit=F1, may be LD
3NT	x	7	no	AKQxxxx any no outside K or A	4C/H/S/5C/D P/C; 4NT=Note 27 4D=asking for shortness (Note 17)	SLAM BIDDING	
4CD		7	no	Preemptive		Cue bids = 1st & 2nd round equally; splinters ; RKCB ; asking bids after RKCB After RKCB (Note1) any new suit is asking control (Note2) or quality (Note3)	
4HS		7	no	Preemptive			
4NT	x	0		ace asking	5C = no ; 5DHST = dhsc ace ; 6C = 2		

Note #	Description	Open
1	RKCB=asking aces from 5, answers: 1. step=1 or 4; 2. step=0 or 3; 3. step= 2 w/o Queen; 4. step= 2 & Queen	
2	Control asking, answers: 1. step=no I or II round control; 2. step=II round control; 3. step=I round control; 4. step=A&K	
3	Quality asking, answers: 1. step=no Q, K or A; 2. step=Q or AK; 3. step=K or AQ; 4. step=A or KQ; 5. step=Q, K & A	
4	FG, answers: 3C=min, bad suit; 3D=max, bad suit; 3H=min, good suit; 3S=max, good suit;	1C
5	1C-3S/NT-4C=? shortness, 4D/H/S/NT=shortness or Nat (w/o shortness) D/H/S/C. 1C-3S/3NT-4H/S/5C/D=pas or correct 1C-3S/NT-4D ? Quality: 4H=AKQxxx(x), 4S= AKQ10xx(x), 4NT=AKQJxx(x)	1C
6	1D-1M-1NT-2C or 1D-1H-1S-2C = Gadget, Answers: 2D=Min, no 3 cards, 2M=Min, 3 cards; 2OM=Max, no 3 cards; 2NT/3C/D/H/S/NT=Max, 3 cards. After 2D/H/S 2NT=FG (Note 26)	1D
7	2C - Opp's Dbl - 1)Pas= (5)6+C, no 3-card major 2)Rdbl=6+D, no 3-card major 3)2D=Relay	
8	2D - Opp's Dbl - 1)Pas= 6+D, shortness in a major 2) Rdbl=6+C, shortness in a major	2D
9	1D-2H/S-? 1.step=min;with Max:2.step=0-1 cards & 6-card suit;3.step=xx or F;4.step=xxx or Fx;5.step=xxxx or Fxx;jump=better fit&contr; 3NT=0-1 cards & no 6-card suit	1D
10	After min (1D-2H-2S or 1D-2S-2NT) 1.step=Relay. Answers are analogical as with Max 1H-2H: -2S=SSGT; -2NT=15-16; 3C/D=long suit (C/D/S) game try (LSGT) 1S-2S: -2NT=SSGT; -3C/D/H=LSGT; 3S NF	1H 1S
11	1H-1S-1NT-2C-? 2D=Min, no 3cards; 2H=Max, no 3cards; 2S=Min, 3cards; 2NT=Max, 3cards. After Opener shows Min 2NT=FG	1H
12	1H-2S=at least invitation to 4H; Answers:2NT/3C/D=shortness in S/C/D; 3H=Min, no shortness;3NT=15-16 5332; 3S/4C/D=Max, lowest contr, no shortness; 4H=Min, 6322	1H
13	1NT-2C-? 2D=no Majors; 2H=4cards; 2S=4cards; 2NT=44 Majors; 3C=Max 5332 Clubs; 3D/H/S=Max 5332 Diam, showing doubleton (C/H/S)	1NT
14	(1C-1D)-1NT-2S-? 2NT=Min, 3C=Max. (1C-1D)-1NT-2NT-? 3C=Max, 3D=Min	1C/NT
15	2C-2D-2H-2S-? 2NT=minors 2-2; 3C/D=3+ Nat; 3H=6+H & 4=S; 3S=6H & 5=S. 2C-2D-2S-2NT-? 3NT=minors 2-2; 3C/D=3+ Nat; 3H=5H; 3S=6+S	2C
16	3C-3D-? 3H/S=shortness; 3NT=no H/S shortness; 3C-3H-? 3S=D shortness; 3NT=no D shortness; 3C-3S=Nat, F 3D-3H-? 3S/4C=shortness; 3NT=no S/C shortness; 3D-3S-? 4C=H shortness; 3NT=no H shortness; 3D-4C=Nat, F 3H-3S-? 4C/D=Shortness; 3H-4C-? 4D=shortness in S; 3S-4C-? 4D/H=Shortness; 3S-4D- ? 4H=Shortness in C	3X
17	3NT-4D-? If no shortness: 4H/S/NT/5C=H, S, C, D. With shortness: 4H/S/NT/5C=shortness in H/S/C/D	3NT
18	1C - (Dbl=T/O) - ? Pas=0-4; RD=5-7, 4+C; 1D=5-7, less than 4C; 1H until 3NT as w/o Dbl	1C
19	1D-(Dbl)-? RD=10+; 1X=F1, Nat; 1NT/2X=NF, Nat; 2NT=Weak,5-5 minors; 3X=as w/o Dbl	1D
20	1M-(Dbl)-? RD=10+ 4+ in another major; 1S (after 1H)=F1 no 4S, no fit in H 1NT/2C=F1,TRF;2D=fit in M, max of 1M-2M; 2H (after 1S)=F1 no 4H,no S fit 2M= min of 1M-2M; Jump to 2M+1=as w/o Dbl; 2M+2,3,4=at least MiniSplinter; 3M=Weak, 4+fit; Dbl jump=void, 3-4 controls; 3NT=to play, guarantees 2 cards in M	1H/S
21	Two lowest suits w/o opp's; 7-15 HCP depends on vulnerubility or FG	
22	Two highest suits w/o opp's; 7-15 HCP depends on vulnerubility or FG	
23	One lowest and one highest suits w/o opp's; 7-15 HCP depends on vulnerubility or FG	
24	1X(NAT) - jump 2Y - Pas - 2NT: see Note 4; new suit w/o jump = NF	
25	1X(NAT) - jump 3Y(not 3C) - Pas - Opp's suit=asking stopper; Own suit=F1, Nat or Cue bid 1X(ART) - jump 3Y - Pas - A suit=F1, Nat or Cue bid	
26	1D - 1M - 1NT/1S - 2C - 2D/H/S - 2NT=? 3C/D=5+C/D; 3H/S=4C/D; 3NT=44 C+D (as usual)	1D
27	3NT-4NT=? 1) 5 in own suit=AKQxxxx; 2) 5NT=AKQ10xxx 3) 6 in own suit=AKQJxxx	3NT
28	1M-2M=5+5+ other M and Club; 1M-2NT=5+5+ minors; 1M-3C=5+5+ other M and Diamond	1C
29	1H - 2C/D = 1) 11+ 4+ C/D 2) (8)9-11 6+C/D 3) GF, Fit in H, Control or suit in C/D Examples: 1) 1H - 2C - 2D/H - 2NT = 11-12, Invit 2) 1H - 2C/D - 2H - 3C/D= NF, 6+C/D 3) 1H - 2C - 2D - 2H=RKCB; 1H - 2D - 2H - 3H =RKCB	1H
30	1S-2NT=at least invitation to 4S; Answers:3C/D/H=NAT shortness; 3S=Min, no shortness;3NT=15-16 5332;4C/D/H=Max, lowest contr, no shortness; 4S=Min, 6322	1S

