



OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1c		3	4h	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1d/h/s=4+ walsh, 1nt=6-11-, 2c=10+ inverted, 2d/h/s=0-6, 2nt=11-12, 3c=5-8 mixed,	1c-1d-1h/s=unbal, 1c-1d-1nt=bal (may have 4M)	1c-2c=limit raise, cuebid=limit raise+
				Wolff after 2nt rebid	3d/h/s=splinters, 3nt=12+-15, 4c=preemptive (big distribution)		
1d		3	4h	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1h/s=4+, 1nt=6-11-, 2c=gf, 2d=10+ inverted, 2h/s=0-6, 2nt=11-12, 3c=wk, 3d=mixed	1d-1h-1nt denies 4s typically	1d-2d=limit raise, cuebid=limit raise+
				Wolff after 2nt rebid	3h/s=splinters, 3nt=12+-15, 4c=splinter, 4d=preemptive (big distribution)		
1h/s		5 (4 in 3rd)	4d	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1s=4+, 1nt=nf, 2c=2+gf, 2d=gf, 1s-2h=gf, 1M-2M=5+-10, 2nt=jacoby, 3c=3 card limit	1M-2nt-3c/d/3oM=1 or 0, 1M-2nt-3nt=14-15	2c=3 card limit raise, 2d=4 card limit raise
				Wolff after 2nt rebid	3d=4 card limit, 1s-3h=wk, 1h-2s=wk, 1M-3M=mixed, 1h-3s/4c/4d=splinter	1M-2nt-4c-4d-4oM=5-5, 1M-2nt-4M=no stiff min	cuebid=limit raise+
					1s-4c/4d/4h=splinter, 1h-4s=to play, 1M-3nt=flat raise (4333) 13-15		
1 NT		1	4h	14+-17, might include a stiff honor, 6 card minor or 5 card major	2c=stayman, 2d=5+h, 2h=5+s, 2s=c or inv nt, 2nt=d or wk minors, 3c=puppet	1nt-2c-2d-2h=pick M, 1nt-2c-2d-2s=5s/4h inv	Neg x through 4h, Texas through 3d
					3d=gf minors, 3h=3-1(54), 3s=1-3(54), 3nt=to play, 4c=gerber, 4d=6+h, 4h=6+s	1nt-2c-2M-oM=slam try raise, 1nt-2s-2nt=min	Transfer leb over 2M, sys on/2c (not Majors)
					4s=no agreement, 4nt=quant, 5nt=pick a slam	1nt-3c-3d=no 5M, 1nt-2c-2d-3M=smolen	Un/Un over 2c or 2d (majors)
2c	X	0		22+ if balanced, nearly game forcing if unbalanced (roughly 9+ tricks in a major or 10+ tricks in a minor)	2d=waiting, 2h/s=good suit or 8+hcps, 3c/3d=good suit or 8+hcps	2c-2d-2h-2s-3c=h, 2c-2d-2h-2s-3h=h+c	Double or Redouble=double neg
					Kokish with 3c/3h flipped	2c-2d-2s-3c=double neg	
2d		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2h		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2s		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2 NT		1		19+-21, might include a stiff honor, 6 card minor or 5 card major	3c=stayman, 3d=5+h, 3h=5+s, 3s=relay 3n (minor slam), 3n=to play, Texas, Gerber	2nt-3s-3n-? 4c=d, 4d=c, 4h=4d5c, 4s=5d4c	Neg x through 4h, texas through 3d
3c		6		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4d=preempt rkc		
3d		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc		
3h		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc		
3s		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc		
3 NT	X	0		Solid 7 or 8 card minor (AKJ 8th possible), no side Ace or King 1/2, to play 3/4	4c=p/c, 4d=asking, 4h/s=to play, 4nt=quant, 5c=p/c	1430 rkc, 0314 exclusion, preempt rkc, forcing pass, 5nt pick a slam, values x	
4c		7		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd	4d=preempt rkc, 4h/s=to play, 4nt=to play		Lightner x, specific kings 5nt
4d		7		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd	4h/s=to play, 4nt=to play		
4h		6 (often 7)		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd, to play in 4th	4s=to play, 4nt=rkc, 5h=to play		
4s		6 (often 7)		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd, to play in 4th	4nt=rkc, 5s=to play		
4NT				No agreement			
5c		8		Usually very distributional or tactical			
5d		8		Usually very distributional or tactical			
5h				No agreement			
5s				No agreement			
5NT				No agreement			

Table 1

Multi Defense:	2d-? Double=takeout of spades or 18+		
	Pass then Double=takeout of hearts		
	2d-p-2h/2s/3h/4h-? Double=takeout of what they bid or 18+		
Transfers over 1c:	1c-p-1d (hearts)-? Double=takeout of hearts		
	1c-p-1h (spades)-? Double=takeout of spades		
	1c-p-1s (no major or diamonds)-? Double=takeout showing both majors		