

Opening	Arti-- ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3/4	4♥	Only 3-card if 4♠-3-3-3 and 15 – 19. 10-22.	Up the line; 1NT = 8-10; 2NT = GF bal; 2♣ 10+, 4+♣ (subsequent 3♣ NF); fit jumps	1NT = 15-17, Checkback (2-way) 2NT = 18-19, Checkback.	New suit = NF
1♦		4	4♥	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2♦ 10+, 4+♦ (subsequent 3♦ NF); fit jumps	As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;
1♥		4	4♦	10-22; may be 4♥ + 4♠	Up the line; 1NT = 5-8; 2NT = GF support; 3♠ = unknown void splinter limited; 3NT = singleton ♠ splinter, 4♣, 4♦ = singleton splinter; fit jumps	As above; Over 2NT, 4♥ poor, 3♥ 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF
1♠		5	4♥	10-22	1/2NT as over 1H. 2/3H 6-8/9+ 3-card S. 3C/D/S 10-12/ 7-9/6- 4+card S. 3m NF.	As above.	2♣/♦ Drury. Fit jumps. Other NF
1NT				11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2♠→ 3♣; 2NT→ 3♦; 3♣/♦ set suit SI+; 3♥/3♠ =5+5+ minors: ♥ slam interest; 4 suit = Transfer or RKC; 4NT = NF	Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF	Same as for UPH except 3m = 6 cards to AK, AQ, KQ
2♣	Yes	0	4♥	Unbalanced game force or 24+ balanced;	2♦ = neutral; 2♥ neg; 2♠ thro' 3♦ = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in ♥; 3NT = solid suit	Suit = 8/9 playing tricks; 2NT = 25+: responses as 2NT opener	As for UPH
2♦	Yes	0		Both M weak or 20-21 balanced	2NT asks; 4 minor slam try in major	Over 2NT, 3♣ max equal or min unequal; 3♦ min equal, 3♥/♠/NT max	Good minor or 20-21 balanced
2♥		5	3♠	Weak: 5-9; If 5-cards will have minor(1 st /2 nd); Better or worse 3 rd ; good suit and outside card 4 th	2♠ = enquiry; 3♥, 4♥ = pre-empt or to make	3♣/♦ = 5-card ♥ & suit; 2NT = min 6-card suit; 3♠/NT = max/shortage; 3♥ = max/no shortage	As for UPH
2♠		5	3♥	As 2♥	As 2♥, but 2NT enquiry	Similar to 2♥	As for UPH
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5♠/4♥ NF; 4suit Transfer or RKC; 4♣/4NT/5NT as 1NT	Puppet Stayman; transfer break: HHx/Hxxx	As for UPH
3♣		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1;	Raise or splinter = Hxx; otherwise rebid suit	As for UPH
3♦		6		As 3♣	As above	As above	As for UPH
3♥		6		As 3♣	As above	As above	As for UPH
3♠		6		As 3♣	As above	As above	As for UPH
3NT	Yes	7		Solid minor	4♣ pass/convert; 4♦ ask		As for UPH
4♣		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make		
4♦		8		As 4♣	As above		
4♥		7		As 4♣	New suit = F1		
4♠		7		As 4♣	As above		
4NT	Yes			Ace asking	See HLB	HIGH LEVEL BIDDING 4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Cue 1 st round before 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; DOPI; GSF; Lightner Double	
5♣		8		Pre-empt: sound NV/ VUL	As above		
5♦		8		As 5♣	As above		
5♥				Solid suit lacking AK with no losers outside	Raise per trump holding		
5♠				As for 5♥	As above		
5NT							