

OPENING	TICK IF AR-TIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	3♠	11-14 PC or 18-23 PC, balanced; 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC, balanced GF without 4 in major; 2♣/♦ - 5+♣/♦, GF; 2♥=9-11PC, 5+♦; 2♠=9-11PC, 6+♣; 3♣=9-11PC, 5+♣&4+♦ 4♣/♦ - 7+ solid ♥/♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-2♣-2♦ = 16+PC with ♣ fit 1♣ - 1♥/♠ - 2♦ = GF, 6+♣ or 5+♣ and 4♦; 1♣-1♥/♠-3♦ = 18+PC, balanced with 4♥/♠;	1NT = 9-11 PC; major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♦		4	3♠	10-22 PC, 5+♦ (4 when 4441)	2♣ - can be 2+♣ with strong hand ♦ fit; 2♥=9-11PC with fit; 2♠=9-11 PC 6+♣, 3♣=9-11PC, 5+♣&♦fit 3♦ preemptive 3♥/♠, 4♣ - Splinter;	1♦-2♣-2♦ = 16+PC, any 1♦-2♣-2♥ = nat. or 5332 1♦-1♥/♠ - 2NT = GF	major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♥/♠		5	3♠	10-22 PC, 5+♥/♠, possible longer minor;	1NT – forcing – 4-6 PC with fit; 6-11 PC, no fit; 10-14 PC with fit, balanced; 2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 2♠/NT – game invitation with fit 4+; 1♥-2NT – 7-9 PC, 4-5♥; 3♠/NT – 10-12 PC, fit and singleton in a side suit; Splinter – 13+ PC; 3♥/♠ - preemptive	1♥/♠-1NT-2♣ = nat. or 5332 1♥-1NT-2NT = invitational; 1♥-1NT-2♠=GF without 4♣/♦ 1♠ – 1NT-2NT = GF 1♥-1♠-2NT = GF without side suit, can be unbalanced	Major suits preference; 1NT not forcing; 2♣ - by passed hand - Drury with fit; jump – suit + fit; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1NT				15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥/NT – transfer; 2♠ - invitation to 3NT or transfer to ♣; 3♣/♦/♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative double on 3 level;
2♣	x	0		Game forcing, any distribution	2♦ - no A and K or 3K; 3♥/♠, 4♣/♦ - one loser suit; 3NT – any solid suit 6+;		
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT – relay; 3♣ - art. GF with any 5+ suit; 3♦ - invitation to game in opener's suit; 3♥ - preempt with fits in majors; 4♣/♦ - asking for suit;	2♦-2NT - 3♣ - ♥, bad hand 3♦ - ♠, bad hand 3♥ - ♥, good hand 3♠ - ♠, good hand	3♣ -sign off;
2♥	x	5		6-10 PC, 5+♥ i 5+ another	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	<b>SLAM BIDDING</b>  <b>Roman Key Card Blackwood</b> (responses 102); <b>Hoyt</b> ; <b>Cue bids</b> ; <b>Trump 5NT</b> with non typical responses <b>End Signal</b> and <b>Doroszewicz Asking Bid</b>	
2♠	x	5	6-10 PC, 5+♠ i 5+♣/♦	2NT – relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;			
2NT	x		6-10 PC, 5+♣ i 5+♦	3♥/♠ - asking bid;			
3NT	x		Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay			
4♣	x	0	7+♥ with AKD	4♦ - asking for side A or K			
4♦	x	0	7+♠ with AKD	4♥ - asking for side A or K			