

OPENING	TICK IF ARTIFICIAL	MINI No OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	AFTER INTERFERENCE
PASS				0-11/12		Openings (may be lighter in 3rd)	
1 ♣	✓		4◇	11-13 NT OR any 17+	1◇ = 0-7, 1M = 8+, 4+M (may have longer m), 1NT = 8-12, BAL no M, 2m = 8-12 5+m no M, 2◇ = FG w/ 5+♣ and no M or BAL slanttry, 2♥ = FG w/ 5+◇ and no M OR NT-transfer, 2NT = INV, 3m = INV, 3M = 4-7 w/ 7+M	1♣-1◇ : 1M = 11-13 3+M or strong w/ 4+M, 1NT = 17-20, 2♣ = ART FG, 2◇ = 17-21 UNBAL no M, 2M = FG w/ 5+M, 2NT = 20-21, 3m = 17-21 6+ no 3-card M	New suit often NF opposite 11-13, but FG opposite 17+ Cue after 1M-overcall = FG with 5+M
1 ◇			4◇	11-16, UNBAL, may have longer ♣	1NT = 6-11, 2♣ = FG (R) [NAT by passed hand], 2◇ = ART INV w/o M, 2◇ = 6-10 5-5 in M's, 2♥ = 5-9 6+♠, 2NT = 9+ 4+◇ & void, 3♣ = 6-10 7+♣, 3◇ = 3-9, 3M = 4+◇ SPL M, 3NT = 4+◇ SPL ♣	1◇ - 1M: 1NT = may be unbal, 2NT = ART (support OR max w/ 6+◇ AND SPL M), 2♥ = ART after 1◇ -RESP 1◇ - 2♣ : OP shows distribution and strength 1◇ - 2◇ : 2◇ = min, else = ART and FG	Cue after 1M = limit or better Cue after 2♣ = 5-5 in M's
1 ♠			4◇	11-16, 5+◇	1NT = 6-12 semiF, 2♣ = FG (R) [NAT by passed hand], 2◇ = 2◇ = 11-14 w/ SUPP, 2◇ = 8-10, 2♥ = 5-9 6+♠, 2NT = 6+ 4+◇ SHO♠, 3m = 6+ 4+◇ SHO m, 3◇ = 3-7 4+support, 3♥/4m = VOID w 4+support, 3NT = RKC	1◇ - 1♠: 1NT = may be unbal, 2NT = ART (support OR max w/ 6+◇ AND SPL ♠, jump in new = 6-4 1◇ - 1NT: 2m = may be 3-card, jump in new = 6-4 1◇ - 2♣ : OP shows distribution and strength 1◇ - 2◇ : 2◇ = min	New suit NF on 2-1vl Cue after 2-1vl-overcall = 5-5 in unbid, 2Under opened M after OPPT T/O D = weak/strong raise, 2NT = support, limit OR better
1 ♥			4◇	11-16, 5+♠	1NT = 6-12 semiF, 2♣ = FG (R) [NAT by passed hand], 2◇ = a) 6-12 6+◇ b) 10-12 5◇, 2◇ = 11-14 raise, 2♥ = 8-10, 2NT = 6+ 4+♠ SHO◇, 3m = 6+ 4+♠ SHO m, 3♠ = 3-7 4+support, 3◇/4m = VOID w 4+support, 3NT = RKC	1♥ - 1NT: 2m = may be 3-card, 2NT = 5-5 in M's, jump in new = 6-4 1♥ - 2♣ : OP shows distribution and strength 1♥ - 2◇ : 2◇ = NF opposite 6-9 w/ 6+◇ 1♥ - 2◇ : 2♠ = min	opened M after OPPT T/O D = weak/strong raise, 2NT = support, limit OR better
1 NT			4◇	14-16	2♣ = asks M (may be INV w 5-card M), 2◇/◇ = puppets (may be weak w/ suit above OR INV w/ suit above OR ART FG), 2♥ = asks m (weak w/ long m OR both m's OR FG w/ 5M AND SPL oM), 2NT = INV, 3X = INV w/ 6+suit, 4m = transfer to corr M	1NT-2♣-2◇ : may be 4-4 in M's 1NT-2◇-2◇ : 2♥ = 4/1/4 in M's, 2NT = INV w/ 4◇, 3m = 4+m AND short om, 3M = both m's short oM 1NT-2◇-2♥ : 2NT = BAL slanttry, 3X = ART 1-suited slanttry (m=M AND M=m)	New suit NF on 2-1vl 2NT = LEB-type 3X = INV cue = FG w/ 5+M
2 ♣			5	11-16, 5+♣	2◇ = (R), 2M = F1, 2NT = F1, 3♣ = 7-9, 3X = FG w/ 6+suit	SPL oM, 3NT = 5-4 m's 2-2 M's 2♣ - 2◇ : OP shows 4-card M OR shows good/bad suit AND min/max w/ 6+♣, 2♣ - 2NT: 3♣ = min, 3X = SPL w/ MAX	New suit NF
2 ◇			5	5-10, weak 2 in ◇	2◇ = strong (R), 2♥ = 5+♠ F1, 2NT = 5+◇ F1, 3♣ = 5+♣ F1, 3◇/4◇ = PRE	2◇ - 2◇ : 2♠ = a 4-card side-suit or good 6+◇, 3♣ = 5-5 i m's, else = 1-suiter w/ good/bad suit and min/max	
2 ♠			5	5-10, weak 2 in ♠	2NT = support INV+, new suit = NAT F1, 3◇ = PRE	2◇ - 2NT: 3♣ = MIN, 3◇ = MAX no short suit, 3M = MAX short in corr m, 3NT = MAX w/ short ♠	
2 NT				seldom 5-card suit	2NT = support INV+, new suit = NAT F1, 3♥ = PRE	2♥ = 2NT: 3♣ = MIN, 3◇ = MAX no short suit, 3M = MAX short in corr m, 3NT = MAX w/ short ♠	
3m			7	Undisciplined in 1/3rd hand NV,	New suit = F1, jumps = asking bids		
3M			7	Undisciplined in 1/3rd hand NV,	New suit = F1, jumps = asking bids		
3NT	✓			PRE in either m	4♣/5♣ = P/C, 4◇ = slanttry asking for suit		
4 ♣	✓			strong PRE in ♣, S-SOL/SOL suit	4◇ = slanttry, 4◇ = to play		
4 ◇	✓			strong PRE in ♠, S-SOL/SOL suit	4◇ = slanttry, 4♥ = to play		
4NT	✓			ace-asking	5♣ = no ace, 5x or 6♣ = ace in bid suit, 5NT = 2 aces		
				HIGH LEVEL BIDDING			
				CUE = 1st + 2nd round equally, 4NT = RKC (Roman DOPL, Roman ROPI, DEPO), 4NT w/ special answers if RE is limited. Some direct 5-1vl responses showing aces. Jumps to 5-1vl may be void + RKC. Special methods in relay-sequences: 4◇ = demands 4◇, Control asking bids, ART bids setting trumps and asking for min/max and key-cards. Later relayser can ask for honours. In some sequences: Asking bids in specific suits, 5M=asks or shows good M (asks for control in OPPT suit) Splinterbids, jump to 5NT = trump ASK or RKC B if no 4NT-bid available.			