

OPENING	T C A R T I F	M F I N C A N R O D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	✓	0	(2)	2♣ 11-13 BAL OR 17+, any shape	1♣=0-7 OBS: Opener may pass w 11-13, and w 17 (very rare)	1M=NF,wk,(3)4M,passes next, OR 17+,4+M,rebid 2♣=5+M,2M=5♣; Nat or spl by Resp. 1NT=17-19; 2m=17+,NF; (Nat or spl by Resp); Jump=FG; Double jump ASK Q;	Over (1X) D/1♥=xfer, 1♣=neg I 2X=4441/4450,FG w short X
					1♥/♠=8+hp, 4+♥/♠, longer m OK. Others deny 4+M	1♣=wk OR 17+/ 1NT=wk; Resp 2♣=S/O♦,OR INV; 2♦=ART,FG; 2N=♣,wk OR FG 5♥/4+? OR 2X=1=INV w 4M/5+m	
					1/23NT=8-12/ 13/ 14-19; 2m=8-12, 5+suit; 3♦=INV	2♣=ASK,17+,NT or ♣; ART resp; 2♥=wk; Others=17+;\\ On 1♣OR 1NT-2m 17+ breaks relay	
					2♥=ART, both m, INV,unbal OR BAL, 20+, 4/4mm	11-13 may raise to 3m,or accept INV; Others=17+, jumps=NAT, set trump, demand Q.	Over (2X) 'transfer Lebensohl'
					2♣=ART, 6+♣, INV+ OR both m, FG	2NT/3m/5m=S/O; 2♣=ASK(wk or 17+);3M/4m=FG;;; Resp's NT jumps=20-21/22-23 etc	
					3♣=ART, FG, 6+♦	3♣=S/O.Then 3♦=mm,FG/ 3M=spl w ♣ FG;; 2NT=acc.Then 3♣FG/ 3♦♥♠as before;; 3M+=17	
					3♦=INV,6+suit; 3♥=INV(not to 3NT), 7suit	3NT=wk;3M/4♣=Nat,17+; 3♦=2way, Resp shows spl;; 4♦+ sets trump, demands Q	
					3♣=ART relay to 3NT, bal 14-19 OR 20+ (19+ w 5m)	-3♦: P or 3NT=11-13; Others=17+;;; -3♥: 11-13 bids P or 4♥; 3NT=supp, 17+; New=17+	
					4♣♦=solid/semisolid ♥/♠ (7+suit w 2 keycards)	3NT=11-13;Then 4m=5, 4M=2hp-steps fr 20;; 17+opener's 4♣=range ASK, 4M=17+,F(RKCB)	
1♦		4	4♣	11-16, 4+suit. Normally unbal. ♣ are often longer	1NT=6-10(11) OR 16+ (NT or supp or unqualified suit)	4M=11-13; Relay=ART ASK (see 4m opening); Others =Nat, 17+ (4NT=relay suit)	
					2NT=light,shapely INV; 3♦=PRE 6-8(9); 3M/4♣=void	2♣=♦rebid(or 4441),2♦♥=2♥/♠reverse,2♠=4441(max), 2NT=mm,	Passed hand jump = fit
					2♦=10-15. Forcing to 3♦ or penalty Double	3♣=5+suit, 4-5,5 losers;; Resp 2NT=relay to 3♣(wk or str), 3♣=16+, ♦supp, 3Msupp=16+	
1♥/♠		5	3♣	11-16, 5+suit	2NT=3+M,INV+;3M=PRE;1♣-4X,1♥-3♣4m=void	2♥=ART,neg,unbal; 2♠=ART,pos; 3♦='bal',neg; Others=Nat,pos; Resp 2♣/NT=ASK spl	
					3m=FG, good 5+suit +Hxx supp, OR solid, no supp.	3♣=neg-3M=NF;4m=void; 3♦by both=ART,pos, no spl; 3♥♠/NTby both=♠♦/oM spl;	Passed hand jump = spl
					2♣=♣ OR FG relay; 2♦=5+ (rebid 3♦/2♠=NF)	3new=Q;4m supp or rebid sets m (or Resp 4NT jump);; 1M-2M-INV: 3M/new/relay w any spl	
					1♣=2♥=F1; May pass 2♣, or bid 2NT/3♥NF	2♠=neg; 2NT=14+, 6♣OR ♥supp OR 'BAL' OR 5♠1♥(43), then 3♣=ASK: 3♦=2♥,3♥=3,4m=spl	
1NT			2♣	14-16, may have any 5suit, 5m+4M may occur, and 6m	2♣=ASK, no 4M promise. No junk if another bid	-2X-3♣=relay(w ♣ or 3X); -2♥-2♠=FG; -2M-3oM=ART,supp; -2♦-2/3M=4M/5+oM(Inv/FG)	Over (2M) 'xfer Lebensohl'
					2♦=relay (♥or♠,wk/♥INV+/FG,44mm/55MM/Gerber)		Over (D), P =demands RD with
					2♥=5+♠,INV+; 2♠=♣,wk/INV+ OR mm,FG;		wk OR str
					3♣=♦,wk OR FG;3♦/♥/♠=INV;4m=4M		RD demands 2♣
2♣		5	3♣	11-16, 5+♣ (must have 4M with only 5♣, may have w 6)	2♦=ASK M+range; 2M=F1;3♣=5-10;3M=FG;3♦=INV	-2♥=♥ OR no M,neg;then 2♠=relay; -3new=spl, max; 2X/NT+3♦=ART,FG; 2M-3♦=ART,pos	Over (D)- 2X=NF
					2NT=F1, Nat INV OR ♣supp, FG	2NT-3new=spl,pos; 2NT-3♣-3X=ART; 2♦+3newM=♦+Mvalues/suit	
2♦	✓	0	ASK	6-11, 6♥or♠ OR 22-23 BAL	2/3M=P/C; 2NT=ASK; 3m=F1; 4♦=Bid M, ♣=xfer to M	Over 3m: 3M=Nat, no supp/ ♣=supp+♥, ♦=supp+♠, 4M= Nat with some m fit	
2♥		4		11-16, 4414 OR 4405 (short ♦)	2NT=relay, FG. Others Nat, NF; jumps=Inv	If response to 2NT is too high to set trumps at 3level then cfer to M at 4level is used.	
2♠	✓	0		12-16, 5+♦ and 4+♣, 4-5,5 losers	3♦/4m=INV; 3M=F; 3♣=ART, ASK, FG		
					2NT=PUP♣ then P/3♦=wk, higher=FG		
2NT				20-21	3♣=PUP3♦; 3♦=M ASK; 4m=4M		SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)
3♣♦	(6)7			Decent, particularly VUL	3M=F; 3♣-4♦ and 3♦-4♣=RKCB;4M=Q	Splinters, Gerber(via relay after 1NT), Regular BW (directly over1X), RKCB (1430 in M) (and if no Q after m agreed),	
3♥♠	(6)7			Decent VUL, Nonvul free	4♣=RKCB	Redwood and Majorwood after 2♦ and 2♠, Voidwood after 1♣and later m raise, Midwood after 2NT-3♥3♣, 4NT showing 3	
3NF	✓			Long (7+) broken m	4/5m=P/C: 4NT= slamtry in m; 4M=to play	for 0-7 responder to 1♣.	
4♣♦	✓	0		Solid/semisolid ♥/♠2 keycards	4 relay=ASK: new=void, 4NT=a K, 5M=length	3NT forwardgoing after M agreed(denying or suppressing splinter)	
4♣						Q-bidding up the line, first or second round controls.	
4NT	✓			Specific ace ASK	5♣=0, 5X shows Ace, 5NT=♣Ace, 6♣=2 Aces		
OTHERS							