

OPENING	TICK IF ARTIFICIAL	MINI No OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	AFTER INTERFERENCE
PASS				0-11/12			
1 ♣	✓		4 ♦	11-13 NT OR any 17+	1 ♦ = 0-7, 1 ♥ = 8+ 4+ ♠ OR 12+ BAL, 1 ♠ = 8+ 4+ ♥, not	1 ♣ – 1 ♦ : 1M = 11-13 3+M or strong w/ 4+M (11-16 w/4-card M), 1NT=17-20, 2 ♣ = ART FG, 2 ♦ = 17-21 UNBAL	Transfers FG
				Also hands with short ♦ (4414/4405/4315/3415) AND 11-16 are	BAL, 1NT = 8-12 BAL not 4 ♠, 2m = 8-12 5+m no M, 2 ♥ =	no M, 2M=FG w/ 5+M, 2NT=20-22, higher see [16]	opposite 17+
				opened 1 ♣.	FG w/ 5+ ♣ and no M or BAL slamtry, 2 ♠ = FG w/ 5+ ♦	Continuations see [17-31]	See also [32]
					and no M OR NT-transfer, 2NT/3m = INV, higher see [15]		
1 ♦		4	4 ♥	11-16, UNBAL, may have longer ♣	1NT = FG (R) (NAT by passed hand) 2 ♣ = NF, 2 ♦ = 9-12	1 ♦ – 1M: see [33] 1 ♦ – 1NT : see [68+70]	Transfers from 1NT
					raise, 2 ♥ = 6-10 5-5 in M's, 2 ♠ = 5-9 6+ ♠, 2NT = 9+ 4+ ♦	1 ♦ – 2m : NAT 1 ♦ – 2 ♥ : see [36]	See also [41]
					& void, 3 ♣ = INV 6+ ♣, 3 ♦ = 3-9, 3M = 4+ ♦ SPL M, 3NT	1 ♦ – 2 ♠ : see [37] 1 ♦ – 2NT : see [38]	
					= 4+ ♦ SPL ♣, 4 ♣ = Splinter with void	1 ♦ – 3m : NAT	
1 ♥		5	4 ♦	11-16, 5+ ♥	1NT = 6-12 SemiF, 2 ♣ = FG (R) (NAT by passed hand),	1 ♥ – 1 ♠ : see [42] 1 ♥ – 1NT: see [43]	Transfers from 1NT
					2 ♦ = 11-13 w/ SUPP, 2 ♥ = 8-10, 2 ♠ = 5-9 6+ ♠,	1 ♥ – 2 ♣ : OP shows distribution and strength [69+70]	cue/2NT = 4+support,
					2NT and higher = 4+ support (2NT = 11-13, 3 ♣ = 8-10,	1 ♥ – 2 ♦ : see [44] 1 ♥ – 2 ♥ : see [46]	See also [52]
					3 ♦ = any VOID and 12-15, 3 ♥ = 3-7,	1 ♥ – 2 ♠ : NAT+2NT see [67] 1 ♥ – 2NT : see [67]	
					3 ♠/4m = VOID and 9-11, 3NT = RKC	1 ♥ – 3 ♣ : see [48] 1 ♥ – 3 ♦ and higher: see [49-51]	
1 ♠		5	4 ♥	11-16, 5+ ♠	1NT = 6-12 SemiF, 2 ♣ = FG (R) (NAT by passed hand),	1 ♠ – 1NT: see [43] 1 ♠ – 2 ♣ : see [69+70]	
					2 ♦ = a) 6-12 6+ ♥ b) 10-12 5 ♥, 2 ♥ = 11-13 w/ SUPP.	1 ♠ – 2 ♦ : see [45] 1 ♠ – 2 ♥ : see [44]	
					2 ♠ = 8-10, 2NT and higher = 4+ support (2NT = 11-13, 3 ♣	1 ♠ – 2NT : see [67]	
					= 8-10, 3 ♦ /3 ♥ /3NT/4m = see above [49+50], 3 ♠ = 3-7)	1 ♠ – 3 ♣ : see [48] 1 ♠ – 3 ♦ and higher: see [49-51]	
1NT			4 ♥	14-16	2 ♣ = asks M (may be INV with 5-card M), 2 ♦ /♥ = puppets	1NT–2 ♣ : see [53] 1NT–2 ♦ : see [54]	New suit NF on 2-lvl
				(5M332/5m422/6m322 possible)	(may be weak w/ suit above OR INV w/ suit above OR ART	1NT–2 ♥ : see [55] 1NT–2 ♠ : see [56]	2NT = LEB-type [11]
					FG), 2 ♠ = asks m (weak w/ long m OR both m's OR FG w/	1NT–4m: see [57]	3X = INV
					5M AND SPL oM), 2NT = INV, 3X = INV w/ 6+suit, 4m =		cue = FG w/ 5+M
					transfer to corr M		See also [58]
					See also [53-58]		
2 ♣		5	3 ♠	11-16, 5+ ♣	2 ♦ = (R), 2M = F1, 2NT = F1, 3 ♣ = 7-9, 3X = splinter	2 ♣ – 2 ♦ : see [59 + 72] 2 ♣ – 2M: see [60]	New suit NF on 2-lvl
				either w/ 4-card ♠ OR 6+ ♣		2 ♣ – 2NT: see [61]	See also [62]
2 ♦	✓			MULTI	2M = P/C, 2NT = F1, 3M = P/C, 4 ♣ = asks OP to TRF to his	2 ♦ – 2M: see [63]	
				a) Weak 2M	M, 4 ♦ = asks OP to bid his M.	2 ♦ – 2NT: 3m = minimum weak 2 in corr M,	
				b) 25+ BAL		3M = maximum weak 2 in OM, 3NT = 25+ BAL	
2 ♥				11-16, 4 ♥ and longer ♣, not	2 ♠ = strong (R), 2NT = puppet to 3 ♣, 3X = INV	2 ♥ – 2 ♠ : see [64 + 72],	New suit NF on 2-lvl
				3-4-1-5/4-4-0-5		2 ♥ – 2NT – 3 ♣ : pass/3X = weak	
2 ♠	✓			5-10, 5-5 in ♥ +m	2NT = F1, 3 ♣ = P/C, 3 ♦ = inv w ♥ -support, 3 ♥ = to play,	2 ♠ – 2NT: 3m = minimum, 3M = maximum w corr	
					3 ♠ = F1	minor	
2NT	✓			5-10, 5-5 in ♠ +m	3 ♣ = P/C, 3 ♦ = F1, 3 ♥ = NF, 3 ♠ = to play	2NT – 3 ♦ : 3M = minimum w corr minor, 3NT = maxi-	
						mum with ♦, 4 ♣ = maximum with ♣	
3m		7		Undisciplined in 1/3rd hand NV, else CONST	New suit = F1, 4om = RKC, jumps = asking bids	HIGH LEVEL BIDDING	
					See also [66]	CUE = 1st + 2nd round equally, 4NT = RKC (Roman PODI, Roman PODI, PODE),	
3M		7		Undisciplined in 1/3rd hand NV, else CONST	New suit = F1, 4 ♣ = RKC, jumps = asking bids	4NT w/ special answers if RE is limited. Last Train and Logical Cue-Bids	
					See also [66]	Jumps to 5-lvl may be void + RKC. Special methods in relay-sequences: 4 ♦ =	
3NT	✓			PRE in either m	4 ♣ /5 ♣ = P/C, 4 ♦ = slamtry asking for suit	demands 4 ♥, Control asking bids, ART bids setting trumps and asking for min/max	
4 ♣	✓			strong PRE in ♥, S-SOL/SOL suit	4 ♦ = slamtry, 4 ♥ = to play	and key-cards, Later relayer can ask for honours. In some sequences: Asking bids in	
4 ♦	✓			strong PRE in ♠, S-SOL/SOL suit	4 ♥ = slamtry, 4 ♠ = to play	specific suits, 5M=asks or shows good M (asks for control in OPPT suit) Splinterbids,	
4NT	✓			ace-asking	5 ♣ = no ace, 5x or 5NT = 1 ace (NT=♣), 6 ♣ = 2 aces	Jump to 5NT = trump ASK or RKCB if no 4NT-bid available. Also see [71+74]	