



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4S	11+ HCP, 4+ cards	1NT=6-9HCP --no 4 card major 2C=Inverted Minor--10+HCP 4+cards Jump bids in a new suit are weak 3C=pre-emptive<10HCP 4+ cards(usually 5)	1NT 15-18 (Ccowhurst)--2C then shows 8+pts(or good 7)other bids non-forcing Over 1C-2C Asking bids for NT Jump bid Cue	
1♦		4	4S	As for 1C	2NT=10-12 (no 4card major) ditto	2NT=19-20 ditto	
1♥		4	4S	11+ HCP, 4+cards	1NT=6-9 2 level bids in a new suit are 10+ HCP	Over 1H-2H Trial Bids (Long suit ) Over 1H-2NT (Jacoby) 3 level bids are singletons 4level bids are voids 3H==Max 4H==Min 3NT==15-16 4NT= RKCB	
1♠		4	4S	As for 1H	2H/S= 5-9 and 4card support (over 1S-2S can be 3card support and 7-9HCP 3H/S== Limit Raises 10-11 HCP 2NT= Jacoby(Game Force ) Jump bids in a new suit are weak		
INT				12-14 Balanced	2C = Stayman (promises one 4card Major )	With both Majors bid Spades first	
					2D/H = Transfers 2S = Range finder or transfer to a Minor (weak) 2NT Asks for better Minor 3C/D/H/S shows 6card suit headed by 2of top 3 Honours highly invitational 4C = Roman Gerber	2NT is Min 3C is Max 3H/S is slam try in H/S Over 2NT-3C/D Response 4C/D is Minorwood (3H is slam try in the other Minor)	
2♣	Y	0		Game Force Or 23-24 NT (can have any 5 card suit)	2D _ve=0-7 or relay 2 of a suit = 7+HCP 5cards (inc 1 hon ) 2NY = 7+ Balanced	Puppet Stayman over 2/3 NT Responses by opener also Transfers Other Bids natural and forcing	
2♦	Y	0		3way Multi 1) Weak 6card suited Major-6-10HCP 2) 20-22 NT (can have any 5 card suit 3)17+HCP 4441 shape	2H is <15HCP 2S is game invite in H 2NT=15+	1) Over 2H POC Over 2S 3H weak 4H stronger Over 2NT 3C/D weak end of range 2) Puppet Stayman Transfers 3S = 5S+4H 3) 3C singleton C or D(3H asks which one) 3D = " H etc (bid of singleton is AK ask in other suits assuming 2)	
2♥	Y	5		6-10HCP 5H /4+ Minor	3C = POC 2NT= Strong ask then----- -	3C/D is weak end of range 3H is strong with Clubs 3S is strong with D	
2♠	Y	5		6-10 HCP 5S/4+ Minor	3C = POC 2NT = Strong ask then-----	3C/D is weak end of range 3H is strong with Clubs 3S is strong with D	

