

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Better minor	1♦ = Walsh [1] [2] , 1M may have longer ♦s, 2♣ = forcing, 2♦ = 6-9HCP 4♠ and 5♥		Same
					2♥ /2♠ = weak (2-7HCP) [3] , 2N=bad ♣ preempt or 13-14 balanced, 3♣ = preempt with good ♣ , 3♦ /3♥ /3♠ =preempt		
1♦		3	4♠	Better minor	2♦ =forcing, 2♥/2♠=weak, 2NT=preempt with bad ♦ or 13-14 balanced, 3♦ = preempt with good ♦		Same
1♥		5	4♠	Five card major	1NT = forcing [4], 2/1 GF, 3♥ = preempt, 2♥ =8-10[6], 2NT = Jacoby (inv+), 2♠ = art. Raise		1NT = semi-forcing, 2♣ =Drury
1♠		5	4♥	Five card major	1NT = forcing, 2/1 GF, 3♠ =preempt, 2♠ =8-10,2NT=Jacoby (inv+)		1NT = semi-forcing, 2♣ =Drury
INT			3S	15-17 balanced. Some times with 5 card in H rare, more estrange with 5 ♠	STAY, does not promise 4-card M [9] , JACOBY TRF[10]		
2♣	Yes	0	3♠	Any game forcing hand	2♦ =negative (could be waiting), other natural		
2♦	Yes	0		Multi [11]	2NT = relay, 2♥,♠ =P/C, 3♥/♠ =preempt (P/C), 4♣ = give suit in transfer		
2♥	Yes	0		Weak ♠ +m or strong ♥ [12]	2N asks, 2♠/3♣ =P/C		
2♠	Yes	0		Weak ♥ +m or strong ♠	2N asks, 3♣ /3♥ =P/C		
2NT				20-22 balanced	PUP STAY [13] ,JACOBY TRF,3♠ =PUP 3NT,3NT=5♠+4♥ not forcing		
3♣	Yes	0		Preempt in ♦ or strong three suit	3♦ =to play		See Notes
3♦	Yes	0		Preempt in a major			See Notes
3♥	Yes	5		6-5+ in Majors	3N asks for void		See Notes
3♠	Yes	0		ACOL-style Any solid			See Notes
3NT	Yes			Preempt in ♣			See Notes
4♣		7		Preempt			
4♦		7		Preempt			
4♥		7		Preempt			
4♠		7		Preempt			
4NT	Yes			Minors			
5♣		8		Preempt		HIGH LEVEL BIDDING	
5♦		8		Preempt		4130 RKCB	
5♥						Josephine, Splinter	
5♠						1M - 4♣ = invitational with the other M	
						1M - 4♦ = invitational distributional game raise	