

OPENING	TCKRTIFF	MFNCRD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND PASSED PARTNER
1♣	✓	♣S(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, later 2♣5+M, 2M=4M+5♣ Nat, or fit jmp 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 D 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 2suiter OR inv	2X-1=INV w 4M/5+m
						2♣=ASK,17+,NT or ♣; ART resp; 2♥=wk; Others=17+;\ \ On 1♣OR 1NT-2m 17+ breaks relay	
					1/23NT=8-12/ 13/ 14-19; 2m=8-12, 5+suit; 3♦=INV	11-13 may raise to 3m,or accept INV; Others=17+, jumps=NAT, set trump, demand Q.	Over (2X) 'transfer Lebensohl'
					2♥ = ART, both m, INV,unbal OR BAL, 20+, 4/4mm	2NT/3m/5m=S/O; 2♠=ASK(wk or 17+);3M/4m=FG;; Resp's NT jumps=20-21/22-23 etc	
					2♠ = ART, 6+♣, INV+ OR both m, FG	3♣=S/O, then 3♦=mm,FG/ 3M=spl w ♣ FG;; 2NT=acc,then 3♣FG/ 3♥♥♠as before;; 3M+=17	
					3♣ = ART, FG, 6+♦	3NT=wk;3M/4♣Nat,17+; 3♦=2way, Resp shows spl;; 4♦ sets trump, demands Q	
					3♦ = INV, 6+suit; 3♥ = INV(not to 3NT), 7suit	-3♦: P or 3NT=11-13; Others=17+;; -3♥: 11-13 bids P or 4♥; 3NT=supp, 17+; New=17+	
					3♠=ART relay to 3NT, bal 14-19 OR 20+ (19+ w 5m)	3NT=11-13;Then 4m=5, 4M=2hp-steps fr 20;; 17+opener's 4♣=range ASK, 4M=17+,F(RKCB)	
					4♣♦=solid/semisolid♥/♠. (7+suit w 2 keycards)	4M=11-13; Relay= ART ASK (see 4m opening); Others =Nat, 17+ (4NT=relay suit)	
1♦		4	4♣	11-16, 4+suit. Normally unbal. ♣ are often longer	1NT=6-10(11) OR 16+ (NT or supp or unqualified suit) 2NT=light,shapely INV; 3♦=PRE 6-8(9); 3M/4♣=void	2♣=♦or4441; 2♥♥=♥♠,max; 2♠=4441,max; 2NT=mm; 3♣=5+suit, 4-5,5 losers;; Resp 2NT=relay to 3♣wk or str), 3♣16+(♦supp), 3Msupp=16+	Passed hand jump = fit
					2♦ = 10-15. Forcing to 3♦ or penalty Double	2♥=ART,neg,unbal; 2♠=ART,pos; 3♦='bal',neg; Others=Nat,pos; Resp 2♠NT=ASK spl	
1♥/♠		5	3♣	11-16, 5+suit	2NT=3+M,INV+;3M=PRE:1♠4X,1♥3♣4m=void	3♣=neg-3M=NF;4m=void; 3♦by both=ART,pos, no spl; 3♥♠/NTby both=♣♦/oM spl;	Passed hand jump = spl
					3m+FG, good 5+suit +Hxx supp, OR solid, no supp.	3new=Q;4m supp or rebid sets m (or Resp 4NT jump);; 1M-2M-INV: 3M/newrelay w any spl	
					2♣=♣ OR FG relay; 2♦=5+ (rebid 3♦2♠=NF)	1M-2♣→ 1	
					1♠2♥ = F1; May pass 2♠ or bid 2NT/3♥ NF	2♠=neg; 2NT=14+, 6♠OR ♥supp OR 'BAL' OR 5♠♥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 2♦=relay (♥or♠,wk/♥NV+/FG,44mm/55MM/Gerber)	-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♥ = 5+♠, INV+; 2♠ = ♣, wk/INV+ OR mm,FG;	1NT- 2	Over (D), P =demands RD with 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 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 = ASK, FG. Others Nat, NF; jumps = Inv	If response to 2NT is too high to set trumps at 3level then xfer 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	2♠ → 3	
					2NT = PUP ♣ then P/3♦ = wk, higher = FG		
2NT				20-21	3♣ = PUP3♦; 3♦ = M ASK; 4m = 4M		
3♣/♦		(6)7		Good, HHxxx(x)	3M = F; 3♣4♦,3♦4♣ = Kc ask as below;4M=Q	Splinters, Gerber(via relay after 1NT), Regular BW (directly over1X), RKCB (1430 in M) (and if no Q with m agreed),	
3♥/♠		(6)7		Decent VUL, Nonvul free	4♣ = Kc ask (0 or Q / AorK / AorK + Q / AK / AKQ)	Red-Majorwood after 2♦ and 2♠, Voidwood after 1♣ and later m raise; 2NT-3♥-3♠-5X=1430; 4NT=3 kc (after Q w m agreed),	
3♥/♠	✓			Long (7+) broken m	4/5m = P/C: 4NT= slamtry in m; 4M=to play	(2 kc enough by pos resp. to 17+♣, 1 kc by 0-7resp; 3M/♦4♣and 3♣4♦=kc ask (0orQ, 1, 1+Q, 2, 2+Q)	
4♣/♦	✓	0		Solid/semisolid♥/♠,2 keycards	4relay = ASK: steps=neg / a K / voids / 5M=length	3NT forwardgoing after M agreed(denying or suppressing splinter)	
4♣					4trumps+1 = ASK Qbid, higher=void	Q-bidding up the line, first or second round controls. Jmp to '5trumps+1'= trump ask (Q+?, A/K,lth)	
4♥	✓			Specific ace ASK	5♣=0, 5X shows Ace, 5NT=♣ace, 6♣=2 Aces		
OTHERS							