



OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		11 - 21, 2 cards only if Hx	Inverted Minor 5+ cards, 1♦ may be short, 1♥/♠ = 5+ cards 2♦/♥/♠ = Strong, 3♣ = Weak, 3x = Void, 3NT = 13 - 15 HPC	1♣ - 2♣? 2♦ = 5 - 4 in minors 2♥/♠ = Stopper 2NT = Stopper in both major 3♣ = No stoppers 3♦/♥/♠ = Splinter 4♣ = RKCB	1♣ - 2♣ = 6 - 10 HPC
1♦		2	4♥		11 - 21, 2 cards only if Hx	Inverted Minor 5+ cards, 2♥/♠ = Strong, 3♦ = Weak 3x = Void, 3NT = 13 - 15 HPC, 1♦ - 2♣ - ? System	1♦ - 2♣? 2♦ = 5+ cards, any strength 2♥/♠ = Stopper, 12- 14 HP 2NT = Stopper in both major, 12 - 14 HP	1♦ - 2♦ = 6 - 10 HPC
1♥		5	4♦		11 - 21	2♣ = natural or 10-12 and 3 card supp, 3♥ = pre empt 2♣, 3♣ and 3♦ = Mini/Maxi splinter, 7 - 11 or 16+ HP	1♥ - 2♣? 2♦ = Waiting 2♥ = Minimum 1♥ - 2NT - 3♥ = Minimum   1♥ - 2NT - 3x = splinter 12 - 14 HP, 4x = splinter 15+ HP	1♥ - 2♣/♦ = Feature with supp 1♥ - 2NT = 4+ ♥, 7 - 12 HP
1♠		5	4♦		11 - 21	as above, 2♥ = GF	1♠ - 2♣ or similar? 2NT = Start of a long suit trial bid 3♣/♦/♥ = singel	1♠ - 2♣/♦ = Feature with supp
1 NT			2♣		(14)15 - 17, may have 5M or 6m	2♣ = Stayman 2♦/♥ = Transfer 2♠ = Minor Stayman 2NT = Weak doubleton (any suit) 3x = Splinter(GF) 4♣/♦ = Transfer to ♥/♠	1NT - 2♣ - 2♦? 2♥ = Choose major 2♠ = Enquiry (GF) 3♣/♦ = (GF) 3♥/♠ = Smolen 1NT - 2♣ - 2♥? 2♠ = Enquiry (GF) 3♣/♦ = (GF) 1NT - 2♣ - 2♠? 3♣ = Enquiry (GF) 1NT - 2♦/♥? 3x = feature with 4 card support	
2♣	✓				Strong 19+ with playingtricks or 22+ balanced hand	2♦ = Negativ or waiting New suit = 7+ , good suit 2NT = 7+ , at least 5-4 in minors, 3NT = Solid Suit	2♣ - 2♦ - 2♥/♠? 3♣ = Second negative Dbl of an overcall shows 0 - 4 HCP, pass is forcing	
2♦	✓				Weak 2 in ♥/♠, 9 - 11, 6 card suit or 20 - 21 balanced hand	Bid of a major on any level = Pass or correct 2NT = Enquiry (F1) 14+, 3♣/♦ = Forcing	2♦ - 2NT? 3♣ = 6-card ♥/♠, max (GF) 3♦ = 6 card ♥ min, 3♥ = 6 card ♠ min 2♦ - 2♥/♠ - 2 NT? 3♣ = Puppet stayman 3♦/♥ = Transfers 3♠ = Minor Stayman	
2♥		5			Weak, 5 or 6 cards, 3 - 8 HPC	New suit = Not forcing, Jump in new suit = Splinter 2NT = Enquiry (F1), Raise = Preemptive	2♥ - 2NT? 3♣ = 5 ♥ + 4 cards minor, max (GF) 3♦ = 5 card suit, min 3♥ = 6 cards, min, 3♠ = 6 cards, max, 3NT = 5 cards suit max	
2♠		5			Weak, 5 or 6 cards, 3 - 8 HPC	New suit = Not forcing, Jump in new suit = Splinter 2NT = Enquiry (F1), Raise = Preemptive	2♠ - 2NT? 3♣ = 5 ♥ + 4 cards minor, max (GF) 3♦ = 5 card suit, min 3♥ = 6 cards, max, 3♠ = 6 cards, min, 3NT = 5 cards suit max	
2 NT	✓				At least 5 - 5 in minors, 5 - 10 HPC	3♥ = Enquiry (GF), Other bids = To play, 4NT = Ace asking	2NT - 3♥? 3♠ = singel / void 3NT = singel / void ♥ 4♣/♦ = 1-1-(6-5)	
3 bids		6			Preemptive	New suit forcing		
3NT	✓	7			Solid Minor	4♣ = Pass or correct, 4♦ = asking for shortness 4NT = Asking for lenght in suit	3NT - 4♦? 4♥/♠ = singel 4NT = 2-2-(2-7) 5♣ = Singel ♦ 5♦ = singel ♣ 3NT - 4NT? 5♣ = 7 cards 5♦ = 8 cards .....	
4♣		7			Preemptive			
4♦		7			Preemptive			
4NT					Asking for specific aces	5♣ = No aces, 5♦/♥/♠ = That ace, 5NT = 2 aces	<b>HIGH LEVEL BIDDING</b>	
							Roman Key Card Blackwood (14/30) 5NT = 1/3 aces, trump Q and a void, 6 in a suit below = 2 aces, trump Q and void	
5♥/♠					11 tricks, missing Ace and King		Exclusion RKCB DOPI/ROPI, DEPO All jumps after support are splinter Cue bids, 1st or 2nd, first cue bid in partners suit is A or K Lightner dbl	