

OPENING	ARTIFICIAL?	MIN. LENGTH	NEG. DBL TO	M=Major; m=minor; oM=other Major; om=other minor; JS=Jump Shift; DJS=Double Jump Shift; Trf=Transfer; p/c=Pass/correct			COMPETITIVE & PASSED HAND BIDDING	NOTES
				NF=Non-forcing; SF=Semi-forcing; GF=Game force; F1=Forcing for 1 round; inv=Invitational; GT=Game try; ST=Slam try				
				dbl'tn=doubleton;				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION		
1♣	Y	2	3♠	12HCP-<GF	1♣-1♦ – May be bid on 3crd♦ if too weak for 1N (ie 5-7)			
1♦	N	4	3♠	We open 1♦ with 4/4 in the m's unless suit quality dictates otherwise. We may open 1♦ with 4♦/5♣ if NT rebid is flawed or ♣'s not rebiddable (alertable)	1♣-1N = 8-10; denies 4crdM; 1♣-2♦=4crd♠ & 5crd♥, 8-10 1♦-1N = 6-10; denies 4crdM; 1♦-3♣= inv, 6+crd; 1♦-2♣=GF 1♥/♠ = 4+crd, F1; over 1♣ may conceal longer ♦'s if < GF Simple raise = Inverted, 4+crd support; denies 4crdM, F3m JS in M's [2♥/♠] = Weak (3-6); 6+crd suit 2N = 10-12; denies 4crdM Jump raise = Weak (3-7); 5+crd support DJS = Splinters; limited hands 6+crd support; denies 4crdM	1N(12-14)[1]; 2M[2]; Reverse[3]; 2NT(18-19) Min: 2N=bal; 3M=unbal; GF: 2m+1=GF relay Non-min: new=stopper; JS=splinter; 3N=bal	Simple raise, NF	
1♥/♠	N	5	3♠/4♥	May be 4crd in 3 rd	1N = F1; 2M = constr (8-10) 2N=4crd GF bal raise, or big splinter (12-15) Splinters: 9-11 or 16+ 3/4M = tactical 3♣=7-9, 4crd raise; 3♦=10-11, 4crd raise; 3N=12-15,	1M-1N[4]; 1M-2M[5] New=short, JS=solid 5crd, 3M=18+, 3N=15-17 bal	Drury; 2♦=9-11, 3crd 2♣=7-11, 4crd, 2♦ asks	
INT	N			15-17; May contain - 5crdM - 6crdm - singleton A/K	2♣ = Stayman; 3♣= Puppet Stayman; 3♦=5/5 in M's, inv 2♦/♥/♠/N = Trf's With Super Accepts 3♥/♠ = shortage, 3/1 in M's, 5/4 in minors 4♣ = 5/5 in M's; 4/5NT = Quantitative 4♦/♥ = Trf, Weak Or Strong (ST); 4♠=m's	After 1N-2♣-2♦-2M=inv, 3M=Smolen New suit after trf to M=nat, after trf to m=shortage		
2♣	Y	0		G/F Except after 2NT rebid	2♦ = relay	2♥=Kokish; 2N=22-23; 3M=4crd with 5+crd♦		
2♦	Y			4-7, 6crdM	2♥/♠=p/c 2NT = Enquiry – 3♣/♦=weak in linked M; 3♥/♠=good in oM			
2♥/♠	N	6		8-11	New suit forcing - 2N=enq; 3♣=min; 3♦=6322; 3♥=4crd in oM; 3♠/N=4crd♣/♦ 4♣/♦/♥= shortage in 6331			
2N	N			20-21	3♣=Puppet stayman 3♦/3♥=transfer; accept with 2crd, 3N with 3/4, cue if appr 3♠=to play in 3N, or slam try in a minor, or quant raise 3/4/5N=5crd♠ & 4crd♥, GF 4♦/♥=trf to 6+crd suit, weak or slam try 4♣=5/5 in M	2N-3♦-3♥; 3♠=trf to 3N(quant rai), 3/4/5N=4crd♠		
3 suit	N	6		Nat pre-empt	New suit forcing; 4♣ (4♦ over 3♣)=RKCB			
3N	Y			Long solid minor	4♣=p/c			
4 suit	N	7		Pre-empt	Natural			
4N	Y			Minors				
5 suit	N	7		Pre-empt				
						High Level Bidding		
						PODI/PORI; RKCB (1430), Kickback, minorwood, ExclRKCB, 1 st /2 nd rd contrl cues		

			<u>NOTES</u>		
		1	Check back after 1NT rebid	After 1N rebid a. 2♣ forces 2♦, to play or make invite b. 2x/y is to play c. 2♦ is GF, all bidding natural d. 3 any is nat GF	
		2	1x-1M-2M	2M+1 asks a. 3x = min with 3crd support b. Other below 3M=shortage, 3crd,max c. 3M=4crd, min, no shortage d. Any above 3M=4crd support, shortage	
		3	Reverse bids	2NT=GF shape ask 4 th suit asks for stop Bids in x/y/z are NF	
		4	Gazzilli	After 1♥/♠-1♠/N a. 2♣=nat or any 17+ b. 2M or new, nat 16- c. 2N=14-16, any 6/4 concentrated d. 3M or new, 14-16, 6+crd or 5/5+ concentr e. 3N After 1M-1y-2♣-2♦(8+) a. 2M=16- with ♣ b. 20M=17+ with another 4crd suit (2N asks) c. 2N=any 6/4 d. 3M or new, 17+, 6+crd or 5/5+	
		5	Simple raise of 1M to 2M	Long suit tries, need help in suit	
		6			