

OPENING	ARTIFICIAL?	MINNO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4H		2C = inverted, 10+, may have 4M not 5+M (2NT then = 15+ balanced, 3D = 15+ also); 3C = 0-5	Splinters = 1 st /2 nd round control 2-level rebids = 11-16, jumps = 16+ After m-M-NT, 2C always checkback	
1♦		4	4H		2D = inverted, 10+ may have 4M not 5+M(2NT then = 15+, balanced, 3C = 15+ also); 3D = 0-5		
1♥		4	4D		2M = 6-9, 3M = weak, 3C = GF raise, 3D = 10-12 raise, dble jump = splinter, 2NT = 16+ flat, dgr's.		
1♠		4	4H		2M = 6-9, 3M = weak, 3C = GF raise, 3D = 10-12 raise, dble jump = splinter, 2NT = 16+ flat, dgr's.		
INT		-	3S	12-14, flat, no 5M	2C = Stayman, 2D/2H/2S/2NT = transfers 3 suit = 6 card, inv	New suit force	
2♣		0		GF, std Acol	2D negative; 2NT = 7-9; 3NT = 10-12 balanced or semi balanced. Positive = 7+, 2/3 or 3/5 honours, 5+ suit	Suits natural force 2NT = 24-25, 3NT = 26-28, system on Jump is suit setting	
2♦	√	0		Mouldy: 5+M + 4+ minor, weak; or 22-23 balanced or 8-9 PT any	2H/3H/4H correctable 2NT force: 3C = H, 3D = S (then auction forcing); 3NT = 22-23; other = 8PT. 3C convertible to minor. Other = to play	X = t/o over 2H/S, penalty other	
2♥		6		Weak 6-9	2NT = force, suit = splinter Bid = to play	X = penalty	
2♠		6		Weak 6-9	2NT = force, suit = splinter Bid = to play	X = penalty	
2NT		-		20-21, may have 5 suit	3C = puppet (3D = 1-2 x 4M (then 4M = suit not held), 3H/S = 5 suit) suits up, 3D/H = transfer		
3♣		(6) 7			New suit force: raise or bid 3NT		
3♦		(6) 7					
3♥		(6) 7					
3♠		(6) 7					
3NT	√	7		Solid minor, no A or K on side			
4♣	√	7		11-15, 7-8 H, 0-1 loser suit	Step is force, 4H to play		
4♦	√	7		11-15, 7-8 S, 0-1 loser suit	Step is force, 4S to play		
4♥		7					
4♠		7					
4NT	√	-		Specific ace: 5C = 0, 5NT = 2			
5♣		8					
5♦		8					
5♥	√	n/a					
5♠	√	n/a					