

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	Single Raise = forcing to 3-of-minor Double Raise = weak	4th suit game forcing; reverse by opener forcing; reverse by responder game forcing; 3rd suit forcing 1 round; 2-way new minor forcing; wolff signoff	Cuebid = Invitational or better raise; jump cuebid = splinter; jump shift = Pre-emptive
1♦		3	4♥	11-21 HCP	As above	As above	As above
1♥		5	4♥	11-21 HCP	1NT = semi-forcing; 2NT = Jacoby (4+-card support game forcing); Splinter	Help-Suit game try	As above; Reverse Drury
1♠		5	4♥	11-21 HCP	As above	As above	As above
INT			3-level only	15-17 HCP	Stayman; Jacoby Transfer; Texas Transfer; 2♠ = Transfer to ♣ 3♣ = Transfer to ♦ 3♦ = Minors game forcing 3♥ = 3-1-(45) game forcing 3♠ = 1-3-(45) game forcing	Smolen	Lebensohl; double at 2-level = penalty; double at 3-level = negative
2♣				Artificial Strong, 22+ HCP or 8.5+ tricks	2♦ = waiting (game forcing) 2♥ = negative 2NT = positive ♥	Same response as 2NT opening after 2♣-2♦-2NT	
2♦		5		5-10 HCP; Pre-emptive	Ogust, RONF		
2♥		5		5-10 HCP; Pre-emptive	As above		
2♠		5		5-10 HCP; Pre-emptive	As above		
2NT				20-21 HCP	Puppet Stayman; Jacoby Transfer; Texas Transfer; 3♠ = forcing to 3NT (minor suit slam try)		
3♣		6		5-10 HCP; Pre-emptive	New suit forcing		
3♦		6		As above	As above		
3♥		6		As above	As above		
3♠		6		As above	As above		
3NT		7		Gambling (solid minor suit without outside A or K)	4♣/5♣ = pass or correct; 4♥/4♠ = to play		
4♣		7		Pre-emptive			
4♦		7		As above			

4♥		7		As above		
4♠		7		As above		
4NT						
5♣				Pre-emptive		HIGH LEVEL BIDDING
5♦				Pre-emptive		4NT = RKC 1430
5♥						Exclusive RKC 0314
5♠						DOPI/DEPO over interference
						Gerber over 1NT/2NT opening
						Control bid with 1 st or 2 nd control