



OPENING	TICK IF ARTIFICIAL	MIN. NO. OmF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible May have 5♦	1♦ = 0-6, 7-10 44M, balanced without 4M, 4+♦, 1M = 7+ NAT, 1NT 7-10, 2♣ = inverted minor	1♣ - 1♦ - 1NT = 16/17-19BAL 1♣ - 1♦ - 1♥ = BAL or NAT 1♣ - 1♦ - 1♥ - 1NT = 0-10 44M	
1♦		4	4♥	5+♦ or 4441♣	2♦ = inverted minor		
1♥		5	4♦	5+♥	2♣ = 2+GF, 2NT = 10-14 3+♥, 3♥ = preemptive, 3NT = ♦-splinter, 4♦ = good raise to 4♥	1♥ - 2NT - 3♣ = GF 1♥ - 2NT - 3♦ = INV	2♣ = Drury
1♠		5	4♥	5+♠	2♣ = 2+GF, 2NT = 10-14 3+♠, 3♠ = preemptive, 3NT = ♥-splinter	1♠ - 2NT - 3♣ = GF 1♠ - 2NT - 3♦ = INV	2♣ = Drury
1NT		NV vs V		10-13 in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 9-13 in 3 <sup>rd</sup> seat (not 9HCP with 4333), 12-14 in 4 <sup>th</sup> seat	2♣ = invitational/GF stayman, 2♦ = GF relay, 2M = to play, 2NT = invitational		
1NT		Else		15-17	2♣ = optional stayman, 2♦/♥/♠/3♣ = transfer, 2NT = inv, 3♥/♠ = 31(45)/13(45) MF		
2♣	X			5/6♦ weak or GF	2♦ = NF relay, 2NT = inquiry	2♣ - 2♦ - 2♥ = NAT GF or 24+BAL	
2♦	X			5/6♥/♠ weak	2♥/♠/3♥/♠/4♥ = p/c, 2NT = inquiry, 4♣ asks transfer, 4♦ = asks M		
2♥		6		6♥ 10-13	2NT = GF relay, 3♥ = preemptive, 2♠ = to play, 3♣ = INV for 4♥, 3♦ = 6+♠ GF		
2♠		6		6♠ 10-13	2NT = GF relay, 3♠ = preemptive, 3♥ = to play, 3♦ = INV for 4♠, 3♣ = 6+♥ GF		
2NT				20-21 May have 5M/6m	3♣ = puppet, 3♦/♥ = transfer, 3♠ = minors, 4♣/♦/♥/♠ = double transfer SI		
3♣		6		Preemptive	3♦ = asks majors		
3♦		6		Preemptive			
3♥		6		Preemptive			
3♠		6		Preemptive			
3NT	X	1 <sup>st</sup> + 2 <sup>nd</sup> seat		4♣/♦ Preempt			
3NT		3 <sup>rd</sup> + 4 <sup>th</sup> seat		To play			
4♣	X			Namyats good 4♥-opening	4♦ = SI		
4♦	X			Namyats good 4♠-opening	4♥ = SI		

**High level bidding:** RKC1430, mixed cue bids, splinters