



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU								
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1♣		2	4H	12-21 hcp, if 18-19 bal 5D/6m possible	1C-1D/1H/1S nat, 1nt:8-10, 2C:12+ 5+C, 2D:10-11 5+C, 2H:5+S 4+H 4-9 hcp, 2S: weak C or GF with shortness, 2nt: bal inv, 3C: 7-9 5+C, 3D/3H/3S: splinter, 3nt: to play	After 1C-2C natural progression, any partner bids NT confirms major stopped. 2way checkback and XYZ applied	Transfers in competition, Good bad 2nt applied				
1♦		3	4H	12-21 hcp except 5D(332) 18-19 hands	1D-1H/1S nat, 1nt:6-10, 2C:12+ 5+C, 2D:10+ 5+D, 2H:5+S 4+H 4-9 hcp, 2S: inv with C, 2nt: bal inv, 3C: weak D or GF with shortness, 3D:7-9 5+D, 3H/3S/4C: splinter, 3nt: to play	After 1D-2D & 1D-2C natural progression, 2way checkback and XYZ applied	Natural progression, Good bad 2nt applied				
1♥		5	4D	12-21 hcp	1H-1S nat, 1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: 7-9 3H, 2S: Bal inv 3H or MR, 2nt: Bal inv 4H or unbal inv 3H, 3C/3D: nat inv, 3H: preemptive, 3S: 10-12 spl any, 3nt/4C/4D: Splinter 13+, 4H: preemptive	Relay asking for shape, high to low Gazzili for 1H-1S & 1H-1NT	Transfer in competition Reverse Drury				
1♠		5	4H	12-21 hcp	1S-1S :1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: GF 5+H, 2S: 7-9 3S, 2nt: wide range 3+S 7-12, 3C/3D/3H: nat inv, 3S: preemptive, 3nt: spl 10-12, 4C/D/H: spl 13+, 4S: preemptive	Relay asking for shape, high to low Gazzili for 1S-1NT	Natural progression Reverse Drury				
INT				(14)15-17 may have singleton A/K	Stayman, all suit transfer, 3C: 5M searching, 3D: 53 M, 3H/3S: short minor basis	1nt-2c-2D/2H/2S: 3C is shape asking After transfer and bidding minor, we show fit no fit dbl fit bids	Lebensohl				
2♣	y	0	4H	22+ hcp or any GF	2C-2D 0-2 CP kokish, 2H: 3+ CP, 2S/3C/3D/3H: transfer style good suit, 2nt: minors	2C-2D-2nt is 22-24, via 2H is 25-26, 3nt is long minor	Dbl weak, pass strong, nat take out				
2♦	Y	5+	4H	Weak in a major 4-10 hcp vul dependent	2D-2H/2S/3H/3S: p/c, 2nt asking strength, 4C: transfer major	2D-2nt-3C: good preempt (3D relay), 3D/3H (transfer bad hand), 3nt (solid M)	Dbl penalty				
2♥		5	3S	5H+any 4-10 hcp vul dependent	3C/5C: pass or correct, 2nt asking for minor GF 4H to play	Natural progression	Dbl penalty				
2♠		5	3H	5S+any minor 4-10 hcp vul dependent	3C/5C: pass or correct, 2nt asking for minor GF 4S to play	Natural progression	Dbl penalty				
2NT				20-21 hcp may have singleton A/K or 6m	Puppet stayman, transfer, minor stayman,	Natural progression	Natural progression				
3♣		6+		Premptive 6/7+ cards, dbl is penalty after opponents' intervention							
3♦		6+									
3♥		6+									
3♠		6+									
3NT	y	7		Gambling, solid 7+ cards minor, no outside A/K, 4C/5C is pass or correct, 4D: slam in, Dbl after opponents' intervention is penalty							
4♣		7+		To play preemptive							
4♦		7+									
4♥		7+									
4♠		7+									
4NT		No bid									
5 levels		8+		To play preemptive							
								<b>HIGH LEVEL BIDDING</b>			
								DOPI, ROPI, DEPO, EKC			

