

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4H	12 to 21 HCP	Walsh. Inverted Minors, Limit Raise, Mixed Raise and Pre-emptive raises	4th suit forcing: game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1♥		5	3S	12 to 21 HCP	1NT = Semi forcing 2C/D = Game forcing 2H = 7-9 3 card Bergen raise 3C = 9-11, 3D = 7-8 2NT = Jacoby 4 cards 3NT = Jacoby 3 cards		
1♠					3H = Pre-emptive 3S/4C/D = Splinter		Limit Raise or better 3 cards Limit Raise or better with 4Cards
		5	4H	12 to 21 HCP	1NT = Semi Forcing 2C/D/H = Game forcing 2S = 7-9 3 card supp 3D/C = Bergen raise 7-8 & 9-11 2NT = Jacoby 4 cards 3NT = Jacoby 3 cards		Limit Raise or better 3 cards Limit Raise or better with 4Cards
INT				Good 14 to Bad 17 Balanced	Puppet Stayman, 2 & 4 level Transfers		Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	Yes			Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2D = neutral	Kokish Responses follow ups	Dble at 3-level shows values. Dbl at 2-level is T/O
2♦	Yes	6		6 - 10 HCP	Weak in either major Pass or correct, Invitational, 2NT=Enquiry	2NT-3C (Wk Heart) 3D(Wk Spades)	Natural
2♥/2♠				Tartarn Major-Minor (12+)	Natural follow ups 2NT= Enquiry for the minor		
2NT				20 - 21 balanced	Jacoby & Texas Transfers; Puppet Stayman	2NT – 3C 3D(Either or both Major) 3NT(No Major)	
3♣/♦/♥/♠		7		Pre-emptive	New Suit forcing		
3NT		7		Gambling	Natural		
4♣/♦		7/8		Namyats			