



OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Any opening with no 5cM or 4+♦ 11-20 hcp	Natural. Inverted minors 2♣-4+ 3♣ = 5+ 1NT = 8-10 bal, 2NT=16+ bal	1NT rebid = 15-17 bal. Second suit rebid confirms clubs as primary suit. 1♣ 1<major>: single jumps and double jumps = splinter. 2NT rebid = 18-20 bal.	As before but no inverted minors 2NT = 11-12 bal with no 4cM
1♦		4	4♥		Natural bid 11-20 hcp	Natural. Inverted minors 1NT = 5-8, no 4cM. 2NT =16+ bal	1NT rebid = 15-17 bal. Over 1♥,1♠ single jumps and double jumps = Splinters	As before but no inverted minors 2NT = 11-12 bal with no 4cM
1♥		5	4♦		Natural 5 card major. 11-20	Natural. Bergen raises 2♠ = limit with 3 card supp 3♣ = 6-9 with 4, 3♦ = 10+ with 4. 3♥ = 4 cards, less than 6hcp. 2NT = 16+ bal, 3NT = bal raise. Splinters.	1NT rebid = 15-17 bal. Jump NT rebid = 18-20 bal. After 1♥: 1♠ single and double jumps are splinters.	As before
1♠		5	4♥		Natural 5 card major. 11-20	As above. 3♥ = limit raise with 3 card supp.	2NT rebid = 15-17 bal, 1♠: 2♥: 4m = splinter.	
1 NT			3♦		Balanced 12-14 may be any 5-3-3-2 or (rarely) 6-3-2-2 with a minor	2♣ = Stayman. 2♦, ♥ = transfers, 2♠ = Baron 2NT = transfer to a minor. 3♣,♦ invitational with 6 cards 3<major> = slam interest 5+. 4<Minor> = RKC in that minor	Super-accepts over major transfers with 4 card support. After 1NT: 2♣: 2<any>, 2NT = invitation and does not promise a 4 card major 1NT: 2♣: 2♥: 2♠ = invitation with 4♠	
2♣		0	3♦		Strong. 21-22 if balanced, otherwise game-forcing.	Step responses: 1st step = 0 or a King, 2nd step= 2 kings or an Ace. 3rd step 3 Kings or Ace+King. DOPI, ROPI	3NT rebid = 25-26 usually bal, Stayman and transfers. 2NT rebid = 21-22 bal (system on) Suit rebids below game = natural and forcing.	3♥ = 5♥, 4♠, forcing.
2♦		1	3♠		Weak (6-9) in either major (6 cards) or balanced 23-24 hcp.	2NT = value enquiry. 3♣or 3♦ forcing. 2♥,2♠, 3♥, 3♠, 4♥ = Pass or correct.	After enquiry, 3♣ = max with ♥ and 3♦ = max with ♠. 3♥, ♠ natural, min. 2NT rebid = 23-24 bal, system on.	System on.3♥ = 5♥, 4♠, forcing.
2♥		5	3♦		Weak (6-9) 5 card major 4/5+ minor	2NT = value enquiry. 3♣, 3♦, 4♣, 4♦, 5♣ = p/c 2♠ = Forcing. 3NT to play.	After enquiry, opener rebids 3<minor> and may bid more with 6.	
2♠		5	3♦		Weak (6-9) 5 card major 4/5+ minor	2NT = value enquiry. 3♣, 3♦, 4♣, 4♦, 5♣ = p/c 3♥ = forcing. 3NT to play.	After enquiry, opener rebids 3<minor> and may bid more with 6.	
2 NT			N/A		Weak (6-11/12) 5-5+ in minors.	Any minor at any level = Preference. 3<major> = Force	Raise major with 2.	
3 bids		6+	N/A		Natural Pre-empt.	Some potential for psychic bids. New suits forcing.		
3NT			N/A		Gambling style with solid minor.	4♣, ♦, 5♣ = Pass or correct. 4♥,♠ to play		
4♣		7+			Natural pre-empt			
4♦		7+			Natural pre-empt			
<b>HIGH LEVEL BIDDING</b>								
							After we call 2<minor> over 1<major>, 4NT over 4<major> = good raise.	
							DOPI and ROPI over RKCB	
							Non-competitive raises to 4♣,♦ are RCK for that suit.	
							RKC = 0314	