



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural, 11-21 HCP	1x = NAT, 1M may have longer ♦ 1NT/2NT/3NT = 6-10/11-12/13-15 2♣ = FG, 4+ supp. 2♦ = ♦INV 2♥/2♠/3♣ = INV/CONST/WK w/5+ supp Double Jump Shift = SPL	1♣-1♦; 1♥-1♠ = 4th Suit Forcing, ART 1NT rebid by Opener may conceal 4-card M 1♣-2♣; 2x/2NT = Stopper in x/12-14 BAL Structured reverse Spiral(1) 2way check back(2)	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ by PH 1♣-2♣ = LIM w/5+ supp (by PH) Hi-Lo Cue vs 2-suiter OC Good-Bad 2NT
1♦		3	4♥	Natural, 11-21 HCP	1M = NAT. 1NT/2NT/3NT = 8-10/11-12/13-15 2♦ = FG, 4+ supp. 3♣ = ♣INV 2♥/2♠/3♦ = INV/CONST/WK w/5+ supp Double Jump Shift = SPL	1NT rebid by Opener may conceal 4-card M 1♦-2♦; 2x/3♣/2NT = Stopper in x/12-14 BAL Structured reverse Spiral(1) 2way check back(2)	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ by PH 1♦-2♦/♥ = LIM/CONST w/5+ supp by PH Hi-LO Cue vs 2-suiter OC Good-Bad 2NT
1♥/1♠		5	4♦	Natural, 11-21 HCP	1NT = F1. 2/1 = FG, 5+. Single Raise = 3+ cards supp. 2M+1/+2/+3/+4 = 16+ 4+supp/3-card raise(4)/ 10-11 4+supp/7-9 4+supp 3M = PRE 3NT = 4+ supp, 13-15 BAL Double Jump Shift = SPL 4M+1/+2/+3 = void RK in ♣/♦/OM	1M-2M; 2M+1-2M+2/2M+3/2M+4/3M = 6-7 3supp/8-9 3supp/5-7 4supp/Minimum 1♥-2♥; 2NT/3♣/3♦ = H/S G/T in ♠/♣/♦ 1♠-2♠; 3♣/3♦/3♥ = H/S G/T in ♣/♦/♥ 4th suit = ART FG Gazzilli(3) Structured reverse	Cue = Limit raise+. Jump Raise = PRE New Minor Forcing, FSJ by PH Hi-LO Cue vs 2-suiter OC vs Michaels: 2NT/3♣ = TRF to 3♣/3♦ 2♠/3♦ = exactly 3♥/♠ supp, INV+ 3M-1 = 4+ supp, LIM. 3NT = 4+ supp, FG, BAL Good-Bad 2NT
1NT			3♠	(14+)15-17 HCP may have 5-card major	2♣ = stayman. 2♦/♥ = TRF. 4♦/♥ = Texas TRF. 2♠/2NT = 4way TRF(5) 3♣ = Sakiyama stayman(4). 3♦=(31)(54) 3♥/♠ = SPL with (5-5) m. 4♣ = Gerber.	Natural Smolen  1NT-2♣; 2♦-3♥/♠ = (5-5)+ in Ms INV/FG 1NT-2♥; 2♠-3♥ = (5-5)+ in Ms S/T 4M after TRF to 2M = Mild S/T	Texas TRF thru 3♣ LEB vs NAT overcall DONT Escape vs PEN DBL System on vs ART DBL and 2♣
2♣	Y	0		22+ HCP or 9+ tricks	2♦ = Waiting. 2♥ = 3- HCP&0Ctrl. 2NT = ♥Pos	2♣-2♦; 2NT = 22-23 HCP BAL Kokish Relay	Vs DBL: Pass/RDBL = Pos/Neg Vs O/C: Pass/DBL/Suit = Pos/Neg/5+ cards
2♦/♥/♠		5		4-10 HCP 6+ cards when Vul	2NT = Ogust. New Suit = NAT, F1.	Lackwood	
2NT			3♠	20-21 HCP may have 5-card major	3♣ = Sakiyama stayman(4) 3♦/♥/NT/4♣ = TRF 3♠ = mss. 4♦/♥ = Texas TRF	2NT-3♥; 3♠-4♥ = M55, S/T	
3♣/♦/♥/♠		6		Pre-emptive	Natural		
3NT	Y			Solid 7+ card minor no outside AK	4♣/5♣/6♣/7♣ = P/C.		
4♣/♦/♥/♠		7		Pre-emptive	Natural	HIGH LEVEL BIDDING	
4NT	Y			Acol Ace Ask	5♣/♦/♥/♠/5NT/6♣ = no Ace/an Ace in ♦/♥/♠/♣/2 Aces	4NT = RKCB 1430 (5♥/♠ = 2key cards with/without trump Q) K Positional	
5♣		8		Pre-emptive	Natural	DOPI (vs 5♠ or below), DEPO (vs 5NT or above), ROPI	
5♦		8		Pre-emptive	Natural	Exclusion RKCB 0314	
5♥		8		Pre-emptive	Natural	GSF	
5♠		8		Pre-emptive	Natural		

### 1.Spiral

1m-1H-2H-2S:Game Try, asking opener's hand

2NT:4cards H,max

3m:3cards H,min

3om:3cards H,max

3H:4cards H,min

1m-1S-2S-2NT: Game Try, asking opener's hand

3m:3cards S,min

3om:3cards S,max

3H:4cards S,max

3S:4cards S,min

### 2.2way check back

1m-1H-1NT-2C:puppet to 2D

2D:

Pass:To Play

2H:H5+ INV

2S:S4 INV

2NT/3C/3D:NAT INV

3H:H6+ INV

1m-1S-1NT-2D:FG

### 3.Gazzilli

1H-1NT-2C:gazzilli

2D:8pts+

2H:11-15pts

2NT:16-17HCP,BAL

2S,3C,3D,3H:FG,NAT

2H:7pts-

1H-1NT-3m:13-15pts,55

1S-1NT-2C:gazzilli

2D:8pts+

2H:16pts+,H4

2S:11-15pts

2NT:16-17HCP,BAL

3H:16pts+,H5

2H:7pts-,NAT

2S:7pts-

1S-1NT-3m,3H:13-15pts,55

#### 4.3-card raise

1H-2NT:3-card raise 3supp INV+

3C:FG

3D:asking

3H:slam try

3NT:game choice

3S/4C/4D:second suit

3D:ReINV

3H:NF

3NT:game choice

3S/4C/4D:SPL

1S-3C:3-card raise 3supp INV+

3D:FG

3H:asking

3S:slam try

3NT:game choice

4C/4D/4H:second suit

3H:ReINV

3S:NF

3NT:game choice

4C/4D/4H:SPL

#### 5.4way TRF

1NT-2S:C6+

2NT:asking

3C:C6+ sign off

3M:NAT C6M4

3C:NF

1NT-2NT:D6+

3C:asking

3D:C6+ sign off

3M:NAT D6M4

3D:NF

#### 6.Sakiyama stayman

2NT-3C:sakiyama stayman

3D:No 4cards Major or 5 cards S

3H:asking(3S:5cards S,3NT:No 4cards Major)

3S:H5S4

3NT:H4S5,NF

4C:H4S5,slam try

3H:4cards H

3S:Relay to 3NT(To Play or short suit slam try or NAT Inv)

3NT:S4,NF

4C:RKCB in H

4D:BAL slam try in H

3S:4cards S

3NT:To Play

4C:short suit slam try

4D:RKCB in S

4H:BAL slam try in S

3NT:5cards H

4C:slam try in H

4D:TRF to 4H(then 4NT:RKCB in H)