

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG/DBL THRU	CHIP MARTEL	LEW STANSBY	11-Jun-06	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♠	Longer minor in 15-19 BAL hand or longest suit with 11-21 unbal. BAL hands open 1♣ with equal length in ♣, ♦. 3 <sup>rd</sup> seat VUL 1♣ may be 12-14 BAL	1♦ denies 4-card M unless 9 <sup>+</sup> or 6♦; 1NT = 5-8; 2NT = FG no M; <b>INVERTED MINOR RAISES</b> 2♣ F1 (9 <sup>+</sup> no M), 3♣ = PRE (2-7). 1♣-2♣: 2♦ = ART INV, 2♥ = ART FG; 2♠ = SPL 1♣-3X = PRE; 1♣-3NT = 16-18	1m-1x-1NT = 15-17 (may skip Ms) Now: 2♣ = ART INV, 2♦ = ART FG 1m-1M-2M-2♠/NT = ART Jump REV = SPL. 1m-1x-2m-2NT = F1 Checkbacks after 1m-1x-2NT [8] 3 <sup>rd</sup> seat VUL, 1NT rebid = 12-14	<b>PH:</b> Fit showing jumps (5-4 <sup>+</sup> , 10 <sup>+</sup> )  <b>In COMP:</b> WK Jump shifts & raises.
1♦		3	4♠	See 1♣	1NT = 6-9; 2♣ = FG; 2♥ = 10-11 BAL or NAT FG [1]; 3♣ = NAT INV <b>INVERTED MINOR RAISES:</b> See 1♣	See 1♣. 1♦-2♥-2♠ = Relay 1♦-2♣-2♥ = STR, NAT or 4-4-4-1	See 1♣
1♥		(4)5	4♠	11-21, equal or longest suit May be 4 card suit in 3 <sup>rd</sup> /4 <sup>th</sup>	1NT F1 (0-12) [4]; 2x FG 2NT = FG raise, asks further description SPL raises; 1♥-3♠, 1♠-3NT = 9-11 SPL Limit Raises and 3-level jumps	1♥-1♠-1NT = 15-17 (exc 3 <sup>rd</sup> VUL): see 1♣; 1♥-1NT-2m-2♠ = good raise; 2-way GT; 1♠-1NT-2♣-2♦ = ART, 6♥, 2♠ w/ 8-10 HCP, good club raise or 5-5 ♥+♦ w/ 10-11 HCP 1♥-2♦-2♠ = ♣s, 1♥-2♦-3♠ = ♠s 1M-2♣-2♦ ART; 1M-2♣-2M = M + ♦s	<b>PH RESPS:</b> 1NT = semi-F; Jump Shifts = FIT 2NT = NAT, 6♣; 3NT = SPL REVERSE DRURY (FIT)[2,3] <b>In COMP:</b> Jump = weak or fit 1M-(1/2x)-4♣ or 4♦ = FG raise
1♠		(4)5	4♠	see 1♥	see 1♥	see 1♥; 1♠-1NT-3♣ ART	see 1♥
1NT			3♠	12-14 EXCEPT 15-17 in 3 <sup>rd</sup> pos VUL BAL 5 card M rare unless 2533	STAY; JACOBY TRF; 2♠ → 2NT; 2NT = ♣, 3♣ = ♦; 3♦ = NAT, FG, ♣ SPL; 3M = 5-5 Ms (INV/FG) 4♣, 4♦ = ♥, ♠ BAL S/T	1NT-2♣-2♦-2♥ = M, WK SPL after TRF to m <b>COMP:</b> 1NT-(DBL): ART runouts [6] 1NT-(2x)-2NT → 3♣ [7] 1NT-(2M): 3♣-3♥ = TRF [7]	<b>PH:</b> 1NT-2♦ = ♥ WK or ART INV 1NT-2♥ = NAT INV; 1NT-2♠, 3m = to play 1NT-2NT = NAT INV <b>Over 15-17:</b> Like UPH but 2♠ = ♣s, 2NT = NAT
2♣	√	0	2♥	22 <sup>+</sup> HCP or 9 <sup>+</sup> winners	2♦, 2♥, 2NT, 3♣, 3♦ = CONTROLS 2♠ = ART, some good suit 3♥ = AKQ suit; 3♠ = AKQJ suit	2♣-2♦-2M, 3m-step suit = 2 <sup>nd</sup> NEG; 2♣-2♠-2NT asks; 2♣-2x-Jumps = 2, 3 suiter; 2♣-2♦-2M-3NT = raise 2♣-2NT: 3♣ = 22 <sup>+</sup> BAL, 3NT = ♣s, F	
2♦	√	0		5♥, 4♠, 11-16 HCP 1 <sup>st</sup> & 2 <sup>nd</sup> 11-18 HCP 3 <sup>rd</sup> and 4 <sup>th</sup>	2NT asks; 2M, 3♣ = to play; 3♦ = ART S/T asking 3M INV; 4m = S/T corresponding M		<b>PH:</b> 2NT = NAT, INV <b>COMP:</b> 2♦-(DBL): XX INV, Jumps PRE
2M		5		Usually 6 cards VUL, may be 5 NV; 5-10 HCP	2NT asks strength and suit quality [9] 2♠ = F1; 3x = NAT, INV.		ART over DBL and by PH [9]
2NT			3♠	20-21 (22)	STAY; 3♦, 3♥, 3♠, 4♣, 4♦, 4♥ TRF [5]	<b>HIGH LEVEL BIDDING</b>	
3x		6		4-7 tricks	Suits NF NV; 3♣-3♦, 3x-4♣ ART asks, 3M-4♦ [10]	SPL; 3NT = Mild S/T over forcing 3M; LAST TRAIN; DI 4NT; RKCB; KICKBACK; DEPO GERBER; 5NT: Usually pick a slam (GSF if trumps set); Jumps to 5M = GSF in m	
3NT				4m PRE	4m = P/C; 4NT = S/T; 3NT-(DBL) [11]	Jump to 5 of new suit = void, asks for KCs in other suits	
4m				Sound 4M (♣=♥; ♦=♠)	Step = 1 or 3 keycards, bids above 4M = 2 keycards [12]	<b>COMP:</b> LIGHTNER DBL; PASS then pull is S/T; 4NT over 4M usually T/O	