



Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣; (9)11+ hcp	Inverted minor; Walsh; 2M = Strong one suiter 2♦ = 5+♣, 7 - 9 hcp; 3♣ = 5+♣ 3 - 6 hcp	1♣-1♦-1NT = May have 4 M if (4-3)-3-3 1♣-2♣-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♦		4	4♥	4+♦; (9)11+ hcp	Inverted minor; 2M = Strong one suiter 3♣ = 4+♦, 7 - 9 hcp; 3♦ = 4+♦ 3 - 6 hcp	1♦-2♦-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♥		4	4♦	5+♥ or 4♥ & 4♣ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 2♣, 3♣ / ♦ = Minisplinter; 3♥ = INV; 4NT = BW	1♥-2NT-3♦ = MIN; 3♣ / ♦ / ♠ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♠	Two-Way Drury
1♠		5	4♦	5+♠ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 3♣ / ♦ / ♥ = Minisplinter; 3♠ = INV; 4NT = BW	1♠-2NT-3♠ = MIN; 3♣ / ♦ / ♥ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♥	Two-Way Drury
1 NT			4♥	(14)15-17 hcp 5M, 6m, 5422	2♣ = STAY; 2♦ / ♥ = TRF to ♥ / ♠; 2♠ = one or both m 2 NT = INV; 3♣ PUP STAY; 3♦ = ASK 5M 3♥ / ♠ MIN 5 - 5 in M, ♥ = INV, ♠ = F/G		
2♣	x	-		Strong UNBAL 22+ hcp BAL	2♦ = 0 - 6 hcp or 7+ BAL; 2♥ / ♠, 3♣ / ♦ = NAT 5+ 2NT = 7 hcp+ MIN 5 - 5 in ♣ & ♦	2♣-2♦-2NT = 22 - 23 hcp BAL 2♣-2♦-2M-3♣ = Second negative	
2♦	x			Multi: Weak two ♥ / ♠; 23 - 24 hcp BAL 5M, 6m, 5422	2♥ / ♠, 3♥ / ♠, 4♥ = P/C; 2NT = Relay; 3♣ / ♦ = NAT, NF; 4♣ = PUP 4♦	2♦-2NT-3♣ = Max WK 2♥ / ♠, 3♦ = (R), 3♥ = ♠, 3♠ = ♥ 2♦-2NT-3♦ = Min WK 2♥ 2♦-2NT-3♥ = Min WK 2♠ 2♦-2NT-3NT = 23-24 hcp BAL	
2♥		5		Tartan: 4-9 hcp 5♥ & 4+♣ / ♦	2♣, 3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = PRE; 3♠ = G/T; 4♣ / ♦ = P/C	2♥-2NT-3♣ / ♦ - 3♥ = INV 2♥-2NT-3♣ / ♦ - 3♠ = F/G	
2♠		5		Tartan: 4-9 hcp 5♣ & 4+♣ / ♦	3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = G/T; 3♠ = PRE; 4♣ / ♦ = P/C	2♠-2NT-3♣ / ♦ - 3♥ = F/G 2♠-2NT-3♣ / ♦ - 3♠ = INV	
2 NT		-		(19)20 - 21 hcp 5M, 6m, 5422	3♣ = Muppet Stayman; 3♦ / ♥ = TRF to ♥ / ♠ 3♠ = S/T with ♣ & ♦; 4♣ = Gerber	Slam Conventions	
3x				Preemptive	3x = F1 3♣ - 4♦; 3♦ - 4♣ = RKCB	Blackwood; RKCB; Exclusion Keycard Blackwood; Gerber; Cue-bid 1 & 2; Splinter, Minisplinter;	
3 NT				Solid minor	4♣ = P/C; 4♦ = ASK S/S; 4♥ / ♠ = To play 4NT = ASK suitlength		
4♣,♦		7		Preemptive	4NT = RKCB		
4♥,♠		6		To play	4NT = RKCB		
4NT				Asks specific ace	5♣ = no aces; 5♦ / ♥ / ♠ = ace; 5NT = 2 aces; 6♣ = ace		