

OPENING	TICK IF ARTIFIC.	MIN. N° OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS				0 - 11 HCP	1♦ - 5+ HDP, 3♦+	Note: 1♣ - 2♦ = good ♣ rase, 9-11 HCP If (dbl) or passed hand: (2♥/♠)= 5♥/♠ + 4♣	CUE = fit, 10+ HCP w/o stopper 2NT= fit, 10+ HCP with stopper
1♣		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 6 -10 HCP, 2♣+ 2♥/♠ - 0-7 HDP, weak 3NT - 14 - 16 HCP, BAL 2♣ - 11+ HCP, 5♣+ 2NT - 11-13 HCP, F1, 4♣, BAL 3♣ - 5 - 9 HCP, 5♣+ 3♦/♥/♠ - 12+ HCP, SPL		
1♦		3	4♥	11 - 20 HCP	1♥/♠ - 5+ HDP, (3) 4♥/♠+ 1NT - 6-10 HCP 2♣ - 11+ HDP, (4)5♣+, GF 2♥/♠ - 0 - 7 HDP, 6♥/♠+ 2NT - 11-12 HCP, nat 3♥/♠ - 12+ HCP, SPL 3♦ - 5 - 9 HDP, 5♦+	Note: 1♦ - 3♣ = good ♦ rase, 9-11 HCP If (dbl) or passed hand:(2♥/♠)= 5♥/♠ +4♦	
1♥		5	4♦	11 - 20 HCP	2♠/♦ - GF 3♣ - 7-9 HDP, 4♥ 3♦ - (9)10-11(12) HCP, 3-4♥ 2NT - 12+ HDP, (3) 4♥+ 3♠4♣/♦ - 7-11 HDP, SPL, 4♥+	long trial bid Note: 2♣ 2+ cards 2♦5+ cards	
1♠		5	4♥	11 - 20 HCP	3NT - 5♠; better then direct4♠ 2♦/♥ - GF, 5+ cards	Note: 3♥ = Splinter	
1NT				15 - 17 HCP, BAL 4333–4432–5332	2♣=Staym (Art; 0+HCP) 2♦/♥/♠/NT=TRF 3♣=5-5minors weak; 3♥/♠=Sing GF 3♦ = 5-5 Majors weak	1NT-2♦; 2♠/3♣/♦ dubleton, 4+♥, max 1NT-2♦; 2NT= 4 c fit(333), max ; 3♥=4C fit min After min Trf new suit= Splinter	negative
2♦	*	6		6+♥/♠ weak 6+♠/♦ 18-21 HCP Strong Balans 21-23	2NT = F1	Responses in Trf	
2♥		5		+5 min 4-10 HCP	2NT=F1; 2♠/3♣/♦=To play	Note : 2NT Does not promisses any points	
2♠		5		+5 min 4-10 HCP			
2♣				22+ HCP or 8,5+ tricks	Waiting	Note: Direct fit=RKCB	
2NT	*			5-5 minors 4-10 HCP	4♠=Art ask for sinleton	SLAM APPROACH AND CONVENTIONS	
3♣		7	-	PREE(good in 1 st /2 nd)	4♦=Art RKCB ask: 0; 1; 1+Q; 2	RKCB: 0314, next question Q ask (trump negative) or improved King ask 4♣♦ RKCB for ♣/♦ Josephine Direct 5NT: 6♠=0	
3♦		7		PREE(good in 1 st /2 nd)	4♠=Art RKCB ask: 0; 1; 1+Q; 2		
3♥		7	-	Bad PREE	4♣=Art RKCB ask: 0; 1; 1+Q; 2	Cuebid – after Cuebids we use RKCB, to continue Cue over game must have at least 2 A	
3♠		7	–	Bad PREE	4♣=Art RKCB ask: 0; 1; 1+Q; 2		
3NT		7	–	AKQxxx ♣/♦	4M=to play		
4♣♦	*	7	–	7♥+/7♠+	1 st step=RKCB		
4NT		–	–	Minors6/5	Not too strong		