

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Seiya SHIMIZU	Takehiko NAGAHAMA	JAPAN	29-JAN-2004
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMP PASSED HAND BIDDING
1♣/1♦		3	4♦	10-22	1♣/1♦-1NT=8-10/6-10, 2NT/3NT=10-13/13-15, SINGLE RAISE=FG, 1♣/1♦-2♦/2♥=Limit RAISE, JUMP RAISE=PRE, JUMP SHIFT=FG	2WAY CB (2♣=PUP 2♦, 2♦=FG); STRUCTURED REVERSE; SPL by Opener; ART FG RAISE after 1♣-1♥/1♠, 1♦-1♠; 4th SUIT=FG 1♣-1♦-1♥-1♠=NAT, F1; ART RESP after -1x-2NT	FIT JUMP GOOD BAD 2NT/4NT
1♥/1♠		5(4)	4♦	10-22, 5+SUIT, may be 4-card in 3rd or 4th	1♥-1♠/1NT=4-♣ 5-12/5+♠ F1, 2/1=FG, SPL(9-11), DOUBLE RAISE=PRE, (-4)=4+SUPP FG UNBAL, (-3)=4+SUPP FG BAL, (-2)=4+LIMIT, (-1)=4+SUPP 7-9, SINGLE RAISE=3+ 6-9, 1♥-3NT/4♣/4♦=♣/♦/♠SPL 1♥/1♠-3♠/3NT=4+SUPP 13-15 3-CTRL,	1♥-1♠-1NT/2♠=45(xx)11-15/45+(xx)16+; 1♥-1♠-2NT=BAL or 6+♥ FG 1♥-1NT-2NT=BALor6+♥or3+♠ FG; 1♥/♠-1♠/1NT-3♥/♠=3-SUPP LIMIT 1♥/♠-2♥/♠-2♠/2NT=PUP 2NT/3♠ ART RESP after (-4)(-3)	REVERSE DRURY (FIT) 1♥-1♠/1NT=NAT;FIT JUMP RUBENSOHL 1♥/♠-2♠/2NT=ART SPL(6-10) GOOD BAD 2NT/4NT
1NT			3♠	(14)15-17 HCP BAL	2♠=STAY,does not promise 4-card M; 2♦=JTB or Walsh 2♥=JTB; 2♠=m ASK; 2NT=PUP 3♠; 3♠/♦=NAT, INV; GERBER; 4♦/4♥=TRF to 4♥/4♠	1NT-2♠-2♦-2♥/2♠=BOTH M S/O(44+)/INV(55+); 1NT-2♠-2♥-2♠/2NT=ART ASK/4♠ INV; 1NT-2♠-2♦-3♥/3♠=♠5♥4/♠4♥5FG; 1NT-2♦-2♥-2♠=PUP 2NT(♦S/T)	LEBENSOHL
2♣	✓	0		STR(except♦) / ART	2♦=NEU; 2♥=0-4, no AorK; 2♠/3♠/3♦=5+NAT, w 2+TOP H, 8+HCP 2NT=5+♥, w 2+TOP H, 8+HCP	2♣-2♦-2NT=22-24BAL; 2♣-2♦-2♥=PUP 2♠(♥ or 25+BAL)	
2♦	✓	0		MULTI (WK 2M or ♦STR or 20-22 BAL)	2♥/♠, 3♥/♠, 4♥=P/C; 4♠=PUP 4♦ 2NT=ASK RELAY; 3♠/♦=NAT, F1	2♦-2NT-3♠=MIN WK 2M; -3♦/♥=MAX WK 2♥/♠; -3♠=♦STR; 3NT=BAL 2♦-2♥/♠-2NT=20-22BAL; -3♦=♦STR; 2♦-4♠-4♦-4♥/4♠=To Play	4th seat=♦STR or 25+BAL
2♥	✓	4		BOTH M (NV; 44+ 0-10, V; 55+ 9-13)	2NT=ASK; 3♥/♠=PRE; 3♠/♦=NAT, F1	2NT-3♠/3♦/3♥=MIN/♠short/♦short(V) ♠4♥5/♠5♥4/55+(NV)	
2♠	✓	0		ANY PRE	2NT=ASK; 3x=P/C		
2NT	✓			♣+(♦or♠) 55+ 0-10HCP (4th) 20-22 HCP BAL	3♠/3NT/4♥=To Play; 3♦/3♠/4♦/4♠=P/C; 4♠=PRE; 3♥=INV if ♠ or 6+♠STR 3♠=STAY; 3♦=JTB or Walsh; 3♥=JTB; 3♠=m ASK; GERBER; 4♦/4♥=TRF to 4♥/4♠	3♠-3♦-3♥/3♠=♠5♥4+/♠4♥5; 3♦-3♥-3♠=PUP 3NT(6+♠/♦ S/T);	
3♣	✓	0		♦+(♥or♠) 55+ 0-10HCP	3♦/3NT/4♠=To Play; 3♥/3♠/4♥=P/C; 4♦=PRE 4♠=Good 6+♥or♠	HIGH LEVEL BIDDING CUE, RKCB(1430), RKC KICKBACK(4♠/♦ WHEN SUIT IS ♠/♦)	
3♦	✓	0		♥+(♠or♣) 55+ 0-10HCP	3♥/3NT/4♥/4♠=To Play; 3♠/4♠=P/C 4♦=Good 6+♠	GRAND SLAM FORCE 5♠/5NT DOPI; ROPI; DEPO	
3♥	✓			SOL m PRE	4♠/5♠/6♠=P/C	GERBER	
3♠				NORMAL PRE		Good-Bad 4NT	
3NT	✓			18-20HCP,(semi)SOL m 6-3-2-2 or 7-2-2-2	4♠=ASK; 4♦/4♥=TRF to 4♥/4♠; 4♠=RKCB 4NT=INV		
4♣/4♦		6		NORMAL PRE			
4♥/4♠		7		NORMAL PRE	NEW SUIT=CUE		
4NT	✓			ACOL ACE ASK	5♠=No Ace; 5NT=2Aces		