

Responder	Opener	Responder's subsequent bids	Opener's subsequent bids			
2♣ Stayman	2♦ No major	2♥ Both majors weak (4/4, 5/4, 4/5 or 5/5).	Pass or correct to 2♠ if you have more spades than hearts			
		2NT Invitational (11-12)	Pass with minimum 12-13 3NT with maximum 13 (with a 5 card suit) to 14			
		3NT To Play	Pass			
	2♥ 4 hearts (can have 4 Spades)	2NT Invitational (11-12), must have 4 spades	Pass with minimum 12-13 3NT maximum has not got 4 card spades 4♠ maximum with 4 card spades			
			3NT Enough for game, must have 4 spades	Pass if you do not have 4 spades 4♠ with 4 card spades		
		2♠ 4 spades (denies 4 Hearts)	2NT Invitational (11-12), must have 4 hearts 3NT Enough for game, must have 4 hearts	Pass with minimum 12-13 3NT with maximum 13 (with a 5 card suit) to 14 Pass		
	2♦ Transfer	2♥ Cannot bid anything else !	2NT Invitational (11-12) – has exactly 5 hearts	Pass with minimum and 2 hearts 3♥ with minimum and 3 hearts (responder passes) 3NT with maximum and 2 hearts 4♥ with maximum and 3 hearts		
				3♥ Invitational (10-12) – has 6+ hearts	Pass with minimum 12-13 4♥ with maximum	
					3NT Enough for game – has exactly 5 hearts	Pass with 2 hearts 4♥ with 3 hearts
				4♥ Enough for game – has 6+ hearts		Pass
			2♥ Transfer	2♠ Cannot bid anything else !	2NT Invitational (11-12) – has exactly 5 spades	Pass with minimum and 2 spades 3♠ with minimum and 3 spades (responder passes) 3NT with maximum and 2 spades 4♠ with maximum and 3 spades
						3♠ Invitational (10-12) – has 6+ spades
3NT Enough for game – has exactly 5 spades						
	4♠ Enough for game – has 6+ spades	Pass				

Responder	Opener	Responder's subsequent bids	Opener's subsequent bids
2♠ Rangefinder or transfer to a minor	2NT Bottom of range (12-13)	Pass Has 11-12 points	
		3♣ Has weak ♣ (probably 6 cards)	Pass
		3♦ Has weak ♦ (probably 6 cards)	Pass
	3♣ Top of range (13-14)	Pass Has weak ♣ (probably 6 cards)	
		3♦ Has weak ♦ (probably 6 cards)	Pass
		3NT Has 11-12 points	Pass
		Ace ask Has 19+ points	Use your normal responses
	2NT 5+/5+ minors (weak)	3♣ Prefers ♣ to ♦	Pass <i>This bid is commonly referred to as "Pass or Correct" bid</i>
3♦ Prefers ♦ to ♣		Pass	

If you only use 2S as a Rangefinder

<i>The following 3 bids go together</i>			
2♠ Rangefinder	2NT	Bottom of range (12-13)	
	3NT	Top of range (13-14)	
2NT 12 pts no major			
3♣ 5+/5+ minors (weak)	Pass	Prefers ♣ to ♦	
	3♦	Prefers ♦ to ♣	

If you use the above table and have a 4+ card major and 4+ of a minor:

Show your major via stayman or transfer, then bid your minor next. HOWEVER

you and your partner will then have to decide if this is invitational to game or forcing to game