

OPENING	"X" IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU	DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣		2		(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. Walsh Weak jump new suit (5+card and ≥ 16HP)	➤ After 1m – 1X – 1Y → 2♣ = limit bid or weak in D (dubble 2) – transfert for 2♦ → 2♦ = game forcing; → 3♣/♦/♥/♠ slamisable After 1min – 1Maj – 2NT → 3♣ = Schon (3♦ = 5cm, 3M=3cM, 3M'=4cM', 3NT=other)	➤ Support and NT : natural. ➤ New suit on 2 or 3 NonF, 5c ➤ Cuebid : forcing for one round and asking partner to bid NT with stop. ➤ Double : all hands with more than 8+ HCP and which do not fit here above.
1♦		4		(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. Weak jump new suit (5+card and ≥ 16HP)		
1♥/♠		5			1NT=Forcing on 1 st and 2d hand 2♣, 2♦, 2♥(on opening 1♠) = game forcing 2NT=GF 3♣ = 9-10 HP, 4c; 3♦ = 6-8HP, 4c; 3M=0-5HP, 4c Double jump = splinter, fit and 11-13 HCP	➤ After 1♥ – 1♠ – 1NT: → 2♣ = limit bid or weak in D (dubble 2) – transfert for 2♦ → 2♦ = game forcing; → 3♣/♦/♥/♠ slamisable ➤ 1M – 1NT: → 2♣ = 12-17HP, 2c; 2♦ = 12-17HP, 4c; 2♥(on opening 1♠) = 12-17HP, 4c; 2♠(on opening 1♥) = 15-23HP; 2M = 12-14HP, 6c; 2NT = 15-17HP; 3M = 15-17HP, 6c; 4M = 12-14HP, longM; 3NT = 18-19HP After 1M-2♣, 2♦, 2♥(on opening 1♠): → 2SA 15- 17HP, balanced; next collar 15-17HP NON balanced (1C-2K-2C); 2M 12-14HP or 18- +HP, 6cM; 3NT 12-14HP, balnced; oder color 12-14HP or 18-+HP, bicolor or 18-+ balanced.	
1NT				15-17 HCP Balanced	2♣ = Stayman (can be weak); 2♦, 2♥, 2♠, 2NT = transfers ♥, ♠, ♣ and ♦; After double opponents: systems still on After bid opponents : Rubensohl	➤ After 1NT - 2♣ – 2♦ 2♥ = 5♥ + 4♠, 8-9 HCP; 2♠ = 5♠ + 4♥, 8-9HP; 2NT = 8-9 HCP, 3♥ = 4♥ + 5♠, FG; 3♠ = 4♠ + 5♥ FG, ➤ After 1NT – 2♠ : 2NT = 16-17HP, 2c♣ and 1H; 3♣ = 15-16 ➤ After 1NT - 2NT : 3♣ = 16-17HP, 2c♦ and 1H; 3♦ = 15-16HP	1. Double = negative ; 2. Suit 2-level = to play 3. 2NT through 3♥ = transfer (transfer suit opp = stayman) 4. 3♠/3NT = 9+ HP without/with stop ; 1-2-3 not possible
2♣	X	0		Weak with 6♦ or 18-22HP bicolor or 20-21 HP balanced	2♦ = relay with all possible hands 2NT = forcing : → 3♣ :weak 8-10, 3D :weak 5-7, other : strong		
2♦	X	0		Weak with 6♥ or 18-22HP unicolor or 22-23HP balanced	2♥ = relay with all possible hands 2NT = forcing : → 3♣ :weak 8-10, 3M :weak 5-7, other : strong		
2♥	X	0		Weak with 6♠ 24-+HP	2♠ = relay with all possible hands 2NT = forcing : → 3♣ :weak 8-10, 3M :weak 5-7, other : strong		
2♠	X	7		Weak with 7♣			
2NT	X	7		Weak with 7♦			
3♣/♦/♥	X	5+5		Weak bicolor, the lower is named		HIGH LEVEL BIDDING	

3♠	X	7		<i>Weak with 7♠</i>		
3NT	X	7		<i>Gambling</i>	4/5 ♣ = pass or correct	Splinter and cue bids
4♣/♦/♠	X	8		<i>Weak with 8c</i>		Roman Key Cards (with agreement) : 41 – 30 – 2 w/o trump Q – 2 with trump Q
4♥	X	7		<i>Weak with 7♥</i>		Roman Blackwood (without agreement) : 41 – 30 – 2 same colour – 2 # colour

Version 1.1