

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Inverted minors; strong major jumps; Walsh	1♣ - 1♦ - 1 NT = Walsh Double 2	Jump fits
1♦		4	4♥		same	3 rd or 4 th suit forcing for LIMIT hands 1x - 1 M - 3 NT = balanced raise, 18-19	
1♥		5	4♦		2♣ is ambiguous, either NAT either 3-card limit raise in M; 2 NT = game force; 3♣ = 9-11 H, 4-card support;; 3♦ = 6-8, 4-card support; 3♥ = preempt; 3 NT = splinter; 3♠ = long and weak	3♣ = 11-14 + shortness; 3♦ = 12-14 bal; 3♥ = 15-19 bal; 3♠ = 15-17 + shortness; 3 NT = 18+ unbal; 4x = NAT concentrated 5+-5+, 12-15 HCP; same after opponents double but not after suit overcall (2 NT = 4card raise)	2♣ Drury (2♦ ambiguous) 2 NT = 4card support + shortness (3♣ asks)
1♠		same			Idem 1♥ Over 2♥: 2NT = 3 cards ♥		Jump fits
INT				14+ to 17 balanced	3 level Stayman; 2♦♥♠ 3♣ Transfers; 2NT = Nat, 3♦ nat limit, 3♥ nat strong, 3♠/4♠ minors, 4♦ Majors	Rubensohl; over 2♦ Multi : D + D = penalty; P+ D = T/O; over 2♣ Landy : D can hold a further penalty double; 2 M = cue; 3 NT to play with or without stopper	
2♣	X	0	jumps	Game Forcing	2♦ = relay; 2♥/♠/3♣/3♦ natural	Romex	
2♦	X	0		Multi (SF or 2 M weak)	2 M = to play facing weak hand; 2 NT = relay World Convention	3♣ = mini in ♥; 3♦ = mini in ♠; 3 M = maxi in other M; 2 NT = 22-23 bal	
2♥		4		Majors (never more ♥ than ♠)	2NT = strong relay, 3m nat. NF, 4m Splinter fit ♠	2♥ 2NT: 3♣ 5431 max, 3♦ 5431 min, 3♥ 4441 max, 3♠ 5422 min, 3NT 5422 max	
2♠		5		Muiderberg (5♠ & 4+m)	2NT = strong relay; 3♣ = P/C; 3♦ = transfer ♥; 3♥ = limit raise	3♣/♦ mini + suit; 3♥ maxi with ♣; 3♠ maxi with ♦; 3 NT = 5440; 2 NT + fit = slamish	
2NT				20-21 bal	Romex		
3♣		6		Preempt (constructive in 1/2nd)	New suit forcing; 4♣ = control asking with silent opponents		
3♦		same					
3♥		same					
3♠		same					
3NT		7		Gambling	4♣ = p/c; 4♦ asks for shortness; 4M = nat; 4 NT quantitative		
4♣	X	7		Namyats	8 to 8,5 tricks in Major, not too many defensive strength		
4♦	X	same					
4♥		7		Preempt	Weaker than 4m		
4♠		same					
4NT	X			Minor twosuiter (const. 1-2 nd h.)			
5♣				Preempt		HIGH LEVEL BIDDING	
5♦				same		30-41 RKCB; first level after resp asks for trump Q; 5 NT asks for kings (1-2-3-4)	
5♥				same		New suit at level 6 often demands 3 rd control to play the Grand	
5♠				same		5 NT Josephine (0-1-2)	
						Exclusion BW	