

*Burgwin Paillasse, Charles Laegus*

Opening	Tick if artif.	Min. Nr of cards	Neg. DBL Thru	DESCRIPTION	RESPONSES	PLAYERS
1/		0	4 ♠	11-23 HCP including semi strong Major 1-suitler	1- = any (1/6) / 1 ♠ = 4+ cards 7+ Hcp / 1 NT = 7-10 HCP ! Weak jumps .. Inert's 1+ overcall	BASECQ Christian -
1 ←		4	4 ♠	11-16 HCP with 4+ Diamonds	2 NT 3/4-card raise 3/9-10 HCP and 3 ~ 7-8 HCP Bergen Raises (3~) / 4/4~ (1♥) are Splinter	
1 ♥		5	4 ♠	11-16 HCP	Weak Stayman 3 responses Rubensohl after overcall (take-out x) If 1NT - pen x > xx = one-suitler / 2 = + ? / 2 ~ = + + M / 2 ♠ = ♠ + ~	
1 ♠		5	4 ♠	11-16 HCP	2 NT = natural or 5-7 HCP support	
1 NT				NT with 15-17 HCP (possible 5-card major) (possible 6-card minor)	2 NT = Transfer	
2/	x	0		Null	2 NT = forcing relay asking for description	
2 ←	x	0		1) weak Major 2 2) Semi Strong Hand 3) NT 22-23 HCP	2 ♠ = to play 2 Hearts or 2 Spades 2 ~ = to play 2 Spades or 3 Hearts 2 NT = forcing relay asking for description 4 ← = to play 4 Hearts or 4 Spades	
2 ♥	x	4		weak with both majors & 6 to 10 HCP never 44 and always at least 5 Hearts 4 Spades	2 ~ or 3 ♥ or 3 ~ = to play 2 NT = forcing relay asking for description 4/ or 4 ← = Key Card Blackwood for ♥ or ~	
2 ♠		5		weak with always 5-card Spade & 6 to 10 HCP either with precisely 4 cards Heart or with 4/5/6 cards in a minor	2 NT = forcing relay asking for description 3/ = to play 3 Clubs or 3 Diamonds in partner's minor	
2 NT				NT with 20-21 HCP (possible 5-card major) (possible 6-card minor)	3/ Puppet Stayman 3 ← and 3 ♥ Jacoby transfers 3 NT over 2 NT = 5-card ~ and 4-card ♥	
3/ ←	7			Preempt (good suit in 1st / 2nd hand)	4/ Pass or Correct to play 4/ or 4 ← 4 ← strong relay asking for description	
3 ♥	7			Preempt		
3 NT	x			7-card minor one-suitler with AKQ		
4/	x	0		Preempt transfer for Hearts		
4 ←	x	0		Preempt transfer for Spades		
4 ♥	8			Heart Preempt		
4 ♠	8			Spade Preempt		
4 NT	x			6-6 or 5-6 or 6-5 minor two-suitler 6-10 HCP		

*Responses after 2NT:*  
 3/ = 11-14 H with singleton or void (3~ relay)  
 3 ~ = 15-16 HCP with singleton or void (3♥ relay)  
 3M = 11-13- 4M = 13+14 3M = 15-16 3NT = 15-16 bad suit  
 transfer 2 ~ for / : 2 NT = 3+ cards with A or K and 16+ H  
 transfer 2 NT for ~ : 3/ = 3+ cards with A or K and 16+ H

*2 H = 4 H and minimum 5 clubs  
 2 S = 4 S and minimum 5 clubs  
 3 clubs, 6 clubs etc +*

*Responses to 2NT forcing relay*  
 3/ = 6 Hearts and minimum 3 ~ = 6 Spades and minimum  
 3 ♥ = 6 Spades and maximum 3 ~ = 6 Hearts and maximum  
 other responses showing semi-forcing hands

*Responses to 2NT forcing relay*  
 3/ = 4-5 mini / 3 ~ = 4-5 maxi / 3 ♥ = 5-5 mini / 5 ~ = 5-5 maxi  
 4/ = 6 Hearts 5 Spades / 4 ~ = 6 Spades 5 Hearts / 4 ♥ = 6-6

*Responses to 2NT forcing relay*

*3 NT = 5 Spades with an unspecified minor and maximum*

*3/ Puppet Stayman responses:*  
 3 ← = any / both 4-card Major / 3 ♥ = 5-card / 3 ~ = 5-card  
 3 NT = no 5-card Major no 4-card Major

*4 ~ relay responses: 4 ♥ = short in ♥ 4 ~ = short in ~  
 4 NT = 7-2-2-2 5/ = short in the other minor*

**HIGH LEVEL BIDDING**

*4 NT 41 30 Roman Key Card Blackwood*  
 5/ = 1 or 4 Keycards  
 5 ~ = 0 or 3 Keycards  
 5 ♥ = 2 Keycards without Trump Queen  
 5 ~ = 2 Keycards with Trump Queen  
 5 NT = 2 Keycards and 1 Void  
 Key Card Blackwood (0/1/1+TQ/2/2+TQ keycards)  
 Exclusion Blackwood (0/1/1/2/2+TQ/3 keycards)  
 DOP1 - ROPI after opponent's overcall or double