



OPENING	TICK IF ARTIFICIAL	NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with pass partner
1♣	x	0	4♠	12H+ or semi forcing game (up to 22H) or forcing game (23H+)	1♦: may be negative 1♥/♠: min 4 cards (6H+) 1NT:8-10H/2NT:11-12H bal. 2♣: weak (5cards) 2 others :weak (6cards)	1♥/♠: 3 cards possible on 1♦ response 2/3♣:Semi forcing game 2/3♦:Forcing game Other bid : natural	2♣ after 1NT rebid : Roudinesco 2♦/3♦ on 2♣/3♣: Relay On 2♦: 2♥Negative;2♠/3♣/3♦ 1Ace 2NT 8H or 2 Kings 3♥/3♠/3NT 2 Aces Third and fourth suit forcing
1♦		4	4♠	12H+	1♥/1♠ : 6-10H (min 4 cards); 1NT:6-10H/2NT:11-12H 2♣:11+ 5+cards forcing 1 round 2♦:weak (5H+);2♥/♠:weak 6cards (0+)	2♣ after 1NT rebid : Roudinesco Third and fourth suit forcing	
1♥/♠		5	4♠	11+	1 Major :6H+ 1NT :6-10H/2NT :11-12H/3NT :13-15H bal. 2NT or 2♣ : fitted or Drury 11+ 2 Major :6-10 2 Jump Major :weak (6cards) 2♥ on 1♠:11+ forcing 1 round 2♦:11+ forcing 1 round	Third suit forcing 1 round	Fourth suit forcing game
1 NT			3♠	15-17H bal or semi bal. 6 cards minor possible	2♣:Stayman (weak hand possible ) →  2♦/2♥/2♠/3♣:Transfers 2 NT:7+-8H/3NT : 9H+ bal. 4♣:Asking points →	2♦:No 4 cards Major min. 2♥/♠:4 cards ♥/♠  4♦/4♥/4♠: 15/16/17 H	After Double or overcall RUBENSOHL 2♥ on 2♦= weak hand
2♣		5	4♥	11-15H with 5♣+4Major or 6+♣	2♦:positive hand asking for description(8H+) →  2♥/2♠/3♦:Stop;2NT:proposition11-12H bal.; 3NT : Stop 3♣/4♣/5♣:Limit bids Stop	2♥/2♠:4 cards ♥/♠ min. → 3♥/3♠:4 cards ♥/♠ Max. 3♣/2NT:6+♣ (min/Max) →	3♦: Asking for 3 cards Major  3♦: Asking for 3 cards Major
2♦	x	0		Frequently weak 6 cards Major Or 4441 18-21H	2♥:weak to play 2♥ or 2♠ 2♠:To play 2♠ or to support 3/4♥ 2NT:Relay →	3♣/3♥:6 cards ♥ min/Max 3♦/3♠:6 cards ♠ min/Max; 3NT: 4441	
2♥/2♠		5		5-10H Muiderberg 5 cards suit + minor side suit at least 4 cards	2♠/3♥:Stop 2NT : Relay →  3♣:Not forcing → 3♦:Fit Major – Forcing Game → 3NT : Stop; 4NT : Blackwood in Major suit	3♣/3♥:5 Major + ♣ min/Max 3♦/3♠:5 Major + ♦ min/Max 3♦ : 5 Major + ♦ 3/4 Major : min/max opening	
2NT			4♥	20-21H bal. or semi-bal. 5 cards Major or 6 cards minor possible	3♣: Puppet Stayman →  3♦/3♥/3♠/4♣:Transfers; 3NT : Stop	3♦ : At least 4 cards Major →  3♥/3♠:5 cards Major 3NT : Not 4 cards Major	3♥: 4 cards ♠ (4♠ + 4♥ possible) 3♠: 4 cards ♥ 3NT : Not 4 cards Major
3♣/3♦		(6)7		Preempt with 2 Honours (A-K-Q)			
3♥/3♠		(6)7		Preempt			
3NT		7		AKQxxx in ♣ or ♦	4♣:Not forcing	4♦ on 4♣:if suit is ♦	
<b>SLAM APPROACH</b>							
- On NT : Blackwood 30/41 /On Suit Contract : Blackwood 5 keys							
- Controls and Cue-bids							

