



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2			T-Walsh: 1D, 1H, 1S = transfer Inverted minor; single jump new color =3-6 weak, 6 card		
1♦		4			Inverted minor single jump new color =3-6 weak, 6 card		
1♥		5			Bergen raises, 2C can be with artificial with 3 card hearts, 2H= 6-9, 3H = to play, 2NT = 4hearts, as of 11+, 4H = to play, double jump = control bid		
1♠		5			Idem as 1H		
INT				15-17, no 5 card major	2C weak stayman, but can be without 4C major in case of limit bid		
					2D-2NT = transfer bid	With 4 card major fit, jump is min, 2NT is max	
2♣				5+-4+ major weak or SF color hands	2D= relay, 2H preference hearts, 2NT as of limit hands requesting information, 3X to play	On 2NT respons, 3C/3D = minimal with 5 card in H/S; 3H/3S/3NT = maximal with 5 card in H/S or both; 4X= SF unicolor, 6/7NT are the NT hands	
				NT hands with 22-23 or 26-27			
2♦				6+ major, 5-10 or GF color hands	2H/2S NON forcing relay versus weak hands, to be corrected by opener. 2NT as of limit hands requesting information. 3C/3D to play; 3H/3S to play in major and to be corrected	On 2NT respons, 3C/3D = minimal in H/S, 3H/3S is maximal in H/S, 4X = unicolor MF, 6/7NT are the NT hands	
				NT hands with 24-25 or 28-29			
2♥				Muyderberg 5H-4+ card minor	2S = to play: 2NT = at least limit (without H) or stronger; 3C to play in minor and to be corrected; 3D = limit bid H, 3S = limit bid S, 3NT = to play	On 2NT respons, 3C/D = minimal with C/D; 3H/3S= maximal with C/D, 3NT= maximal 5-4-4 (minors)	
				5-10 points			
2♠				idem	idem	idem	
2NT				20-21	Puppet and transfer, transfer minor through 3S, 3NT = to play		
				Can be slightly unbalanced and 5 card major			
3♣-3♠		7		5-10			
3NT				Gambling with 7 minor (AKDJxxx)			
4♣-4♠		8+		Pre-emptive to play			
4NT				Both minors weak			
5♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♦				To play			
5♥				To play			
5♠				To play			