

OPENING	"X" IF ARTIFICIAL	MINIMAL NUMBER OF CARDS	NEGATIVE DOUBLE THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION WITH A PASSED HAND	
1♠		2	4♥	11 +	T-Walsh: inverted minors Jump = weak;	3-way checkback Stayman after 1x-1y-1z	Same	
1♦		4	4♥	11 +	Inverted minors: jump = weak		Same	
1♥		5	4♦	11+	2♦ = weak with ♥ or strong with ♦	Long suit trials	Same	
					1♥-2♥ = 8-10 with 3+crd support 2NT = GF with 4+crd support 3♠ = 7-9 / 3♦ = 10-11 / 3♥ = 0-6 with 4+crd support	After 2NT: 3x shows distribution (4+), 3M shows extra's, 4x is splinter, 4M is minimum		
1♠		5	4♦	11+	Same 2♥ = weak with ♠ or strong with ♥	Same	Same	
INT				15-17 balanced	Staymanrelay (as from 0 HCP) – 4 transfers INT - 3♠ = Niemeyer After intervention: Rubensohl	Refusing the transfer shows a fit and a maximum.	Same	
2♠	X			SF (20-24 HCP unbalanced), or 20-21 or 24-25 balanced, or 6-10 with 4+♥ and 4+♠	2♦ = relay 2NT = strong relay	Natural	Same	
2♦	X			GF, or 22-23 or 26-27 balanced, or 6crd maj 6-10	2♥ = relay 2NT = strong relay	Natural	Same	
2♥	X	5M+4m		6-10 Muiderberg	2NT = asking, 3♠ p/c for the minor	After 2NT: 3m = min with m, 3♥ = max with ♦, 3♠ = max with ♣	Same	
2♠	X	5M+4m		Same	Same	Same	Same	
2NT	X	(6)7		Preempt ♠ or strong two-suiter	3♠ = NF; new suit = F1	4NT: asking for 6 keycards	Same	
3♠	X	(6)7		Preempt ♦ or strong two-suiter	3♦ = NF; new suit = F1	Same	Same	
3♦	X	(6)7		Preempt ♥ or strong two-suiter	3♥ = NF; new suit = F1	Same	Same	
3♥	X	(6)7		Preempt ♠ or strong two-suiter	3♠ = NF; new suit = F1	Same	Same	
3♠	X	7		Gambling (solid minor) - transfer to 3NT	3NT = stop in all other suits ; 4♠ = p/c ; 4♦ = asking; 5♠ = p/c	After 4♦: 4M = single or void, 4NT = 7222, 5m = single or void in other minor		
3NT	X	8		Gambling with semi-solid minor (missing honor)	Pass = stop in all suits ; 4♠ = p/c; 4♦ = asking; 5♠ = p/c	After 4♦: 4M = single or void, 5m = single or void in other minor		
4♠	X	7		Namyats-transfer ♥ - 8-9 tricks	4♦ = asking; 4♥ to play		Same	
4♦	X	7		Namyats-transfer ♠ - 8-9 tricks	4♥ = asking; 4♠ to play		Same	
4♥	X	7		To play			Same	
4♠	X	7		To play				
4NT	X			Two-suiter minors				
5♠				To play				
5♦				To play				
5♥								
5♠								
							HIGH LEVEL BIDDING	
							RKCB (41/30/25/25+TQ)	
							DOPI (x=30-pass=41 etc) - ROPI; – splinters – mixed cuebids	
							5-level: Exclusion Blackwood	