

[illegible]

OPENING	“ X ” IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣/♦		3	3♠	(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. After 1♣ preference is given to the Major (Walsh) (→ 1♦ denies in principle a 4 card Major) Weak jump new suit (6+card and ≤ 5HP)	➤ After 1? – 1Maj – 1NT → 2♣ = Roudinesco (2♦ = 12HP no 3cM; 2 Maj = 12HP & 3cM; 2 other Maj = 14HP & 3cM ; 2NT = 14HP no 3cM)	➤ Support and NT : natural. ➤ New suit on 2 or 3 level is NON forcing. ➤ Cue : forcing for one round and asking partner to bid NT with stop.
1♥/♠		5	3♠	(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural (2♣/♦ 3 card ♣/♦ possible); Jacoby 2NT; 3♣ = 4c support 7-9 HP; 3♦ = 4c support 10-11 HP; Double jump = splinter, fit and GF Truscott over opponents' takeout double. 2♥/♠ = 2(3)-6(7) DHP with support 3♥/♠ = 7(8)-9 DHP with support 2NT = 10-11 DHP with support	➤ After 1? – 1Maj – 2NT → 3♣ = Checkback Stayman ➤ After Jacoby 2NT (=12+ HCP and 3c sup) : < 16 HCP → cue bids ≥ 16 HCP → 3NT followed by cue bids	➤ Cue : forcing for one round and asking partner to bid NT with stop. ➤ Double : all hands with more than (8)9 HCP and which do not fit here above. Shows interest for a penalty double thereafter.
INT				15-17 HCP Balanced 5-3-3-2 (5 card Major possible)	2♣ = Stayman (can be weak); 2♦, 2♥, 2♠, 3♣ = transfers ♥, ♠, ♣ and ♦ ; 2NT = 8-9 HCP w/o 4c Maj; 4♣/♦ = two 5 cards Major and short in ♣/♦; After double opponents: systems still on After bid opponents : Rubensohl	➤ After 1NT - 2♣ – 2♦ PAS or 2♥/♠ = to play (0-7 HCP) 2NT = 8-9 HCP and 1 or 2 Majors (4-card)	1. Double = negative ; 2. Suit 2-level = to play 3. 2NT through 3♥ = transfer (transfer suit opp = stayman) 4. 3♠/3NT = 9+ HP without/with stop ; 1-2-3 not possible
2♣	X	0		Either (a) 16+ HCP with 8-9 tricks (b) 22-24 HCP balanced	2♦ = meaningless relay with all possible hands	2♥/♠/3♣/♦ = 8/9 tricks (16+ HCP) 2NT = 22-24 HCP balanced (see 2NT)	
2♦	X	0		Either (a) Weak with 6+ card Major (b) 16+ HCP with 10+ tricks (c) 25+ HCP balanced	2♥ = weak relay with all possible hands 2♠ = weak relay with support ♥ 2NT = strong relay	PAS/2♠ = (a) ; 3♣/♦/♥/♠ = (b) ; 2NT = (c) PAS/3♥ = (a) ; 3♣/♦/♠/4♥ = (b) ; 2NT = (c) (a) → 3♣/♦ = min ♥/♠ ; 3♥/♠ = max ♠/♥ ; 4♣/♦/♥/♠ = (b) ; 3NT = (c)	
2♥/♠		5		Weak (6-10) with 5 card ♥/♠ and 4+ card minor (Muiderberg)	2NT = strong relay (15+ HCP) 3♣ = to play minor suit opener 3♦ = inviting for game ♥/♠ 3♥/♠ = pre-empt raise ; 4♥/♠ = to play	3♣/♦ = min with ♣/♦ ; 3♥/♠ = max with ♣/♦ PAS or correction 3♦ 3♥/♠ = minimal ; 4♥/♠ = maximal PAS	
2NT				20-21 HCP balanced 5-4-2-2 or 6-3-2-2 possible (5 card Major or 6 card minor)	3♣ = Niemeyer 3♦ and 3♥ = transfers for ♥ and ♠ 3♠ = minor(s) with slam interest (puppet for 3NT) 3NT = to play 4♣/♦ = two 5 cards Major and short in ♣/♦	➤ After 2NT – 3♣ – 3♦ 3♥ = 4c ♠ ; 3♠ = 4c ♥ ; 3NT = no 4c Maj ; 4♣/♦ = both Maj with or w/o slam interest. ➤ After 3♠ – 3NT : 4♣/♦ = single suited ♣/♦ 4♥/♠ = two 5+ cards minor and short in ♥/♠	
3♣/♦/♥/♠		7+		Pre-empt (rule of 2 and 3)	Natural. New suit = forcing 1 round	HIGH LEVEL BIDDING	
3NT	X	7+		Gambling without outside stop	4/5 ♣ = to play or correct	Trial, Splinter and cue bids	
4♣/♦/♥/♠		8+		Pre-empt (rule of 2 and 3)	Natural.	Roman Key Cards (with agreement) : 41 – 30 – 2 w/o trump Q – 2 with trump Q Roman Blackwood (without agreement) : 41 – 30 – 2 same colour – 2 # colour	