

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Ricco-Bart-Joris-Bob-Veri-Berend			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	2+♣ any 4432 possible 5♦332 with 17-19 possible 10+ HCP	1♦ any 0-6, 7-10 44M or no 4-card major 1M natural, may bypass 4+♦, 2♣ 5+♣ 10+; 2♦ = 1 major (6), weak 2♥/♠=nat. invite 2NT= 0-6 ♣ 3♣ Preemptive; 3♦/♥/♠ = weak	1♣-1♦-1NT = 18-20 balanced 1♣-1♦-1♥ = 12-14 BAL or 4+♥ UNBAL 1♣-1♦-1♥-1NT = 44MM less than inv 1♣-1x-2NT=conv	1♣-(X)-2x = NF 6+ cards
1♦		4	4♥	5+♦ or 4441♣ 10+ HCP	1NT GF; 2♣ natural 6+HCP; 2♦ 5-9 raise 2♥/2♠/3♣ inv= nat invite; 2NT =preempt ♦ 3♦ mixed	1♦ - 1♥/♠ - 2NT = conv	
1♥		5		5+♥ 10+HCP	1NT NF; 2♣ GF relay; 2♠ inv 6♠; 2NT Inv 3+♥; 3♦/♠=natural inv 3♥ Preemptive, 3♠= any spl, 3N/4♠/♦ =void ♠/♣/♦	1♥-1NT-2♣ = 4+♣ or any (15)16+ 1♥-1NT-2NT = 6♥4m 15+	Drury
1♠		5		5+♠ 10+HCP	1NT NF; 2♣ GF Relay; 2NT Inv 3+♠;3♣/♦/♥ INV 3♠ weak; 3NT any splinter; 4♣/♦ void SPL	1♠-1NT-2♣ = 4+♣ or any (15)16+ w/o 64m 1♥-1NT-2NT = 6♥4m 15+	Drury
INT				15-17 balanced 10-13 at favourable 1 st /2 nd 10-14 at favourable 3 rd /4 th	2♣ stayman; 2♦/♥ TRF; 2♠ range ask or ♣ weak/GF ; 2NT ask/show 5M; 3♣ =♦ weak/GF 3♦ = GF 55 minors 3♥/♠ = splinter + 3oM 4♣/♦ = slamtry ♥/♠	Transfers after 1NT-2♣-2x 1NT-2NT-3 rd = no 5M, may or may not have 4M, 3M= 5M, 3NT= to play, no interest in M	
2♣	X			1) 6(5) ♦ 2-10 hcp 2) strong	2♦ relay; 2♥/♠ NF 2NT= ENQ (inv+)		
2♦		0		Weak in a major 2-10 HCP	2NT= ENQ (inv+) 3♣/♦ = forcing 2♥/3♥=P/C 4♣= ask transfer, 4♦=ask suit		
2♥		6(5)		2-10 HCP	New suits NF non-vul 2NT= ENQ (inv+)		
2♠		6(5)		2-10 HCP	New suits NF non-vul 2NT= ENQ (inv+)		
2NT				21-22 balanced May have 5M/6m	3♣ puppet; 3♦/♥ transfer; 3♠ minors 4♣=,♥ slamtry 4♦= ♠ slamtry 4♥ = ♣ slamtry 4♠ = ♦ slamtry		
3♣		6		Pre-emptive	3♦ = ask 3♥/♠ NF when non vul 4♦ = 01122 RKC		
3♦		6		Pre-emptive	3M= NF if non vul, 4♣ = 01122 RKC		
3♥		6		Pre-emptive	3♠ = NF if non vul, 4♣ = 01122 RKC		
3♠		6		Pre-emptive	4♣ = 01122 RKC;		
3NT	X			good 4MA -opening, 7 1/2-9 tricks	4♣= serious slam try, 4♦ mild slam try, 4M= p/c		
4♣/♦				Pre-emptive	4NT to play		
4♥/4♠				Pre-emptive	4NT = 01122 RKC		
4NT				Asking aces	5♣ = no aces; 5x = ace in x, 5N = club ace		
5♣				Natural		HIGH LEVEL BIDDING	
5♦				Natural		1430 RKC, DOPI/ROPI, splinters, mixed cuebids, non-serious 3NT Optional Blackwood for minors, 01122 RKC opposite preempts	