

Opening	Min. #	Strength	Neg. X t.o.m.	Description	Responses	Further bidding	
1♣	0+	15+	4♦	"Strong ♣" 15+	1♦=catch all, 1M=0-4 and 5c, 1nt 0-4 both m, 2m =0-4 5c.	1♣-1♦-1♥=puppet to 1♠.	
1♦	4+	11-22		4cM and UBAL if "weak", else 15+	No forcing bids	nt rebid shows 15-17. Else system as usual.	
1♥	5+♥	11-22		4c♠ if "weak", else 15+	2♣ and 2♦ Drury, with 3c- / 4c. fit.	nt rebid shows 15-17. Else system as usual.	
1♠	5+♠	11-22		Side suit ♥ if weak, else 15+	2♣ and 2♦ Drury, with 3c- / 4c. fit.	nt rebid shows 15-17. Else system as usual.	
1 NT		10-14			System on, normally no game on. New suit after Stayman is to play		
2♣	5+	7-14		5+. No thoughts of game.	2nt = max and good support New suit at 2-level nat NF.		
2♦	5+	7-14		5+. No thoughts of game.	2nt = max and good support New suit at 2-level nat NF.		
2♥	5+	7-14		5+. No thoughts of game.	2nt asks singleton 2♠ nat NF.		
2♠	5+	7-14		5+. No thoughts of game.	2nt asks singleton		
2 NT	55+m			Weak 7-14 or Strong, ca 20+.		Slemkonvensjoner	
3x	PRE						
3NT	gamble			Could be anything.			
4♣,♦	PRE			Could be anything.			
4♥,♠	gamble			Could be anything.			
4NT							