

OPENING BID DESCRIPTIONS							
Opening	A R T	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0	4♠	17+BAL/16+ UNBAL any distribution, UNBAL 15 w/ 11ZZ is opened 1♣. ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦ 0-4 zz (may be FG strength!) 1♥ 5+zz most hands w/o SPL 1♠ 5-7 zz w/ a SPL (compare 2C+ directly) 1NT 5+zz a) 5+♥ no SPL, b) 5+♠ w/ SPL (cf. 2♥) 2♣ 8+zz 4+♦ w/ SPL, 2♦ 8+zz 5+♥ w/ SPL 2♥ 8+zz 4+♠ w/ SPL, 2♠ 8+zz 5+♣ w/ SPL	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 1♣-1♥; 1NT+= same as 1♣-1NT+ by RESP but 9-13ZZ. Else 1 step by opener is ASK and 2+ steps NAT WK or wild distribution.	RESP may FG w/ 4ZZ.
1♦	X	0	4♠	a) BAL Red: 12-14, All white or white vs red 3 rd /4 th : 11-13, White vs red 1 st /2 nd seat: 14-16 b) 10-15 4M and 5+m c) 12-16 any 4441	1♥ a) 4+♥ and 5+ b) Any FG hand that wants or must use (R) c) (0-5) and 3+♥, you don't want to pass 1♦ d) "BAL" G/T vs. NT-hand w/ 2-3♥ and 2-3♠ 1♠ a) 4+♠ and 5+ b) (0-5) and 3+♠, you don't want to pass 1♦ 1NT=Nat NF, 2♣=FG 5+♣, UNBAL or G/T w/ both m, 2♦=FG 5+♦, UNBAL, 2M=(0)4-8p, 6+suit, 3m=G/T 3M=PRE	1♦-1♥: 1♠=11-15, 5+m and 4♠, 1NT=BAL, not 4♥, 2♣=4♥ not BAL, 2♦=Max, 4♠ 3♥ +SPL, 2♥=BAL 4♥, 2♠=12-16, 4144, 2NT=Max, 6♦4♥, 3♣=Max, 6♣4♥	2m=NAT NF 2♥=5+♠, 4+♥, less than G/T
1♥		5	4♠	10-15 (5-10 ZZ) 5+ suit	2♣=ART FG ASK, 2♦=Good Raise+ (8-14-ish), 2♠=5-9 6♠, 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK	1♥-1♠; 2NT=G/T+ w/ SUPP	2♣=Drury 2♦=NAT NF
1♠		5	4♥	10-15 (5-10 ZZ) 5+ suit	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ G/T+, 2♥=Good Raise+ (8-14- ish), 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK but constructive 4+♠-raise.	1♠-2♦: 2♥= may be 0♥ 1♠-1NT-2NT: good 6♠4m	2♣=Drury 2♦/♥=NAT NF
1NT		-	4♥	Red=15-16, White=14-16 1st/2nd seat favourable=10-13 [Style: see subsequent auction]	Stayman. 4-way TRF. 2♠ a) Range ASK b) 6+♣ any strength or c) WK 55mm. 3♣=ASK 5M 3♦=FG w/ 4441 short M, 3M=FG w/ short M, less than 4oM. 4♣=55MM, 4red=TRF	5M(332) within range normally always opens 1NT. 5m4m22 within range must open 1NT. Frequent upgrade, but not as frequent as most.	
2♣		5	4♠	a) 11-15 (6-10 ZZ) 5♣4♦(31) b) 11-15 (5-10 ZZ) 6+♣, no 4M	2♦=ART G/T+ ASK, 2M=NAT NF constructive, 2NT=G/T+ w/ ♦ 3♦♥♠=NAT FG w/ very good 6+ suit		
2♦		5	4♠	a) 11-15 (6-10 ZZ) 5♦4♣(31) b) 11-15 (5-10 ZZ) 6+♦, no 4M	2♥=ART G/T+ ASK, 2♠=NAT NF constructive, 2NT=G/T+ w/ ♥ 3♥♠=NAT FG w/ very good 6+ suit		
2♥/♠		(5)6	-	4-10, Heavily depending on vulnerability and position. For example; 3rd hand favourable can be most anything with 5- card suit, 2 nd hand red more like 8-10(11).	2NT=G/T+, normally w/ 2+ SUPP		
2NT	X	-	-	12-15, at least 5-5 in the minors	3♥=FG ask, 3♠=NAT G/T, 4m=Weak NV, constructive VUL		
3♣		6	-	PRE, can be very aggressive 1 st and 3 rd seat favourable.	3♦=Puppet to 3♥ 4♦=Optional Keycard	3♣-3♦; 3♥-3♠=FG w/ 5, 3NT=Suggestion, 4♣=G/T	
3♦		6	-	As above	4♣=Optional Keycard		
3♥		6	-	As above	4♠=ART S/T w/ SUPP, 4♦=RKCB		
3♠		6	-	As above	4♣=Optional Keycard, 4♦=Choice of 4♥/4♠		
3NT	X	-	-	1 st /2 nd Solid Major 3 rd /4 th To play			
4♣		6	-	Weak	4♦=Optional Keycard		
4♦		6	-	Weak	5♣=Good raise		
4♥		6	-	Weak (We try very hard to open 4♥ on as many hands as reasonably possible)	5m=asks for control in m		
4♠		6	-	Weak			
HIGH LEVEL BIDDING							
RKCB 1430, 3♠/NT-serious, 1 st and 2 nd round controls are bid up the line, Voidwood (03/14) if jump to five level uncontested.							