

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	x	0	3D	1st/2nd: 12-16 unBAL including 5M(332) or 15-17 BAL.	1D = 0-7(8 BAL) or any 12+. 1M/2m/2M/2N = Exactly as 1st/2nd hand opening bids. 1N = 9-11(12) BAL. 3x = PRE with good suit.	1C-1D; 1M/1N/2m/2M/2N = Same distribution as 1st/2nd hand openings but stronger. After other responses the bidding continues as after the respective opening bid.	1D = 0-9. 1M = 0-7 5+M. 1N = 10-11. 2m = 9-11, 5m(332) or 5m4om(22).
				3rd/4th: 12-14 BAL or 13-16 5+M5+m.	3N = 16-17 (4333). 4C = Solid H. 4D = Solid S.		
1D	x	0	7S	17+ unBAL or 18+ BAL	1H = 0-7. 1S = 8+ BAL / semiBAL / three-suiter. 1N = 8+ 5+H (not 5H(332)). 2C = 8+ 5+S (not 5S(332)). 2D = 8+ 6+C. 2H = 8+ 6+D. 2S = 8+ 5+D5+C. 2N = 11-12, three-suiter. 3x = Transfer to solid suit.	1D-1H: 1S = 3+S. 1N = 18-20 BAL. 2C = FG. 2D = ms or 21-23 BAL. 2H = 17-21 5+H. 2S = 17-21 (3)4H (5)6m. 2N = 19+ 6+m. 3m = 17-18 6+m. 3M/4m = FG NAT asking for cuebid.	
1H		4	3D	1st/2nd: 8-11 (3rd/4th: 11-16) unBAL or 5H(332), possibly longer minor	1S = NAT. 1N/2C = TRA to C/D, doesn't promise any strength. 2D = 12+ 3(+H). 2S = Weak NAT. 2/3H = Weak NAT. 2N = INV+ with 4+H. 3S/4m = Void with 4+H.		2C = 9-11 BAL with 2H. 2D = 9-11 BAL 3+H. 2N = (10)11 with 4H. Jump shift = SPL
1S		4	3D	1st/2nd: 8-11 (3rd/4th: 11-16) unBAL or 5S(332), possibly longer minor	1N/2C/2D = TRA to C/D/H, doesn't promise any strength. 2H = 12+ 3(+S). 2/3S = Weak NAT. 2N = INV+ with 4+S. 4m = Void with 4+S.		2C = 9-11 BAL with 2S. 2D = 9-11 BAL 3(+S). 2N = (10)11 with 4S. Jump shift = SPL
1NT			2S	12-14 (3rd/4th: 15-17) BAL	2C = ASK. 2D = 5+H. 2H = 5+S. 2S = 6+C or 54 ms. 2N = INV. 3C = 6+D. 3D = 6+D INV. 3M = INV. 4C = TRA to H. 4D = TRA to S.		
2C		5	3C	8-11 (3rd/4th: 11-16) 6+C or 5+C4+D	2D = ART F. 2M = F1 5+M. 2N/3x = INV.		
2D		5	3C	8-11 (3rd/4th: 11-16) 6+D or 5+D4+C	2H = ART F. 2S = F1 5+S. 2N = F1 5+H. 3x = INV.		
2H	x	0		6-11 (3rd/4th: 8-12) 5+H5+C or 5+S5+D	2N = ART F. 3N = F one-suiter. Other = P/C.	2H-2N: 3m = NAT MIN. 3M = NAT MAX. 4x = 6+x5y. 2H-3N: 4C = MAX with 1+ace. 4D = Intermediate hand. 4H = Bad hand.	
2S	x	0		6-11 (3rd/4th: 8-12) 5+S5+C or 5+H5+D	2N = ART F. 3N = F one-suiter. Other = P/C.	2S-2N: 3m = NAT MIN. 3M = NAT MAX. 4x = 6+x5y. 2S-3N: 4C = MAX with 1+ace. 4D = Intermediate hand. 4H = Bad hand.	
2NT	x			6-11 (3rd/4th: 11-16) 5+D5+C	3C/D = NF. 3N = F one-suiter. 3H = ART F.	2N-3H: 3S = MIN. 3N = MAX. 4C = MAX 6C5D. 4D = MAX 6D5C. 4M = MAX 6D6C void M.	
3C		6		PRE (may be weak NV vs V)	4D/H/S = Cuebid.		
3D		6		PRE (may be weak NV vs V)	4C/H/S = Cuebid.		
3H		6		May be weak PRE	4C/D = Cuebid. 4S = S/O.		
3S		6		May be weak PRE	4C/D = Cuebid. 4H = S/O.		
3NT	x			Preempt equivalent to 4C/D	4C/D = P/C. 4N = F. RD = SOS.		
4C	x			Preempt in H. Solid or semisolid with an outside ace.	4D = Slam try. 4H = S/O. 4S = 2 aces. 4N = 3 aces.	4C-4D: 4H = MIN. 4N = Solid suit + 1 ace. 4S/5m = Void and 8+ playing tricks. 5H = 8.5+ playing tricks, no ace or void.	
4D	x			Preempt in S. Solid or semisolid with an outside ace.	4H = Slam try. 4S = S/O. 4N = 2 aces. 5C = 3 aces.	4D-4H: 4S = MIN. 4N = Solid suit + 1 ace. 5m/H = Void and 8+ playing tricks. 5S = 8.5+ playing tricks, no ace or void.	
4H				Gambling			
4S				Gambling			
4NT				Specific ace ASK	5C = No aces. 5x/6C = Ace. 5N = 2 aces.		
HIGH LEVEL BIDDING							
Cuebids show 1st/2nd round control up the line. SPL. RKCB. DEPO. DOPI.							
Pass+pull is slam try.							