

OPENING BID DESCRIPTIONS							
Opening Bid	X if Art	Min # Crds	Neg dbls Thru	Description	Responses	Subsequent auction	Competitive and passed hand bidding
Pass				Up to 12hcp if 1-4-4-4/4-1-4-4			
1♣	X	0	4♥ Pen ov 2♥/♠	16+ , any distribution 3 rd seat 16+ OR ♠-PRE (rebids 3♦ or pass)	1♦=0-7* or 14+hcp, 1♥= 8+bal.1♠/1N =5+♥/♠, 8-13 2♣/♦ =5+, 8-13 2♥= Any 4441 [1] 2♠= 0-5, 6+♠. 2N/3N=Solid suit w/ w/o side king 3X=4-7, 7+, at least KJ10. *= Not A+K	Mostly ART 1♣-1♦ ;1♥ =conv. 20+	1♣ (dbl) 1♦=8+, 5+♦ 1♣ (1X-2♦)- D= 5-7 or 8+ bal w/o stopper
1♦	X	1	4♦ Pen ov 2♥/♠	A) 13-15 nvul 11-13 vul, (semi)- bal, possibly 4414/4441 12-14 hp 3 rd /4 th seat B)10-15, 4+♦, unbal, possibly 5+♠	1♥= 5+hcp (2+hcp w short ♦ vul), relay, F1. 1♠= 5-13, 5♥ (not 4♠) [2] 1NT=5-10, 5♠ (not 4k♥)[3] 2♣=A) 6+M, 5-10 B) 11-13, 5+♥ & 4+♠[4] 2♦= 5-13, 5+♠ & 4+♥, 2♥ =5-10, 5+♥ & 4+♠, 2♠=4 ♠ & 6+m, 8-12 2N=PRE w 4+4+m OR 5-5 m, INV. 3♣/♦=Mildly INV, 6+crds	1♦-1♥;1♠= 4♠, bal or ♦+♠ 1♦-1♥;2♠= 6+♦& 4♠, S QUAL 1♦-1♠/1N; 2 OM, max,3c supp 1♦-1♠/1N; 2N, max,4c supp	Passed hand= NAT 1♦(X) =NAT 1♦(1♥)1♠ = 4+♠, F1 1♦(1X) 2Y=8-13, 5+ 1♦(2M) X= PEN 1♦(2M) 2N = Neg " Dbl"
1♥		5	4♦	10-15, 5+♥	1♠= 5-13 hcp, not 5♠ or 3♥ [5] (If 11-13= " bal"). 1N= 11+, inv+relay, 2♣= 5-13hcp 5+♠. [6] 2♦= 9-11(12) hcp, 3c supp. 2♥= 0-8, 3c supp. 2♠= Inv (game/slam) supp+ any short suit. 2N = A) FSJ 5+♠, 3+ supp, INV B) 4c supp, 8-10 w/o singleton. 3♣= FSJ ♦/♠, INV game/slam. 3♦= 3c supp 12-13, not suitable for FSJ. 3♥= (3) 4c supp ca 0-8	1♥-1♠; 2♣= A) 10-15, S/S m B) 13-15, 4♠ C) 14-15 bal 1♥-1♠; 2♦= 10-12, 4♠ 1♥-1♠; 2N = 10-13, 5m 1♥-1N; 2♠ = 10-12, any 1♥-2♣; 2♦ = Not 6+♥ or 3+♠	Passed = Sys on 1♥(X)-1♠= 6+, 4+♠. 1N=R. 2X = 8-13, 5+ 1♥(2X)-N/S = 8-13, 5+ 1♥(2X) 2N = LEB [7] 1♥(jump) N/S =FG, 5+
1♠		5	4♥	10-15, 5+♠	1N = 5-13 hp, ej 5♥ (If 11-13= " bal"), 2♣= 11+, relay, F1, 2♦= 5+♥, 5-13hcp. 2♥ = , 9-11(12), 3c supp. 2♠ = 3c supp 0-8hp. 2N= supp+ any short suit, inv (game/slam). 3♦= FSJ ♦/♥. 3♥= 3c supp 12-13, not suitable for FSJ. 3♠ = (3)4c supp ca 0-8	1♠-1N;2♣=A) Max w 4crd side suit or bal B) Min w 4♣ 1♠-1N; 2N= 10-13, 5m	Same as after op 1♥
1NT	(X)	-	3♠	Bal; 2245/2254; 4414/4441 10-12 1 st /2 nd seat nvul 14-16 1 st /2 nd seat vul 15-16 3 rd /4 th seat always	2♣= Staymanish, A) 5+♠, S/O B) 4+4+M S/O C) 4M & longer m. S/O D) BAL INV. 2♦ = FG, (R) Or INV w 4M & longer m. 2♥ = 5+♥, S/O 2♠ = PUP to 2N A) INV 6+m B) 5-5M, INV C) 5-5 m INV game/slam 2N = A) 5-5 m S/O/FG B) INV game OR slam 6+M. 3♣ = S/T w long ♦ or ♥ w S/S. 3♦ = S/T w long ♣ or ♠ with S/S	1N - 2♣ - 2x - 3M = 5M, INV ART after 1N-2♦	1NT (2x-3♥) Dbl = T/O 1NT (2X) 2NT = LEB [8]
2♣		5	4♥	A) (12)13-15, 5+♠ & 4+M B) 10-15, 6+♠	2♦ =8+(R) (has been bid w 4M+♠supp, WK) 2M=8-13, 5+NF, 2N = A) G/T OR S/T w ♣-supp & S/S B) WK ♣-raise. 3♣ (and 2♦+ 3♠) = 8-11, ♣-supp. 3 N/S = INV, 6+crd	2♣-2♦;2NT=13-15*, 6+♠, (*or good suit)	T/O from both hands over enmys overcalls
2♦	X	0	-	4-9, 6+M, normally w/o (3)4OM 5 crds possible in 1/3 rd seat nvul 4 th seat: 11-13, 6+ suit	2N = 14+ (R). 2/3 M= P/C. 3m = 6+, FG. 3M = P/C	2♦-2N ; ART continuation 2♦-3♣; 3♦ = spades w supp	PEN over overcalls 3♥ P/C
2♥/2♠		4	-	8-11(12), 4 crds & longer m 3 rd seat: 5-14 hcp 4 th seat: 11-13, 6+suit	2♠ over 2♥ = 5+♠, F1 2NT=(R), INV+. 3 m = P/C. 3 OM = 6+ INV	2M-2N;3♣ = Max 2M-2N;3♦/♥ = min w ♣/♦	PEN over overcalls
2NT	X	-	-	8-11, 5+♠ & 5+♦, " good" suits 3 rd seat: 5-14 hcp 4 th seat: 11-13, 5+♠ & 5+♦	3♥ = (R), GF, 3♠ = 5+, FG	3♠= 1-2-5-5 3N= 2-1-5-5	PEN over overcalls
3 X		6	-	Rule of 2-3-4	4om over 3m is RKC. 3M - N/S asks for control	3M-N/S; 1st = At best	PEN over overcalls

				3 rd seat: 2-14hcp's		3 rd CTRL 2 nd step = 2 nd CTRL. 3 rd = 1 st	
3NT	X	-		Solid suit w/o side king 3 rd seat solid suit w one stopper	4m = P/C		PEN over overcalls
4♣/4♦		7		PRE, often 8crd suit	N/S = NAT		PEN over overcalls
4♥/4♠		7		PRE, could be strong vs passed pd	N/S = ASK for control, see above	N/S ASK for control	PEN over overcalls
4NT	X	-		Asking for specific aces	5♣ none, 5♦/♥/♠/6♣ Ace in bid suit. 5N =2 aces		

HIGH LEVEL / SLAM BIDDING

§4N "PRE-LEB" [9] when enemy PRE at 4-level after pd's opening bid. 4N after 1♠ - (dbl) 4♠ is a twosuit. 4N after 1X - (dbl) - 4♠ is for T/O

Italian style cuebids. RKCB-1430. Relays, control asking bids and splinters (singleton is enough) Pass and pull is S/T when in a forcing pass situation (of which there are few)

Exclusion RKCB. 5NT =RKC1430 after CUE on 5-level. Ext DEPO. When pd has shown a 2-suit with 3 ♠ or higher, 4N is RKC for the higher ranking suit and cue or answer to RKC sets the lower suit.