

OPENING BID DESCRIPTIONS							
Opening	tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction	Contested Auction
1♣	x	0	4♠	17+ hcp ,Rarely less with 8 ½ playingtricks.	1♦=0-7; 1♥=0-2 controls, FG; 1♠=3 controls FG; 1NT=4controls; 2♣=5 controls; 2♦=6 controls(F4NT); 2NT=6+controls (F4NT); 2M= ~QJxxxx and no sidestrength. 2-4 4♣/♦=TRA to 4♥/♠ 7+suit. Strong or 4-7hcp.	NAT. 1NT-system after 1♣-1♦ 1♣-1♦: M before minor. 1M-1x; 2♣ shows 5+M. jump suit=NAT FG - 2M maybe 4, then (4441) / 5+m. ;2NT=NAT FG 24+	After (1♦/1♥/1♠) same responses, But: (1♦)-D=0-6, 4+♦ else pass. (1♥)-Pass=0-6 and D≠1♥ (1♠)-pass=0-6 and D≠1♥+1♠ (Higher): D=7+ no 5+”suit” FG Suitbid=6+suit FG unless rebid.
1♦		2	(2♠)	Natural 4+ 11-17 hcp. 4♦5♠ possible with minimum. or 15-17NT without 4card Major	1NT=6-9; 2♦=Nat 10+ support, F1; 3♦=6-9 Nat 2NT=NAT INV; Jumpshifts strong; Double jumpshift shows a void and support.	-1M;1NT-2♣=puppet 2♦ then all INV. -1M; 1NT-2♦=Art FG -2♦-2M/3♣=SPL; 2NT=15-17NT -2NT-3♣/3♦=NF -1M-2NT=trump-support 15-17→3M=NF	Cuebid=support, INV+.
1♥		4	(3♦)	Natural 5+ 11-16hcp or 4+suit with 15-17hcp BAL or 4414	1NT = 6-9; 3=INV 3+supp. 2NT= FG w/ support→  Jumpshift strong.; Double jumpshift=void support 3NT=Suggestion to play with 3Sup.	1-1♠-1NT-2♣=puppet 2♦ then all INV. -1♠-1NT-2♦=Art FG -2NT-3♣: Any Minimum, no void; -3♦: “BAL” 14-17; -3♥/♠/NT=SPL in ♣/♦/♠; Jump new=void -2NT-3♣-3♦ ASK: 3♥=Maxmin, 3♠/4♣=Spl, 3NT=Spl ♦.	-2NT=INV or FG. Then 2NT-3♣- 3M=signoff. -(bid)-Cuebid=support. INV if below 3M. Jump 3M=4+Sup weak INV.
1♠		4	(3♥)	Natural 5+ 11-17hcp or 15-17 BAL with 4+suit	As after 1♥ in principle.	As after 1♥ in principle. -3♥; 3NT=extras with some ♥-support.	Same
1NT			2♠	12-14, denies 5 in a major maybe off-shape with minor(s) or 4414 - rare.	2♣=Simple stayman→ 2♦/♥=5+♥/5+♠ 2♠=6+♣ any strength or (54)+ minors FG 3♣=6+♦. Weak or FG 3♦/♥/♠=6+suit INV 4♣/4♦=TRA to 4♥/4♠	2♦-2♥=INV 45 Ms and 2x-2♠=5+suit INV. TRA-Relay; 3lower suit=FG Nat 2♠-2NT=MAX + ♣-Fit - then 3♦=ms, 3M/4♦=SPL w/ ♣ 2♠-3♣-3♦=ms, 3M=SPL with ♣, 3NT=SPL in ♦ NF 3♣-3♦;3M=SPL, 3NT=SPL in ♣ 2♠-2♦/♠-3m-3♥= 3SUP and max, while 3♠=4Sup and min. 2♠-2♥-3m-3♥=3Sup max or 4sup min and 3♠=44 Ms	(2x)-D=T/O “BAL”: 2NT-3♣=Art ask suits, nonstopper. -2NT/3♣/3♦=TRA bypassing bid suit. 1NT-(3x) -4♣ ASK suits; -4♦=puppet 4♥, then 4♠/5♣/♦ signoff and 4NT=55ms NF -4M=NAT slamtry→4NT=NF
2♣		5	3♠	Nat 12-17. 6+cards or other suit. If ♦ side-suit, then 14-17	3♣=6-8; 4♣=Slamtry; 2♦ ASK: → 2M F1 Nat → 2NT Nat INV or FG with sup→	Nat, but 2NT and 3♦=14-17 and 3M=SPL with good ♣ +xtra 2NT=Nat 14-17, 3♣=min, jump new=Spl, Jump ♣=Sup no Spl 3♣=min; 3♦=Nat 14-17; 3M/4♦=Spl.	(2x)-3x=Ask stopper/Inv 5♣.
2♦		5	-	Natural 5-10 at least 1 defensive trick, could be any distribution. Shape/strength is depending on vuln and position. 5332 rare.	2NT=16+ forcing, jump=good suit forcing, 3NT=Trumpsupport FG+, Other bid=11-16 Nat NF.	-2NT-3♣=Minmin (only in 1:st pos and not vuln). A side-suite with Hxx may be bid.	(overall)-3level+ bids=F1
2♥/♠		5	-	Same	Same	Same	Same
2NT			-	21-23-NT	3♣=puppet 3♦; 3♦=asks for majors; 4♣/4♦=Transfer to 4♥/4♠	3♣-3♦-3♥=Inv to slam with minors, -3♣-3♦-3♠=forcing with 5♠ + 4♥, -3♣-3♦-3NT=forcing showing suits	
3♣/♦		7(6)	-	Preemptive. Shape and strength is depending on vuln and position.	3new NAT F1.		
3♥/♠		7(6)	-	“-” Could be rather weak NonV	“ 4m=cuebid		
3NT	x		-	Pre-empt with a minor. Gamble in 4:th position.	4♣/4♦= P/C; 4NT=Slamtry; 5♣=P/C		
4♣	x	0	-	TRA 4♥, 7.5 playing tricks in solid suit. A or K maybe missing, then outside ace.	4♦ = Relay, at least 1 ace, inviting to slam.	4♦-4NT=Solid suit + an ace. New=void and 8.5 tricks, solid suit	
4♦	x	0	-	As 4♣ but with ♠.	4♥ = Relay, at least 1 ace, inviting to slam.	4♥-4NT=Solid suit + an ace. New=void and 8.5 tricks, solid suit	
4♥/♠		7	-	Pre-emptive			
4NT			-	Asking for specific ace(s)	5♣=none, 5♦/5♥/ 5♠,6♣=ace in the suit, 5NT=2 aces		

### SLAM BIDDING

Cue-bids, Splinters, Trumfasking 5trump and 5-over-trump(1step=A/K,2step=AQ/KQ or exactly 1x extra, 3step=Q or 2extra x,4step=nothing) After 1step R ask extra length, bid 7 with 2. After 2step R ask for top! Bid 7 with AK!

4NT=RKCB: 5♣=1 or 4 Kc, 5♦=0 or 3 Kc, 5NT=odd number of Kc w/ a void, Jump 6=Kc with a void. DOPI, DEPO.