

OPENING BID DESCRIPTIONS								
Opening	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding	
1♣		4	7H	11-21 (Might be 3 if 17-18NT)	2♣=4+♣ 10-15, 2♦=4+♣ 7-9, 3C=4+♣ Pree, 2NT=4+♣ 16+ 2M=6+ 3-8, 3X=Voidsplinter. Sys off in comp.	1♣-2♣; "Nat", jump=splinter. 1♣-2NT; 3♣=min, 3♦ extra no single, 3♥=extra s♦ etc.	1♣-2♣=10-12 1♣-2NT=Nat inv	
1♦		4	7H	11-21 (Might be 3 if 17-18NT)	2♦=4+♦ 10-15, 3♣=4+♦ 7-9, 3♦=4+♦ Pree, 2NT=4+♦ 16+ 2M=6+ 3-8,, 3M=Voidsplinter. Sys off in comp.	1♦-2♦; "Nat", jump=splinter, 1♦-2NT; 3♣=min, 3♦=extra no single, 3♥=extra s♣ etc.	1♦-2♦=10-12 1♦-2NT=Nat inv	
1♥ 1♠		4	7H	11-21	Invitational Jacoby NT, 1♥-2♠=6+ 3-8 Jump raise is preemptive. 3 in a lower suit shows singleton with support and inv strength.	2NT; 3♣=min, rest extra; 3♦=No single, 3♥=♣ single, 3♠=♦ single, 3NT=Single OM, 1M-1X; 2♣ Is natural or 5+M 16+		
1NT				14-16 1 <sup>st</sup> and 2 <sup>nd</sup> 15-17 3 <sup>rd</sup> and 4 <sup>th</sup> 5422, 4441, 6322, 5431 possible	2♣ Stayman (6+ m, 4M w. 5+m, 5♠ inv), 2♦transf. 5+ (4 inv)poss) 2♠ transf. 5+ (4 inv), 2♠ NT inv or 55+m, 2NT asks for weak xx 3♣ To play, 3♦ inv w. 6+M, 3M GF, 4m SAT	1NT-2♦; 2♥=min or no fit, 2♠=3♥ max 2NT=4♥ max, 3m=4♥ xx in m, 3♥=4♥ min 1NT-2♥; 2♠=denies 4♠		
2♣	X	0	7H	19-20/20-21 NT 1 <sup>st</sup> /2 <sup>nd</sup> / 3 <sup>rd</sup> /4 <sup>th</sup> or 22+	2♦=relay or 5+♥, 2♥=5+♠, 2♠=NT inv vs NT	2♣-2♦; 2♥=NT, 2♣-2♥; 2♠=NT		
2♦		(5)6	-	6-10, Maybe weaker and 5 cards in 1 <sup>st</sup> and 3 <sup>rd</sup> hand non vul (11-13 4 <sup>th</sup> )	2M=Nat inv, NF, 2NT=forcing, GT+	2♦-2NT; 3♣=extra no 3card M, 3♦=min 3M extra w. 3 card in M, 3NT= extra no sing		
2♥/♠		(5)6	-	6-10 Same as 2♦ (11-13 4 <sup>th</sup> )	Invitational Jacoby 2NT	As on 1♥/♠		
2NT				21-23/22-24NT 1 <sup>st</sup> /2 <sup>nd</sup> / 3 <sup>rd</sup> /4 <sup>th</sup> 5422, 4441, 6322, 5431 possible	Carrot: 3♣ trsf to ♦, 3♦=Stayman, 3M=5+ GF 4m trasf to M.	2NT-3♥-3♠=Nat		
3♣		6		Preemptive	3NT to play but may be further pree			
3♦		6		Preemptive	3NT to play but may be further pree			
3♥		6		Preemptive	3NT to play but may be further pree			
3♠		6		Preemptive	3NT to play but may be further pree			
3NT	X			1 <sup>st</sup> and 2 <sup>nd</sup> Gambling, 3 <sup>rd</sup> and 4 <sup>th</sup> to play	4♣ pass or correct.			
4♣				Preemptive				
4♦				Preemptive				
4♥/♠				1 <sup>st</sup> and 2 <sup>nd</sup> Preemptive, 3 <sup>rd</sup> and 4 <sup>th</sup> Preemptive or to play				
4NT	X			Asks for specific ace	5♣=0, 5♦=♦, 5♥=♥, 5♠=♠, 5NT=♣			
5♣				Preemptive				
5♦				Preemptive				
5♥				Preemptive				
5♠				Preemptive				
5NT				Asks for specific king	As on 4NT			
HIGH LEVEL BIDDING								
RKCB 1430, Void-splinter, Voidwood, 5NT Asks for specific kings								
Italian control bids, DOPI, ROPI, DEPO								