

ENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0		16+ hcp, any distribution	1♠=0-8 (or9+ <2controls) 1♥ = 9+ may have longer ♠	After 1♠ 1♥=any19+ 1♠=nat may be canape jumps= two suiter	
1♣					1♠ = 9+ may have longer minor 2♣= 9+ 2♦ = 9+ (one-suiter)	After positive respons opener usually relays	
1♣					1NT = 9+ bal (4432/4333)		
1♣					2♥=3-suiter, short in major 2♠=55 minors 2NT = 4♣5+♦		
1♦		4 (3)	thru 4♠	11-15 HCP; unbalanced (2245 possible)	1NT = relay GF 2NT = Limit 2♣ = nf; 2♦=fit, 9-11 hcp	1NT rebid rates to be unbalanced 2♣ after 1♥♠ shows 5	1NT=nat
1♦				only 3-crd if 4/135	2♥ = 55 majors 2♠=5♠5♣ 3♣ = inv 1♥♠ = fir	2NT jump rebid = 14-15 6 crd suit or 4-crd fit short ♣	
1♦				in 3rd hand 1♦ may be 2+crd bal (11-12 hcp)		2♥ after 1♠ shows 3451 2♠ after 1♥ = SPL	
1♥		5	thru 4♠	11-15 HCP	1♠ = relay GF 1NT =4+♠ nf 2♣ = any invite 2NT = minors		
1♥				may contain 5+♠	2♦ = 8-10 ♥ raise 2♥ =5-7 raise jumps are PRE		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠ = any void 3NT = ♠ SPL;		2NT = fit, mild inv
1♥					4♣♦ = SPL		
1♠		5	thru 4♥	11-15 HCP	1NT = relay GF 2NT = minors jumps 3 level PRE		
1♠				denies 5♥ in 1st&2nd pos	2♣ = any invite 2♦ = ♥ (8+ hcp) 2♥ = 8-10 3-crd raise 2♠ = 5-7 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any void 4♣♦=SPL		2NT = fit, mild inv
1NT				3 level good 12-15 hcp (in 3rd hand tends to be 13-15)	2♣ = STAY/relay (doesn't promise 4M); 2♦♥ = TRF		
1NT				5♥ possible but not obliged	2♠ = GF ♣ or minors 2NT = ♦ GF or weak ♣ or ♦	after intervention 2NT = any suit competitive (or some GF	
1NT				seldom 5♠	3♣ = aks or shows 5M 3♦♥♠=SPL 3-suiter		
1NT				some 5422 possible and 6-crd minor	4♣ Gerber (1,03) 4♦♥ = TRF	hands); 3X = TRF GF	
2♣		6	thru 4♠	11-15 hcp	2♦ = relay; 2NT = 55 majors; new suit NF		
2♣					jumps 3 level F		
2♣					3♣ = may be slight PRE		
2♦	X	0		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay		
2♥	X			NV weak 2 in ♥ OR ♠ (6 crd or 5)	2NT = F 3♣♦ =NF 2♠3♥3♠= P/C 4♣ = give TRF 4♦=bid suit		
2♥		6		V weak 2 in ♥ (usually 6 crd)	2NT = relay, asking about range and values NS = NF		
2♠		5		NV vs NV 5♠+4+minor; 5-10 HCP	2NT = GF relay; 3♣ = P/C; 3♦ = INV for ♠; 3♥ = NF		
2♠		5		NV vs V 3-8 HCP, 5-crd	2NT = relay, asking about range and values NS = NF		
2♠		6		V weak 2 in ♠ (usually 6crd)	2NT = relay, asking about range and values NS = NF		
2NT	X			7-10 hcp 55 minors	3♥ = relay 3♠ = inv in minor or si in major		
3♣		6 or 7		5-10 (wider range in 3rd pos), V usually 7 crd	3♦ = waiting		
3♦		6 or 7		5-10 (wider range in 3rd pos), V usually 7 crd			
3♥		(6)7		5-10 (wider range in 3rd pos)	4m = cuebid		
3♠		(6)7		5-10 (wider range in 3rd pos)	4m = cuebid		
3NT	X			solid minor; no side A or K (in 3rd pos no requirements)	4♣ = p/c; 4♦ = asks shortness		
4♣		(7)8					
4♦		(7)8					
4♥				wide range			
4♠				wide range			
4NT	X			ace asking	5♣=0 5NT=2 6♣=♣A		

HIGH LEVEL BIDDING

1430 RKCB

DOPI

Last Train cue bid

Serious 3NT

DBL = Action (def & off values) in (likely) fit situations when opp bid over our game and we have shown some values. So pass denies interest in bidding on.