

## Glossary of Terms

♣/♦/♥/♠	Suits both as bids and names. In text long forms are used to enhance readability.
*	Artificial and requiring an alert. To avoid 'measled' look in the text this is only appended on first occurrence (if then). Occasionally agreed explanatory phrases are appended for consistency.
->	Delimits the calls made in a relay variation where one player describes and the other simply makes the
2L,3L etc	Any bid at the two-level, three level. Often used to express all remaining options at that level.
4432 etc.	Hand patterns specified in decreasing size are generic, i.e. 4432 refers to any 4432. 2434 would denote exactly 2 spades, four hearts.
5-3-3-2	Specifies an exact shape of 5 spades... This may be used either to stress the shape or by necessity for patterns with descending size.
BAL[anced]	4432, 4333 or 5332.
BWD	Blackwood.
CON	Constructive.
CRO	A means or ordering two-suiters (often only 4-4), Colour, Rank, Odd
DCB	Denial cue bid (Spiral Scan)
DJS	Double Jump Shift
F1	Forcing for one round.
FG	Forcing to Game.
Fns	Forcing to the level of ns e.g. F2N - Forcing to 2NT.
FP	A Forcing pass.
GT	Game try.
INV	NF try to the next level.
JS	Jump Shift
Linked	Clubs and Hearts are Linked as are Spades and Diamonds.
M	Major.
m	Minor.
N[T]	No-trump.
NAT[ural]	Implies willingness to declare or defend in this strain.
NCON	Non-constructive.
nCR	A 3, 4 or 5 card raise. Many sequences differentiate in the degree of support.
NEG	Negative, as in double or non-positive.

## Glossary

NGF	Natural Goes First – the regime that where 'something' is to be shown (whether it be shortage or length) the bids available relate to that suit they name. Where one or more bids are impossible, they relate to the possible suits in order but retaining naturalness where possible.
ODR	Offence to Defence Ratio.
OM or om	Other major or other minor where one has been specified or is the subject of preceding comments.
PFA	Principle of Fast Arrival - in FG sequences a bid of game where a slower approach was available shows a hand unsuitable for progression
PH	Passed hand
QP	Quality or AKQ points, HCP not counting knaves.
RKCB	Roman Key Card Blackwood, responses according to scheme in force.
SAB	Suit asking bid.
Sequence	The 'across the table' auction with both players calls expressed.
Shortage	Singleton or Void.
SLAB	Slam asking bid.
SPL[(s)]	Splinter to suit s (if not clear from context).
SR	Step relay.
SS	Spiral scan (denial cue bid)
ST	Slam try.
TO	Take out.
UPH	Un-passed hand
Variation	The list of bids in a relay sequence where one player is assumed to make the relay at each turn. Delimited by '->'
X and XX	Double and Redouble.
XKCB[s]	Exclusion RKCB, responses as usual excluding the ace of s.

