

THIS HOURS ARE VALID UNTIL THE END OF MARCH 2010

		GMT	Now (Dec)	
New Zealand	Wellington	+12	+13	+1 hour from October to the end of March
Australia	Sidney	+10	+11	
Japan	Tokyo	+9		NO DAYLIGHT SAVING
Hong Kong	Beijing	+8		NO DAYLIGHT SAVING
Russia	Moscow	+3		+1 hour from April to the end of October
Germany	Frankfurt	+1		
U.K.	London	0		
United States	New York	-5		
United States	Chicago	-6		
United States	Los Angeles	-8		

by VURBILERON

Every session is 9 hours (Max), the close time is only indicative

MARKET	Wellingotn	Sidney	Tokyo	Beijing	Moscow	Frankfurt	London	New York	Chicago	Los Angeles
Time Zone	NZT	AEST	JST	AWST	MSK	CET	GMT/UTC	EST	CST	PST
Wellington Open/Close	08:00/17:00	06:00/15:00	04:00/14:00	03:00/13:00	22:00/08:00	20:00/06:00	19:00/5:00	14:00/00:00	13:00/23:00	11:00/21:00
Sidney Open/Close	10:00/18:00	08:00/17:00	06:00/16:00	05:00/15:00	00:00/10:00	22:00/08:00	21:00/07:00	16:00/02:00	15:00/01:00	13:00/23:00
Tokyo Open/Close	12:00/21:00	10:00/19:00	08:00/17:00	07:00/16:00	02:00/11:00	00:00/09:00	23:00/08:00	18:00/03:00	17:00/02:00	15:00/00:00
Beijing Open/Close	13:00/22:00	11:00/20:00	09:00/18:00	08:00/17:00	03:00/12:00	01:00/10:00	00:00/09:00	19:00/04:00	18:00/03:00	16:00/01:00
Moscow Open/Close	18:00/03:00	16:00/01:00	14:00/23:00	13:00/22:00	08:00/17:00	06:00/15:00	05:00/14:00	00:00/09:00	23:00/08:00	21:00/06:00
Frankfurt Open/Close	20:00/05:00	18:00/03:00	16:00/01:00	15:00/00:00	10:00/19:00	08:00/17:00	07:00/16:00	02:00/11:00	01:00/10:00	23:00/08:00
London Open/Close	21:00/06:00	19:00/04:00	17:00/02:00	16:00/01:00	11:00/20:00	09:00/18:00	08:00/17:00	03:00/12:00	02:00/11:00	00:00/09:00
New York Open/Close	01:00/10:00	23:00/08:00	21:00/06:00	20:00/05:00	16:00/01:00	14:00/23:00	13:00/22:00	08:00/17:00	07:00/16:00	05:00/14:00
Chicago Open/Close	02:00/11:00	00:00/09:00	22:00/07:00	21:00/06:00	17:00/02:00	15:00/00:00	14:00/23:00	09:00/18:00	08:00/17:00	06:00/15:00
NYSE/NASDAQ	02:30/09:00	00:30/07:00	22:30/05:00	21:30/04:00	17:30/00:00	15:30/22:00	14:30/21:00	09:30/16:00	08:00/15:00	06:00/13:00