



VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
regular
Jump show weak with 4 cards

Support double
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support double
Lead direction double

SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: no

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor	6+	Jump in suit = 0-5 points 4cards	
1♦		3		Better minor	6+	same	
1♥		5		5ards + Same in hea15-17rt and spade	6+ with 3 cards supportin level 2	Jump in suit = 0-5 points 4 cards Jump in club=6-9 with 4 cards Jump in diamond= 10-11 with 4 cards	
1♠		5				Jump to 2nt = 12+ with 4 cards	
INT	15-17			balance	Stayman.transfers		
2♣	23+			Or 9 tricks			
2♦	18+	6		Can be also 22-23 balance	Relay bid always		
2♥	weak	6-10					
2♠	weak	6-10					
2NT	20-21			balance			
3♣		7-10		7 cards preemptive			
3♦		7-10		7card preemptive			
3♥		7-10		7cards preemptive			
3♠		7-10		7 cards preemptive			

3NT			Gambling in minor		
4♣		7-10	8 cards preemptive		
4♦		7-10	8 cards preemptive		
4♥		7-10	8 cards preemptive		
4♠			8cards preemptive		
4NT			Don't play		
5♣			To play		<b>HIGH LEVEL BIDDING</b>
5♦			To play		
5♥			To play		
5♠			To play		