



<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1 M we play Bergen . 2nt = fit + inv or more

<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Support x and xx X over artificial bid shows that suit or lead direction When they x our overcall xx shows K or A in that suit usually Kx or Ax Xx to show 1 suit after 2d/h/s opening by us and over penalty x over our 1nt

<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing pass at competition: when we are vul against not or when we have the higher suit unless opps showed strong hands (like opening bid + invitation) Or when we showed strong hands. When opp shows 2 suits hand we might ignore forcing pass and play according to common sense
<b>IMPORTANT NOTES over our overcalls we play jump fit bids</b>
<b>PSYCHICS:</b> rare can open light 3 <sup>RD</sup> hands light and 4 good M

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4h	Better m	Walsh 2d=c fit inv+ 2M 4-7 6 cards 2c 6-10 4+ cards 3c 6-10 5+ cards	Over 1d 1nt can hide majors We play xyz over 1x 1y 1nt	Cue bid = fit + inv+
1♦		3	4h	Better m	2M 4-7 6 cards 3c = d fit inv+ 2d 6-10 4+ cards 3d = 6-10 5+ cards	We play xyz over 1x 1y 1nt	Cue bid = fit inv+ 2c over 1d drury
1♥		5	4d	5 M	2/1 1nt f Bergen Jacoby 2h 8-10 3 cards	Over 2/1 2nt = catch all 12-14 5 cards. Over 2nt jacobly 3c 3d 3s short jumps = void in the suit 3h=12-13 3nt=14-15 4h=16-17 1M-2M-3M either pre-empt with 2/3 top h or asking for 2 top h in M	drury
1♠		5	4h	Same	same	Same	drury
INT			4h	Usually 15-17 balanced or semi-balanced			
2♣	*	0	no	Strong hands + strong 2 in M	2d = 0-7 2h 2s 3c 3d = 8+ 5 cards. 2nt 8-10 or 14 + balanced 3nt 11-13 bal		
2♦	*	0	no	Multi weak M or strong d	2h 2s 3h 3s 4h p/c 2nt relay 3c 3d to play	Over 2nt 3c = h 6-8 3d = s 6-8 3h s 8-10 3s =h 8-10 3nt =strong d semi balanced 4c = diamond + c strong 4d= strong d unbalanced	Over x pass=diamonds xx = 1 suit If opps bid and p x then opener passes unless very good odr (15% share of hands)
2♥	*	5	No negative	5+ cards in h +5+ (might be 4 cards m unvul) cards in m 6-11 points 7-11 vul	2s weak nat. 2nt relay 3c = p/c 3d gf with sp 3h weak 3sp inv+ sp. 4m splinter for h	Over 2nt relay 3c=c 6-8 3d = d 6-8 3h c 8-11 3s d 8-11	Over x xx shows 1 suit.

2♠	*	5	no	Same idea but 2 ways to show h 3h inv 3d = gf with h.	Same idea	Same idea	Over x xx shows 1 suit
2NT				Bal usually 20-22 can have 6 cards m or 5 cards M	3c puppet 3d/h trans 3s minor or minors 4c gerber 4d trans for h sign of. 4h trans for sp signoff 4nt limit bid		
3♣		6	no		3x nf		
3♦		6	no		3M nf		
3♥		6	no		3s nf		
3♠		6	no				
3NT	*		gambling	7 solid m no k outside.	4c p/c 4d asks for shortage over 4c 4d 4h asks for shortage	If 3nt bidder bids again he asks for lead (lightner) or shows 8 cards if on lead.	
4♣			no				
4♦			no				
4♥			no				
4♠			no				
4NT			no				
5♣			no			<b>HIGH LEVEL BIDDING</b>	
5♦			no			4NT KCB	
5♥			no			4nt quant and 4s quant (little weaker) over nt	
5♠			no			Ropi dopi	
Q						Voidwood answers: 1/4 0/3 2without Q 2 with Q	