

	DOUBLES	
v weak NT x=penalties		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
Optional Doubles 3NT = to play		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
x = Clubs 2C= majors 1NT= Minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
Jump raise = pre-emptive, New suit= natural and forcing		
2NT= good raise to 3 level		
Rdl = 10+HCP and shortage in Opener's suit		PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3S	10+ HCP	2NT = 11-12 HCP	Checkback, Cue bidding	
1♦		4	3S	10+ HCP	2NT = 11-12 HCP	Checkback, Cue bidding	
1♥		4	3S	10+ HCP	2NT = 14+ HCP 3NT = HC raise (3,4,3,3)	Checkback, Cue bidding	
1♠		4	3S	10+ HCP	2NT = 14+ HCP 3NT = HC raise (4,3,3,3)	Checkback, Cue bidding	
INT				10-12 Non Vul (p 1&2)	Stayman, Viking		Lebensohl
				Rest 12-14			
2♣	x			23+ HCP, Strong 2 in major	2D neg		

2♦	x			Multi: weak 6 card major	2H = relay 2S = 4+ H 2NT = forcing relay		
				Strong Minor or 21-22 balanced			
2♥	x	5		Strong 8PT	2NT neg		
2♠	x	5		Strong 8PT	2NT neg		
2NT				19 -20 balanced	5 card Stayman, Transfers, 4C/D = minorwood, 3S = Minor suit slam try		
3♣		7		Pre-emptive			
3♦		7		Pre-emptive			
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT				AKQxxxx in minor			
4♣		8+		Stronger Pre-empt			
4♦		8+		Stronger Pre-empt			
4♥		8+		Stronger Pre-empt			
4♠		8+		Stronger Pre-empt			
4NT	x			Ace Ask	5C=0/3, 5D=1/4, 5H=2, 5S= 2+trump Q		
5♣		8+		Stronger Pre-empt		HIGH LEVEL BIDDING	
5♦		8+		Stronger Pre-empt		Roman Keycard: 5C=0/3, 5D=1/4, 5H=2, 5S= 2 + Q trumps	
5♥	x			Trump honour ask	Pass =0, 6H =1, 7H=2	Over interference:- DOP1, ROP1	
5♠	x			Trump honour ask	Pass =0, 6S =1, 7S=2	Minorwood	
						Cue bidding	

