

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double t/o, Michaels and leaping Michaels, 3NT = play

Defence to 2D multi.

2cd seat double t/o Sp, 2H t/o H

2Sp = 5+natural

2NT 16-18

3Cl/D/H/sp = 6+ non forcing

Michaels and Leaping Michaels when suit known

after 3rd seat has bid **4th seat**

dbl = bal less than 16

NT = 16-19 systems on

3Cl/D/H/Sp = 6+ non forcing

2D pass 2H dbl 2Sp dbl = pen 3 Sp = NT enquiry

2D pass 2H pass 2Sp pass pass dbl = t/o of Sp

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Overcalls natural and wide ranging

1Cl - 1D = Majors

1Cl- 1NT = Minors

1Cl -2Cl Blacks

1Cl -2D =Reds

1Cl - 2H H plus Cl

1Cl - 2Sp = Sp plus D

TAKEOUT DOUBLES (Style; Responses; Reopening)

Other suits/other major/big hands

4th seat double t/o 9+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Double of artificial intervention shows suit

Double of intervention = t/o

Cooperative doubles

In principle- Doubles below game takeout, redoubles rescue

SPECIAL FORCING PASS SEQUENCES

Freely bid game then pass is forcing

OVER OPPONENTS' TAKEOUT DOUBLE	4th seat reopening double = 17+	IMPORTANT NOTES
Jump pre emptive, new suit 5+ forcing		
	Opponent opens 1double us 2 oppo then 2NT by us not natural, 2 places to play	
		PSYCHICS: not in system

OP ENI NG	T I C K I F A R T I F I C I A L	M I N . N O. O F C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSE HAND BIDDING
1♣	*	2	4D	Wrong NT, no other bid	1NT can be 11/bad12 2NT Good game raise 3D/3H/3S = splinter 3NT = 12-15 5 card Cl support no major	Checkback 2Cl/2Dforcing	
						1Cl-1D-1NT-2D = natural NF	Unassuming cue bids, new suit natural 5+ if unpassed = forcing
1♦		4		Natural	A/A with 4Cl splinter	A/A	

1♥		5	3 Sp	A/A	2NT = Good game raise 16+ Splinter = 11-15 shortage 3NT = 12-15 balanced 4+ support	3Cl/D/Other major = singleton 3 major = 6 cards better than min. No singleton 3NT = balanced 4Cl/D/Other major = void 4 opened major = minimum	Cue bids
1♠		5	3H		A/A	A/A	
INT	15-17	5422			Stayman(4) non promissory 4 suit transfers 2D - 2H = min <4H 2D - 3H = min 4+H 2D -2NT = 4xH or 3xH and no small doubleton 2D - 2Sp/3Cl/3D = 3xH plus small doubleton Sp/Cl/D 2H transfer to Sp as above 2Sp -3Cl 2NT -3D 1NT-3 Cl/D/H/S = 6+ card with slam interest 3NT = 10-15 no 4 major	Break to 2NT if less than 3Cl with 2 top3 honours Break to 3Cl if D as above Cues	
2♣	*	23+ or GF		Any shape	2D = any non positive 2H = less than K 2Sp/3Cl/3D = positive good 5+suit	2NT= 25/26. 3NT = 29/30 Systems on	

2♦		0	5-10	multi 2 way Weak Major or 23-24 NT	2H = Pass or Correct 2Sp = Pass (willing to play 3H) 2NT = enquiry	3Cl = Good weak 2 in H 3D = Good weak 2 in Sp 3H = Poor in H 3Sp = Poor in Sp 3NT = 27-28 4Cl/4D = Void	
2♥		5/5 5/4poss nv	4-10	Lucas	Raise pre emptive 3 Cl = Pass or correct 2NT asks	3Cl = Min with Cl 3D = Min with D 3H = Upper with Cl 3Sp = Max with H +D****	
2♠		A/A	4-10	Lucas	A/A	A/A but spades	
2NT			20-22		3Cl = 5 card stayman	3D= at least 1 4 major 3H/3Sp = 5 major 3Nt = no 4 or 5 major	Responder bids non holding major or 4H with both
					3D/3H = transfer	Break with cue	Retransfer
3♣		6		Weak4+	3Sp= minor suit stayman, slam try, both minors	3NT= no slam interest 4Cl/4D = RKCB in suit bid	14/30
3♦		6		Weak 4+	Natural and forcing		
3♥		6		Weak4+	A/A		
3♠		6		Weak4+	A/A		

3NT		Gamble			4 Clubs pass or correct Other bids to play		
4♣		6H+		Pre empt Nothing outside H to protect Transfer bid			
4♦		6Sp+		Pre empt Nothing outside Sp to protect Transfer bid			
4♥		6H+		Pre empt Something outside H			
4♠		6Sp+		Pre empt Something outside Sp			
4NT	*	Ace asks			Specific Ace ask 5NT = 2		
5♣		Natural				HIGH LEVEL BIDDING	
5♦		A/A				ROPI/DOPi Freely bid game then pass is forcing	
5♥		>6			Asks for 2 top honours, bid 6 with 1, 7 with 2		
5♠		>6			A/A		