

[illegible]

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES
DBL=TAKEOUT	TAKEOUT DOUBLES (Style; Responses; Reopening)
(WK2)-2NT=15-18 (SYSTEM ON)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
(1♣): DBL=♥+♠; 1NT=MINORS	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
	1NT (X=PEN) XX=PENALTY; AFTER (1NT)-DBL, NEXT DBL IS T/O
	DOUBLES ARE T/O EXCEPT IN THESE PENALTY SITUATIONS:
	– DBL OF 1NT OVERCALL AND ALL LATER DBLES
OVER OPPONENTS’ TAKEOUT DOUBLE	
RAISES PRE; 2NT SHOWS LIMIT RAISE OR BETTER	
FIT JUMPS	
REDOUBLE SHOWS PEN INTEREST	
	SPECIAL FORCING PASS SEQUENCES
	IMPORTANT NOTES
	1NT (X=PEN) BIDS NATURAL
	FOURTH SUIT GAME FORCING EXCEPT AT 1-LEVEL
	PSYCHICS:

open ing	Art ific ial	Mi n no of car ds	Ne g Do ubl e thr u	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=10-12 BAL	1♣-1X-1NT-2♣=PUP TO 2♦ (TO PLAY	FIT JUMPS
				OPEN MAJOR WITH 4-4	STRONG JUMP SHIFTS, SPLINTERS	OR INVITATIONAL HAND)	
						1♣-1X-1NT-3♣=TO PLAY	
						1♣-1♥-1NT-2♠=4♠, 4♥, INV	
1♦		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=10-12 BAL		FIT JUMPS
				OPEN MAJOR WITH 4-4	STRONG JUMP SHIFTS, SPLINTERS		
1♥		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♥, GAME FORCING	CHECKBACK OVER 1NT	FIT JUMPS

					STRONG JUMP SHIFTS, SPLINTERS		
1♠		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♠, GAME FORCING	CHECKBACK OVER 1NT AS ABOVE	FIT JUMPS
					STRONG JUMP SHIFTS, SPLINTERS		
1NT			4♦	12-14	2♣=STAYMAN; 2♦=TRF	TRF BREAK WITH SUPPORT (♥/♠)	
					2♥=TRF; 2♠=WEAK MINOR		
					2NT=INV; 3X=NAT, SLAM TRY		
					4♣=GERBER, 4♦=5♥/5♠, NO SLAM		
2♣	Yes		4♦	23+ BAL OR ANY FG	2♦=WAITING; 2NT=10+ BAL		
2♦	Yes			3 way multi	2H=RELAY; 2NT opening hand at least	Pass or 2S= weak 6 card; 2nt = 19-20; 3c or 3d strong	
2♥		6		8 playing tricks	NEW SUIT CONSTRUCTIVE;		
2♠		6		8 playing tricks	NEW SUIT CONSTRUCTIVE;		
2NT				20-22 BAL	3♣=STAYMAN, 3♦/3♥=TRF;		
					3♠=MINOR SUIT STAYMAN; 4♦=5♥/5♠	HIGH LEVEL BIDDING	
3♣		7		6-11	3X=F1; 3NT=T/P	3041 KEYCARD BLACKWOOD	
3♦		7		6-11	3M=F1; 3NT=T/P	CUE BID KINGS AFTER QUEEN ASK	
3♥		7		6-11	3♠=F1; 3NT=T/P		
3♠		7		6-11	3NT=T/P;		
3NT	Yes			GAMBLING	4♣=P/C		
4X		6		PRE-EMPTIVE			
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		7		PRE-EMPTIVE			