

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES	
X = TAKE-OUT. (3H/S) 4C/D (WHETHER JUMP OR NOT) = C/D+OTHER MAJOR.	TAKEOUT DOUBLES (Style; Responses; Reopening)	
	STANDARD	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	SPECIAL FORCING PASS SEQUENCES
	DOUBLES ON 2 LEVEL ARE TAKE-OUT UNLESS AFTER PREVIOUS PENALTY DOUBLE (NOT 1NT X)	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
		PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		OPENING BID. LESS THAN 2C OPENER	2C = INVERTED, GF. 2D/2S = WEAK. 2H = LIMIT RAISE IN C. 3NS=SPLINTER		
1♦		3		OPENING BID. LESS THAN 2C OPENER	2D=INVERTED, GF. 2H= LIMIT RAISE IN D. 2S=WEAK. 3C=INVITATIONAL.3M=SPLINTER		
1♥		5		OPENING BID. LESS THAN 2C OPENER	2NT=GAME FORCE. AGREES M 3C/D = INVITATIONAL, NATURAL 3N = 13-15, 4+H, NO SHORTAGE	AFTER 2N, 3C=15+ 3D/3S/4C= SHORTAGE LESS THAN 15. 3H/ 3NT= GOOD TRUMPS/BAD TRUMPS NO SHORTAGE. LESS THAN 15 .4D/4H/4S = RESPONSE TO KC LESS THAN 15.	
1♠		5		OPENING BID. LESS THAN 2C OPENER	2NT=GAME FORCE. AGREES M 3C/D/H = INVITATIONAL, NATURAL 3N = 13-15, 4+S, NO SHORTAGE	AFTER 2N, 3C=15+ 3D/3H/4C= SHORTAGE LESS THAN 15. 4D/4H=RESPONSE TO KC LESS THAN 15. 3S/ 3NT= GOOD TRUMPS/BAD TRUMPS NO SHORTAGE. LESS THAN 15	

INT			15-17	2C= 4-CARD STAYMAN. 2D/2H/2NT=TRANSFER TO H/S/D. 2S = 5+C OR BALANCED GAME TRY 3C=5-CARD STAYMAN. 3D=5-5M INVITATIONAL. 3H/3S=INVITATIONAL	2D 3M = 4M+5OM 3H=NO4/5 MAJOR. 3D=4M.3S/3N=5S/H	
2♣			GAME FORCE UNLESS OPPOSITE DOUBLE NEG.	2D=WAITING OR NEGATIVE.	2C 2D 3H/S = 4-CARD H/S+ LONGER DIAMONDS	
2♦			WEAK IN MAJOR OR 23-24 BALANCED 4 TH IN HAND=ACOL 2 IN C OR D OR 23-24 BALANCED. 2H ENQUIRY.	2NT=ENQUIRY. 4C=TRANSFER TO YOUR MAJOR. 4M = TO PLAY	3C/D=H/S MORE THAN MIN. 3H/S= H/S MIN.	
2♥			WEAK IN BOTH MAJORS 6- 11, 5+H 8-11 4 TH IN HAND=5H+4S 11-15	2NT=ENQUIRY. 3C/D = TO PLAY 4C/D = NATURAL FORCING	3C= 5H/4S MAX. 3D=5/5 MIN. 3H = 5/5 MAX SHORT C. 3S =5/5 SHORT D. 3NT = 6 GOOD H+5S.4C =6H+5S. 4D = 6S+5H	
2♠	5		5 SPADES + 5 MINOR LESS THAN OPENER 4 TH IN HAND=ACOL 2 – 2NT NEG.	2NT=ENQUIRY.		
2NT			20-22	3C=5-CARD STAYMAN. 3D/3H=H/S. 3S= BID 3NT.3NT=MINORS SLAM TRY 4C/D/H/S = MILD TRY+ WITH H/S/C/D	3H=NO 4/5 MAJOR. 3D=4M. 3S/3N=5S/H 3H 3S = TRANSFER TO 3NT. 3H 3NT = 4H + 5S	3D 4C =4/4M SLAM INTEREST 3D 4D = 4/4M GAME ONLY OR TAKING CONTROL 3D 4H/S = 5C/5D, SLAM TRY
3♣	6		PRE-EMPT	NS=FORCING		
3♦	6		PRE-EMPT	NS=FORCING		
3♥	6		PRE-EMPT	NS=FORCING		
3♠	6		PRE-EMPT	NS=FORCING		
3NT			SOLID MAJOR. NO OUTSIDE KING	4C= TRANSFER TO YOUR MAJOR 4D/M ASKS FOR SHORTAGE IN THAT SUIT 4N ASKS FOR EXTRA LENGTH 5C ASKS FOR SHORT C		
4♣	7		PRE-EMPT			
4♦	7		PRE-EMPT			
4♥	7		PRE-EMPT			
4♠	7		PRE-EMPT			
4NT			BLACKWOOD	5C= NO ACE. 5D/H/S=THAT ACE. 5NT=2 ACES. 6C=C ACE.		
5♣	7		PRE-EMPT		HIGH LEVEL BIDDING	
5♦	7		PRE-EMPT			
5♥	7		PRE-EMPT			

5♠		7		PRE-EMPT		