

	11+ Points Response jump 8+ Reopening: can be weak; jumps are strongish Support Doubles Maximal Doubles	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ X = majors; 1NT = minors; 2♣ = black; 2♦ = red suits	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS After Opps X our NT: If systemic, rdb=8+; if Pen, all bid trfs; 2 Level bid=NF; 2N=Leb, X = takeout. Any bid on 3 level is GF	SPECIAL FORCING PASS SEQUENCES When we have game going values or after a redouble forcing to 3M
OVER OPPONENTS' TAKEOUT DOUBLE Natural After 1M x =2N=M fit Drury if applicable 2C=4/2D=3 card support		IMPORTANT NOTES PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S				
1♦		3	3S				
1♥		5	3S		Note 7		
1♠		5	3S		Note 7		
INT		14+-17		Can contain 5cM/6Cm	Non-promissory Stayman; Note 1		
2♣				Strong	2♦ waiting; kokish		
2♦				Mini Multi (4-8) Note 5	2NT enquiry, new suit forcing		
2♥				6 card M (9-12) Note 6	2NT enquiry, new suit forcing		
2♠				6 card M (9-12) Note 6	2NT enquiry, new suit forcing		
2NT				19+20 – 21; Can contain 5cM/6Cm	3♣ Puppet, 3♦/♥ Transfer; 3♠ minor suit stayman	4m = slam try; mw responses	
3♣				Pre-emptive 6+	New suit = 1 round force	NT=0/1; rebid of own suit=2+; support with 3	
3♦				Pre-emptive 6+	New suit = 1 round force	NT=0/1; rebid of own suit=2+; support with 3	
3♥				Pre-emptive 6+	New suit = 1 round force	NT=0/1; rebid of own suit=2+; support with 3	
3♠				Pre-emptive 6+	New suit = 1 round force	NT=0/1; rebid of own suit=2+; support with 3	

