

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	4NT BY OPPOSITION IF RESPONSE IS DOUBLED IT IS ASKING FOR THAT SUIT TO BE LED	
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♣	X	2		12/21 HCP	5/9 HCP 1 OF LONGEST SUIT OR 1NT		
					10/16 HCP 2 OF OWN SUIT OR 2NT		
1♦		4		12/21 HCP	5/9 HCP WITH SUPPORT 2D OR 1H/S OR 1NT		
					10/16 HCP 3D OR 2 OF OWN SUIT OR 2NT		
1♥		5		12/21 HCP	5/9 HCP 2H WITH SUPPORT OR 1S OR 1NT		
					10/16 HCP 3H OR JUMP IN OWN SUIT OR 2NT		
1♠		5			AS FOR H'S ABOVE		
INT				15/17 POSSIBLE 5 CARD H/S	STAYMAN/PUPPET STAYMAN; TRANSFER		
2♣	X			23 HCP OR LESS IF HAND IS DISTRIBUTIONAL. GAME FORCING	2D WEAK, 6+HCP 2 H/S/NT; 7/9 NT IF BALANCED; 10/11 3NT IF BALANCED		
2♦	X	6		MULTI 2 WEAK MAJORS	2H RELAY; 2NT 16 HCP		
				STRONG MINORS NT19 HCP			
2♥		5		STRONG 8 TRICK HAND	2 D WEAK; 7+ HCP 3H WITH 3 CARD		
					SUPPORT OR OWN 5 CARD SUIT OR 3NT		
2♠		5		STRONG 8 TRICK HAND	2D WEAK; 7+ HCP 3H WITH 3 CARD		
					SUPPORT OR OWN CARD SUIT OR 3NT		
2NT				COULD HAVE 5 CARD MAJOR			
3♣		7		LESS THAN 10 HCP	0/10 HCP PASS, 13+ RAISE TO GAME		
3♦		7		LESS THAN 10 HCP	0/10 HCP PASS, 13+ RAISE TO GAME		
3♥		7		LESS THAN 10 HCP	0/10 HCP PASS, 13+ RAISE TO GAME		
3♠		7		LESS THAN 10 HCP	0/10 HCP PASS, 13+ RAISE TO GAME		
3NT				25 HCP & BALANCED	PASS, STAYMAN OR TRANSFER TO MAJOR		
					OR LOOK FOR SLAM WITH 8+HCP		
4♣		8		STRONG PRE-EMPT	PASS OR BID GAME WITH FIT & POINTS		
4♦		8		STRONG PRE-EMPT	PASS OR BID GAME WITH FIT & POINTS		
4♥		8		STRONG PRE-EMPT	PASS		
4♠		8		STRONG PRE-EMPT	PASS		

4NT							
5♣							
5♦							
5♥							
5♠							