



Double: opening hand, promising 2- cards of bidding suit, 4-4-3 of the other suits Que bid if opp bids major suit: opening hand over 15 HCP , 4cards in the other major NT bid: level 1=16-17 HCP includes stop in bidding suit. Level 2: 17-19 HCP includes 2 stops in bidding suit
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit: 8+ points and 5 cards suit Redouble: 8+ HCP and 4 cards in an unbidden major, includes stop in bidden suit NT: 10-11 HCP , stoppers in bidding suit in level 2. Opening hand in level 3 including 2 stops in bidding suit

natural
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>

<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+		Opening hand 12+HCP, 3+ clubs	2 clubs: 10+ HCP, 5 clubs, no 4 cards major 1 d/h/s 6-9 HCP, 4+ cards 1NT: 6-9 HCP, no 4 cards major		
1♦		3+		Opening hand 12+HCP, 3+ diamonds	2 diamonds: 10+ HCP, 5 diamonds, no 4 cards major		
1♥		5+		Opening hand 12+HCP, 5+ hearts	Bergen raises		
1♠		5+		Opening hand 12+HCP, 5+ spades	Bergen raises		
INT				15-17 HCP, normal distribution	Stayman, transfers in majors and minors 2♠= transfer to ♣ 3♠= transfer to ♦		
2♣	v			23+ HCP or 17+HCP including 6+cards of solid suit	2 diamonds: relay 2 hearts, spades: 8+ HCP, 5 cards of hearts 2nt: 8+ HCP, normal distribution		
2♦		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards diamonds 3 Diamonds: weak hand, 3+ diamonds		

2♥		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards hearts 3 hearts: weak hand, 3+ diamonds	
2♠		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards spades 3 spades: weak hand, 3+ spades	
2NT				20-22 HCP, normal distribution	Stayman, transfers	
3♣		7+		7 clubs, 6-10 HCP	3nt: 2 clubs, stops in every suit	
3♦		7+		7 diamonds, 6-10 HCP	3nt: 2 diamonds, stops in every suit	
3♥		7+		7 hearts, 6-10 HCP	3nt: 2 hearts, stops in every suit	
3♠		7+		7 spades, 6-10 HCP	3nt: 2 spades, stops in every suit	
3NT				7-8 solid minor, 7-10 HCP	4 clubs: pass or correct. No stops in majors	
4♣		8+		8 clubs, 6-10 HCP		
4♦		8+		8 diamonds, 6-10 HCP		
4♥		8+		8 hearts, 6-10 HCP		
4♠		8+		8 spades, 6-10 HCP		
5♣		9+		9 + clubs, 6-10 HCP		<b>HIGH LEVEL BIDDING</b>
5♦		9+		9+ diamonds, 6-10 HCP		
5♥		9+		9+ hearts, 6-10 HCP		
5♠		9+		9+ spades, 6-10 HCP		