

2NT = 2 minors 8+	TAKEOUT DOUBLES (Style; Responses; Reopening)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	9-12 HCP with at least 3 cards in another 3 suits (passed hand)	
Doubles = Optional,	12-15 HCP with at least 3 cards in another 3 suits	
NT bid = 15+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)	
		SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES	Only in 1C opening VS interference , sometimes 1C opener may Make The forcing pass to let the responder tell his value.
1 level bid = natural		
1NT=15-17,2C = 2 Major 4+/4+,2D = 1 suit Major,2H = H + minor		
2S = S + minor,2NT = 2 minors	After Opening 2D -> 2NT (Relay)	
	1C-1D (NEG)	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	1C-POSITIVE -ASKING BID	BLACKWOOD MODIFIED 4NT – 5C 1 or 4 Key Card (KC),
ReDBL10+ non fit, 2NT invite with fit		5D 0 or 3KC, 5H 2 or 5KC Min/No Q, 5S 2 or 5KC Max/+Q
		DEPO
		PSYCHICS: SELDOM

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/		3S	16+ Any	1D 0-7 NEG. 1NT 8+ spade 4+ 1H/2C/2D 8+ 5+cards suit 1S 8+ Bal. 2H/2S/ 8-11 1444/4144 Singleton in suit 2NT 8-11 Singleton in minors 3C /3D/ 3H/ 3S Singleton in Suit below 12+	Bid 4+cards , 1NT 16-18, 2NT 19-21 After positive is asking bid	Pass = Min. 0-3 G Inv. = 4-7 HCP Game = 13-15 HCP Free Bid Force
1D	1		3S	10-15	1H/1S 8+ 4+cards suit 1NT 8-11 No Major,2D 12+ 5+cards 2C 12+ 5+cards 2H/2S/ 3c/3d alpha 2NT Bal.12-15	Suit may be shows stopper in suit / 2NT shows stopper 1D-Jump is Asking bid	
1H		5	3S	10-15	1S 8+ 4+cards suit 1NT 8-11 2NT 12+ 3H+. 3NT 12-14 4333 2C 12+ 0+cards/2D 12+ 5+cards suit 2H 8-11 HCP at least 3+cards support 2S 5-9 S6+cards 3C 10-11/ 3d 7-9 bergen 3S/ 4C/4D Splinter In suit 14+ HCP 3H block 4NT Blackwood	Same as 1D Opening	
1S		5	3S	11-15	Same as 1H Opening	Same as 1H Opening	
1NT				13-15 Bal.	2C 8+ HCP Stayman 2D/2H/2S/2NT TRF		

				May have 5 cards Major or 6 cards minor suit	3C/3D/3H/3S 16+ HCP 5+cards Asking 3NT To play	
2C	/	5	3S	11-15 C6 or C5+M4	4C Ask Ctrl ,4D/4H TRF ,4nt Quantitative 2D Relay	2C-2D-2NT C6 14-15 2C-2D-3C C6 11-13
2D	/	1	3S	Weak M or 16-23 Any 4441	2H/2S/3D 8-10 5 +cards suit 3C 0-7 support in suit 2NT TRF C 2H p/c , 2S Asking	2D-2H-2NT 4441 16-19 3C Ask short 2D-2H-3x 4441 20-23 2D-2S Ask
2H/2S		6	3S	M5+m5+ 5-9	New suit forcing for 1 round	.
2NT	/			5-5 m 5-9	3C p/c 3NT to play , New Suit Forcing	
3C/3D/		6		Pre-emptive	New Suit Forcing	
3H/3S				Rule of 2 and 3	Bid Game – To play	
3NT				Gambling – one solid minor		
4C/4D		6		Pre-emptive		
4H/4S				Rule of 2 and 3		