

OVER OPPONENTS' TAKEOUT DOUBLE
2N is a limit raise or better after 1 Major, preemptive after 1 minor
Transfers after 1 Major - x

IMPORTANT NOTES
PSYCHICS: almost never

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X		3S	Polish	1D neg or intermediate	1C-1D, 2D = artificial game force	
1♦		4	3S	11-17 hcp, 5D unless 4441	2D = 1r+, 3C=mixed raise, 3D preemptive	1C-1M, 2D = 18+hcp, 3+ support	
1♥		5		11-17 hcp	2C may be natural or game forcing raise	1M-2C, 2x-2N is game forcing 4 card raise	Drury, transfers after X
1♠		5		11-17 hcp	3 of lower suit natural, inv. no fit	1M-2C, 2D or 2H-2S is gf 3 card raise	
INT				15-17	1Nt semi forcing		
2♣	x	0		wk 4+4+ majors	Stayman, Jacoby, Texas, smolen, 2S size or C		Lebensohl 2N in comp
2♦	x	0		weak 1 major	2N diamonds or 55m, 3C mod puppet		
2♥	x			weak 1 major	2D asking, 2N asking gf		
2♠	x			weak 1 major	2H, 2S, 3H pass or correct, 2N gf ask		
2♥	x			weak 5H, 4+minor	2N asks		
2♠	x			weak 5S, 4+minor	2N asjs		
2NT	x						
3♣							
3♦							
3♥							
3♠							
3NT				Gambling			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							

HIGH LEVEL BIDDING
