



Take out double up to 3 Spades,any level 4 pre-empt up to 4 H double is optional. 4 S pre-empt double is penalty and 4NT overcall is takeout.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
8 points with 5+ cards should be good suit for the lead
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
6-9 points one level raise in partner's suit
3-5 points with minimum of 4 cards in partner's suit two levels raise
10+ points redouble with or without support in partner's suit

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<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Special doubles against 3NT for certain leads according to the sequence of bidding by opponents all alertable.

<b>SPECIAL FORCING PASS SEQUENCES</b>
No
<b>IMPORTANT NOTES</b>
Will be alerted
<b>PSYCHICS: Rare</b>

OPENING	TI C K I F A R T I F I C I A L	MIN. NO. OF C A R D S	NEG. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	3 Sp	11+	Minimum 6 points with 4 cards of major or 1 NT denying 4 cards in any major	Alertable if special	
1♦		4	3 Sp	11+	Minimum 6 points with 4 cards of major or 1 NT denying 4 cards in any major	Alertable if special	
1♥		5	3 Sp	11+	6-9 on level 1,or 10+ on level 2,or weak jump shift with min 6 cards and 5 points	Alertable if special	
1♠		5	3 H		6-9 on level 1,or 10+ on level 2,or weak jump shift with min 6 cards and 5 points	Alertable if special	
INT		2 c	Dble on any level is penalty		Stayman,transfers to majors and minors	Alertable if special	
2♣	X	Balance d or unbalance d	3 Sp	22+ points or 8-9 Tricks	2D waiting 2H,2S,3C,3D= 8+ Points with 5+ cards		
2♦		6		6-11 points	2NT game going asking for feature		

2♥		6		6-11 points	2NT game going asking for feature		
2♠		6		6-11 points	2NT game going asking for feature		
2NT		Balance d		20-21 points	Stayman & transfers to majors		
3♣	6						
3♦	6						
3♥	6						
3♠	6						
3NT	7			gambling			
4♣	7						
4♦	7						
4♥	7						
4♠	7						
4NT	x			Asking for aces			
5♣	8					<b>HIGH LEVEL BIDDING</b>	
5♦	8					Usually pre-empt	
5♥	8						
5♠	8						