

SPECIAL DOUBLES (Describe)

Negative → 2♠

SIMPLE OVERCALL

8 to 16 HCP

Cuebid is: One-Round Force

JUMP OVERCALL

Preemptive

OVER OPP'S TAKEOUT DOUBLE

New Suit Force 1-level

Other 2NT = Limit Raise or Better over Majors & Minors

OPENING PREEMPTS

3-bids X Sound X Light equal or unfavorable vul. favorable vul.

Psychics: Very Rare

SLAM CONVENTIONS

Gerber X Over 1NT & 2NT openings, responses, rebids

Blackwood X Grand Slam Force X

After Interference over 4♣ or 4 NT X Double = 0,

Pass = 1, Next Suit = 2, Etc.

Defenses vs. Opp's Conventions SOS Redoubles

DEFENSIVE CARD PLAY

Opening lead vs. SUITS: 4th best X

K Q x Q J x J 10 x 10 9 x K J 10 x K 10 9 x Q 10 9 x
x x x x x x x x x x x x x x A K x

Opening lead vs. NT: 4th best X

A K J x A Q J x A J 10 9 A 10 9 8 K Q J x K Q 10 9
K J 10 9 K 10 9 8 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x
x x x x x x x x x x x x x x

A high discard encourages; low discourages.
Standard Count Signals

Names

Pair #

ACBL STANDARD YELLOW CARD

Strong Forcing Opening: 2♣

NOTRUMP OPENING BIDS

1 NT 15 to 17 HCP 2 NT 20 to 21 HCP
2♣ Non-Forcing Stayman 3 NT 25 to 27 HCP

Transfers: Jacoby for majors over 1, 2 and 3 NT (on over dbls.)

2♠ forces 3♣ (for signoff in either minor)

1 NT - 3♣/3♦ Is Game Invitational; 1 NT - 3♥/3♠ Is Slam Invitational

MAJOR OPENINGS

Normally Five-Card Majors

RESPONSES:

2 NT = Forcing Raise (Jacoby)
Double Raise = Limit (10-11 pts.)
Double Raise = Preemptive Over Double

MINOR OPENING

Length Promised

1♣ 3+
1♦ X X

RESPONSES:

Double Raise = Limit (10-12 pts.)
Double Raise = Preemptive Over Double

1 NT/1♣ or 1♦ 6 to 10 HCP
2 NT/1♣ or 1♦ 13 to 15 HCP
3 NT/1♣ or 1♦ 16 to 18 HCP

2♣ STRONG Describe 22+ Balanced Points or 9+ Tricks

2♠ Conventional Response 2♦ Artificial,

May be waiting lacking a good suit

5 to 11 HCP Normally a good 6 card suit

2♦ WEAK RONF

2♥ WEAK if maximum

2♠ WEAK requests feature

**Be Courteous -
Opponents May Just
Be Friends We
Haven't Met Yet!**

