

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 Sound Light
equal or unfavorable vul. favorable vul.

Psychics: **Very Rare**

SLAM CONVENTIONS

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

Blackwood Grand Slam Force

After Interference over 4♣ or 4 NT Double = 0, Pass = 1, Next Suit = 2, Etc.

Defenses vs. Opp's Conventions SOS Redoubles

DEFENSIVE CARD PLAY

Opening lead vs. SUITS: 4th best

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

Opening lead vs. NT: 4th best

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

A high discard encourages; low discourages.

Standard Count Signals

DIRECT NT OVERCALLS

1NT 15 to 18 HCP

2♣ = Stayman

Other Other Systems Off

Unusual 2 NT = 2 Lowest Unbid

OVER OPPONENT'S NT

2♣ shows ♣ 2♦ shows ♦
2♥ shows ♥ 2♠ shows ♠

VS. OPP'S OPENING PREEMPTS

Dbl. Is Takeout Wk. 3s Takeout
Wk. 2s

2 NT/ Weak 2 = 16-19 HCP Bal.

DIRECT CUEBID

Two Suits Michaels
(5-5) or Longer

Natural In either suit if opponents have bid 2 suits

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 dbles.)

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♦

RESPONSES:

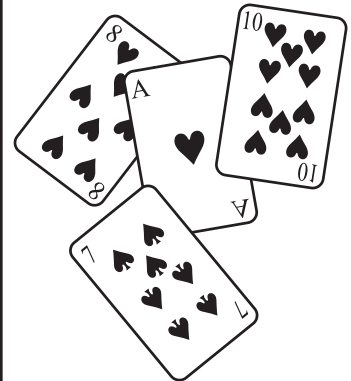
Double Raise = Limit (10-12 pts.)
Double Raise = Preemptive
Over Double

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

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



Describe 22+ Balanced Points or 9+ Tricks

2♣ STRONG 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 Conventional Response: 2 NT if maximum

2♠ WEAK requests feature