

SPECIAL DOUBLES

Negative□: thru _____

SIMPLE OVERCALL

1 level 10 to up HCP (usually)
often 4 cards□ very light style□

Responses

New Suit: Forcing☒ Non-Forcing□

JUMP OVERCALL

Strong□ Intermediate□ Weak☒

OPENING PREEMPTS

Sound Light Very Light
3/4-bids

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS Gerber☒: 4NT: Blackwood☒

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
X X	X X X X
X X X	X X X X X
A K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 x

LENGTH LEADS:

4th Best vs SUITS☒ vs NT☒

Primary signal to partner's leads

Attitude☒ Count□

NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on*□

* Use same as over Opening 1NT

Balancing: _____ to _____

Jump to 2NT: Minors□ 2 Lowest□

DEFENSE VS NOTRUMP

vs:

2♣

2♦

2♥

2♠

NATURAL

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level☒ 2 level□

Jump Shift: Forcing□ Inv.□ Weak☒

NAMES _____

GENERAL APPROACH



STANDARD AMERICAN

FORCING OPENING: 2♣☒

Other□ _____

NOTRUMP OPENING BIDS

15

1NT to 17

to _____

3♣

FORCING

3♦

3♥

3♠

2NT 20 to 21

3NT 26 to 27

2♣ Stayman☒

2♦ Transfer to ♥☒

2♥ Transfer to ♦☒

4♦, 4♥ Transfer□

Other _____

MAJOR OPENING

Expected Min. Length 4 5

1st/2nd

3rd/4th

Expected Min. Length 4 3 0-2 Conv

1♣

1♦

RESPONSES

Double Raise: Force□ Inv.☒ Weak☒

After Overcall: Force□ Inv.☒ Weak□

RESPONSES

Double Raise: Force□ Inv.☒ Weak☒

After Overcall: Force□ Inv.☒ Weak□

Other _____

1NT/1♣ 6 to 10

Other _____

DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Standard is defined as:

ATTITUDE is generally used when following to partner's lead or discarding. Playing a high card says you like the suit; playing a low card says you don't.

COUNT is usually applied when following to declarer's lead. Playing a high card first and then a low card (high/low) shows an even number of cards in the suit and playing a low card first then a high card (low/high) shows an odd number of cards in the suit.

2♣ to HCP

Strong☒

DESCRIBE

RESPONSES/REBIDS

2D WAITING

2♦ 6 to 11 HCP

Weak□

2NT Force☒

2♥ 6 to 11 HCP

Weak□

2NT Force☒

2♠ 6 to 11 HCP

Weak□

2NT Force☒

OTHER CONVENTIONAL CALLS:

SPECIAL CARDING



PLEASE ASK

When attention is called to an irregularity — please call the Director.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N NONE								19	S E-W							
2	E N-S								20	W BOTH							
3	S E-W								21	N N-S							
4	W BOTH								22	E E-W							
5	N N-S								23	S BOTH							
6	E E-W								24	W NONE							
7	S BOTH								25	N E-W							
8	W NONE								26	E BOTH							
9	N E-W								27	S NONE							
10	E BOTH								28	W N-S							
11	S NONE								29	N BOTH							
12	W N-S								30	E NONE							
13	N BOTH								31	S N-S							
14	E NONE								32	W E-W							
15	S N-S								33	N NONE							
16	W E-W								34	E N-S							
17	N NONE								35	S E-W							
18	E N-S								36	W BOTH							

FOR YOUR INFORMATION

1. The convention card can help you plan your own game and understand your opponents'. The convention card reflects what you and your partner have agreed to play.
2. Regulations require that your opponents provide you with enough information to fully understand any convention or treatment they are playing. If you have a question and don't seem to be able to understand the answer, call the director to help you.



American Contract Bridge League

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