

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 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 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:

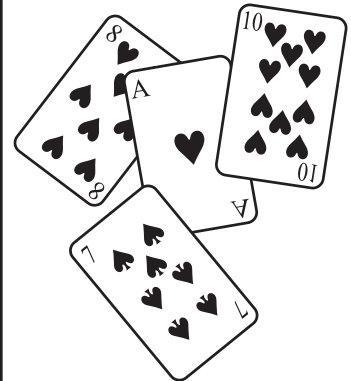
Double Raise = Limit (10-12 pts.)
Double Raise = Preemptive
Over Double

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

Dir.	Vul.	Bd. No.	vs.	Contract & Declarer	Plus	Minus	Pts. Est.	Pts.	Bd. No.	Dir.	Vul.	Bd. No.	vs.	Contract & Declarer	Plus	Minus	Pts. Est.	Pts.	Bd. No.
N	None	1							33	S	N-S	15							47
E	N-S	2							34	W	E-W	16							48
S	E-W	3							35	N	None	17							49
W	Both	4							36	E	N-S	18							50
N	N-S	5							37	S	E-W	19							51
E	E-W	6							38	W	Both	20							52
S	Both	7							39	N	N-S	21							53
W	None	8							40	E	E-W	22							54
N	E-W	9							41	S	Both	23							55
E	Both	10							42	W	None	24							56
S	None	11							43	N	E-W	25							57
W	N-S	12							44	E	Both	26							58
N	Both	13							45	S	None	27							59
E	None	14							46	W	N-S	28							60

INTERNATIONAL MATCH POINT SCALE

Diff In Pts.	I.M.P.	Diff In Pts.	I.M.P.	Diff In Pts.	I.M.P.
20 — 40 1	370 — 420 9	1500 — 1740 17
50 — 80 2	430 — 490 10	1750 — 1990 18
90 — 120 3	500 — 590 11	2000 — 2240 19
130 — 160 4	600 — 740 12	2250 — 2490 20
170 — 210 5	750 — 890 13	2500 — 2990 21
220 — 260 6	900 — 1090 14	3000 — 3490 22
270 — 310 7	1100 — 1290 15	3500 — 3990 23
320 — 360 8	1300 — 1490 16	4000 and up 24

N	Both	29																	61
E	None	30																	62
S	N-S	31																	63
W	E-W	32																	64