

**SPECIAL DOUBLES**

Negative : thru \_\_\_\_\_

**NOTRUMP OVERCALLS**

**Direct:** \_\_\_\_\_ to \_\_\_\_\_ Systems on\*

\* Use same as over Opening 1NT

**Balancing:** \_\_\_\_\_ to \_\_\_\_\_

Jump to 2NT: Minors  2 Lowest

**SIMPLE OVERCALL**

1 level \_\_\_\_\_ to \_\_\_\_\_ HCP (usually often 4 cards  very light style

**Responses**

New Suit: Forcing  Non-Forcing

**DEFENSE VS NOTRUMP**

vs: \_\_\_\_\_  
 2  \_\_\_\_\_  
 2  \_\_\_\_\_  
 2  \_\_\_\_\_  
 2  \_\_\_\_\_

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level

Jump Shift: Forcing  Inv.  Weak

**OPENING PREEMPTS**

Sound Light Very Light

3/4-bids

**DIRECT CUEBID**

OVER: Minor Major

Natural    
 Strong T/O    
 Michaels

**VS Opening Preempts Double Is**

Takeout  thru \_\_\_\_\_ Penalty

Conv. Takeout: \_\_\_\_\_

NAMES \_\_\_\_\_



**GENERAL APPROACH**

**FORCING OPENING:** 2  Other  \_\_\_\_\_

**NOTRUMP OPENING BIDS**

1NT \_\_\_\_\_ to \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 3  \_\_\_\_\_  
 3  \_\_\_\_\_  
 3  \_\_\_\_\_  
 3  \_\_\_\_\_

2NT \_\_\_\_\_ to \_\_\_\_\_

3NT \_\_\_\_\_ to \_\_\_\_\_

2  Stayman

2  Transfer to

2  Transfer to

4  , 4  Transfer

Other \_\_\_\_\_

**MAJOR OPENING**

Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

**RESPONSES**

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak

Other \_\_\_\_\_

**MINOR OPENING**

Expected Min. Length 4 3 0-2 Conv  
 1      
 1

**RESPONSES**

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak

1NT/1  \_\_\_\_\_ to \_\_\_\_\_

Other \_\_\_\_\_

**SLAM CONVENTIONS**

Gerber : 4NT: Blackwood

**LEADS** (circle card led, if not in bold)

versus Suits

versus Notrump

<b>X</b> <b>X</b>	<b>X</b> <b>X</b> <b>X</b> <b>X</b>	<b>X</b> <b>X</b>	<b>X</b> <b>X</b> <b>X</b> <b>X</b>
<b>X</b> <b>X</b> <b>X</b>	<b>X</b> <b>X</b> <b>X</b> <b>X</b> <b>X</b>	<b>X</b> <b>X</b> <b>X</b>	<b>X</b> <b>X</b> <b>X</b> <b>X</b> <b>X</b>
<b>A</b> <b>K</b> <b>x</b>	<b>T</b> <b>9</b> <b>x</b>	<b>A</b> <b>K</b> <b>J</b> <b>x</b>	<b>A</b> <b>Q</b> <b>J</b> <b>x</b>
<b>K</b> <b>Q</b> <b>x</b>	<b>K</b> <b>J</b> <b>T</b> <b>x</b>	<b>A</b> <b>J</b> <b>T</b> <b>9</b>	<b>A</b> <b>T</b> <b>9</b> <b>x</b>
<b>Q</b> <b>J</b> <b>x</b>	<b>K</b> <b>T</b> <b>9</b> <b>x</b>	<b>K</b> <b>Q</b> <b>J</b> <b>x</b>	<b>K</b> <b>Q</b> <b>T</b> <b>9</b>
<b>J</b> <b>T</b> <b>9</b>	<b>Q</b> <b>T</b> <b>9</b> <b>x</b>	<b>Q</b> <b>J</b> <b>T</b> <b>x</b>	<b>Q</b> <b>T</b> <b>9</b> <b>x</b>
<b>K</b> <b>Q</b> <b>T</b> <b>9</b>		<b>J</b> <b>T</b> <b>9</b> <b>x</b>	<b>T</b> <b>9</b> <b>x</b> <b>x</b>

**LENGTH LEADS:**

4th Best vs SUITS  vs NT

**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.

**Primary signal to partner's leads**

Attitude  Count

**SPECIAL CARDING**

**PLEASE ASK**

	DESCRIBE	RESPONSES/REBIDS
2 <input type="checkbox"/> _____ to _____ HCP Strong <input type="checkbox"/>	_____	_____
2 <input type="checkbox"/> _____ to _____ HCP Weak <input type="checkbox"/> Strong <input type="checkbox"/>	_____	2NT Force <input type="checkbox"/>
2 <input type="checkbox"/> _____ to _____ HCP Weak <input type="checkbox"/> Strong <input type="checkbox"/>	_____	2NT Force <input type="checkbox"/>
2 <input type="checkbox"/> _____ to _____ HCP Weak <input type="checkbox"/> Strong <input type="checkbox"/>	_____	2NT Force <input type="checkbox"/>

**OTHER CONVENTIONAL CALLS:**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 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**

2990 Airways Blvd.  
 Memphis TN 38116  
 Visit us at [www.acbl.org](http://www.acbl.org)