

SPECIAL DOUBLES

Negative : thru _____

NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on*
* Same as over opening 1NT

Jump to 2NT: Minors 2 Lowest

SIMPLE OVERCALL

1 level 6 to up HCP (usually)
often 4 cards very light style

Responses

New Suit: Forcing Non-Forcing

DEFENSE VS NOTRUMP

vs: _____
2♣ _____
2♦ _____
2♥ _____
2♠ _____
NATURAL

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

VS Opening Preempts Double Is

Takeout thru _____ Penalty

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 X	X X X X X	X X X	X X X X X
A K x	T 9 x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT

Primary signal to partner's leads

Attitude Count

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.

SPECIAL CARDING

PLEASE ASK

NAMES _____



GENERAL APPROACH

STANDARD AMERICAN

FORCING OPENING: 2♣ Other

NOTRUMP OPENING BIDS

15 1NT to 17
to _____
3♣ _____
3♦ _____
3♥ _____
3♠ _____
FORCING

2NT 20 to 21 *

* Use same as over opening 1NT

3NT 25 to 27

2♣ Stayman

2♦ Transfer to ♥

2♥ Transfer to ♠

2NT Inv.

Other _____

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
1NT 6 to 10
2NT 11 to 12
3NT 13 to 15

Other _____

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

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

1NT/1♣ 6 to 10
2NT 11 to 12
3NT 13 to 15

Other _____

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22</u> to <u>+</u> HCP Strong <input checked="" type="checkbox"/>		2D WAITING
2♦ <u>5</u> to <u>10</u> HCP Weak <input checked="" type="checkbox"/> Strong <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Weak <input checked="" type="checkbox"/> Strong <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Weak <input checked="" type="checkbox"/> Strong <input type="checkbox"/>		2NT Force <input checked="" 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. This convention card reflects what you and your partner have agreed to play. Both you and your partner should have identically completed cards on the table available for the opponents to look at.
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 understand the answer, call the director to help you.



American Contract Bridge League

Visit us at www.acbl.org

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