

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

DIRECT NT OVERCALLS
 1NT 15 to 18 HCP
 2♣ = Stayman

Other Systems On
 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 Takeout
 Wk. 2s Wk. 3s
 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

SLAM CONVENTIONS

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

Blackwood Grand Slam Force

After Interference over 4♣ or 4 NT Double = O,
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 x 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 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

A high discard encourages; low discourages.
 Standard Count Signals

Names _____ Pair # _____

SIMPLE 2-OVER-1 PINK CARD

2-Over-1: Forcing to Game 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 dbls.)
 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:
 1 NT = Forcing 1 Round
 2 NT = Forcing Raise (Jacoby)
 Double Raise = Limit (10-11 pts.)
 Double Raise = Preemptive
 Over Double

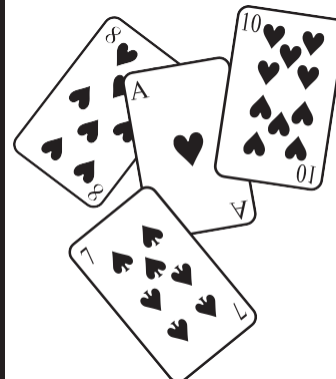
MINOR OPENING
 Length Promised

3+
 1♣
 1♦

RESPONSES:

Double Raise = Limit (10-12 pts.)
 Double Raise = Preemptive
 Over Double
 1 NT/1♣ or 1♦ 6 to 9 HCP
 2 NT/1♣ or 1♦ 10 to 12 HCP
 3 NT/1♣ or 1♦ 13 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 requests feature

2♠ WEAK if maximum

Pair No.

Pairs Personal Scorecard

BD #	DLR	VUL	VS	CONTRACT & DECLARER	SCORE		PTS EST	PTS
					PLUS	MINUS		
1	N	None						
2	E	N-S						
3	S	E-W						
4	W	Both						
5	N	N-S						
6	E	E-W						
7	S	Both						
8	W	None						
9	N	E-W						
10	E	Both						
11	S	None						
12	W	N-S						
13	N	Both						
14	E	None						

BD #	DLR	VUL	VS	CONTRACT & DECLARER	SCORE		PTS EST	PTS
					PLUS	MINUS		
15	S	N-S						
16	W	E-W						
17	N	None						
18	E	N-S						
19	S	E-W						
20	W	Both						
21	N	N-S						
22	E	E-W						
23	S	Both						
24	W	None						
25	N	E-W						
26	E	Both						
27	S	None						
28	W	N-S						

**When attention is called
to an irregularity -
CALL THE DIRECTOR**

INTERNATIONAL MATCH POINT SCALE

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