

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 equal or unfavorable vul. Light favorable vul.

Psychics: Very Rare

SLAM CONVENTIONS
 Gerber Over 1NT & 2NT openings, responses, rebids
 Blackwood Grand Slam Force
 After interference over 4♣ or 4NT 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 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 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. 2s Wk. 3s Takeout
 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 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:
 2 NT = Forcing Raise (Jacoby)
 Double Raise = Limit (10-11 pts.)
 Double Raise = Preemptive Over Double

MINOR OPENING
 Length Promised
 1♣ 3+
 1♦ 3+
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