



SPECIAL DOUBLES

Negative : thru _____

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on*

* Use same as over Opening 1NT

Balancing: _____ to _____

Jump to 2NT: Minors 2 Lowest

NAMES _____

GENERAL APPROACH

FORCING OPENING: 2♣ Other _____

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♠ _____

NOTRUMP OPENING BIDS

1NT to _____
3♣ _____
3♦ _____
3♥ _____
3♠ _____

2NT _____ to _____

3NT _____ to _____

2♣ Stayman

2♦ Transfer to ♥

2♥ Transfer to ♠

4♦, 4♥ Transfer

Other _____

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: _____

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

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**

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

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