

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
 Sound Light
 3-bids

Psychics: **Very Rare**

DIRECT NT OVERCALLS
 1NT 15 to 18 HCP
 2♣ = Stayman
 Other Other Systems Off
 Unusual 2 NT = 2 Lower 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 3rd and 5th 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
Must mark card led: x x x x x x x x A K x
Opening lead vs. NT: 4th best 3rd and 5th 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
Must mark card led: x x x x x x x x
 A high discard encourages; low discourages.
 Frequent Count Signals Yes No

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 (10-12 pts.)
 Double Raise = Preemptive Over Double

MINOR OPENING
 Length Promised
 4+ 3+
 1♣
 1♦

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 17 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

Dir.	Vul.	Bd. No.	vs.	Contract & Declarer	Plus	Minus	Pts. Est.	Pts.	Bd. No.	Dir.	Vul.	Bd. No.	vs.	Contract & Declarer	Plus	Minus	Pts. Est.	Pts.	Bd. No.
N	None	1							33	S	N-S	15							47
E	N-S	2							34	W	E-W	16							48
S	E-W	3							35	N	None	17							49
W	Both	4							36	E	N-S	18							50
N	N-S	5							37	S	E-W	19							51
E	E-W	6							38	W	Both	20							52
S	Both	7							39	N	N-S	21							53
W	None	8							40	E	E-W	22							54
N	E-W	9							41	S	Both	23							55
E	Both	10							42	W	None	24							56
S	None	11							43	N	E-W	25							57
W	N-S	12							44	E	Both	26							58
N	Both	13							45	S	None	27							59
E	None	14							46	W	N-S	28							60

INTERNATIONAL MATCH POINT SCALE

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

N	Both	29																	61
E	None	30																	62
S	N-S	31																	63
W	E-W	32																	64