This is the system of bidding and carding agreements taught by Richard Pavlicek. Only the most basic conventions (Stayman, strong artificial 2♦ bid, weak two-bids, negative doubles, Blackwood & Gerber) are included although others may be added as desired. The outline follows the ACBL convention card.

**General Approach**
Standard with 5 Card Majors
Strong forcing opening: 2♦

**Notrump Opening Bids**
1 NT = 15-17 HCP
2♦ = Stayman; if followed by:
   - 2♥ or 2♠ = invitational
   - 3♦ or 3♣ = game forcing
3♦ or 3♣ = weak (requires alert)

After a double:
   - all suit bids are natural to play
After an overcall:
   - all doubles are penalty
   - cue-bid of real suit = Stayman
2 NT = 20-22 HCP
   - 3♦ = Stayman
3 NT = 25-26 HCP
   - 4♦ = Stayman

**Major Openings**
5+ cards
Double raise = forcing (limit in competition)
1 NT = 6-10
2 NT = 13-16 (11-12 in comp.)
3 NT = 17-18

**Minor Openings**
3+ cards
Double raise = forcing (limit in competition)
1 NT = 6-10
2 NT = 13-16 (11-12 in comp.)
3 NT = 17-18

**Two-Club Opening**
Strong (usually 23+) and artificial
2♦ = 0-7 HCP
Other responses = 8+ HCP; natural

**Weak Two-Bids**
5-11 HCP; 6 cards (or strong 5)
2 NT only force; asks for feature if not minimum

**Other Conventional Calls**
Responder’s 2nd round jumps game forcing by unpassed hand
Two-over-one response shows 11+ points and promises a rebid (if below game)

**Special Doubles**
Negative through 4♦

**Direct Notrump Overcalls**
1 NT = 15-18 HCP (10-15 in passout)
   - Respond as to 1 NT opening
2 NT nonjump = 16-19 (14-17 in passout)
   - Respond as to 2 NT opening
2 NT jump = unusual for two lower unbid suits
3 NT = natural; may have 6+ card minor; all responses natural (except a cue-bid)

**Simple Overcall**
Typically 8-17 HCP
Simple response = 8-11
Jump response = invitational
Cue-bid response = game forcing

**Vs. All Notrump Openings**
Double = 14+ HCP (optional)
All suit bids = natural

**Jump Overcall**
Weak (like a weak two-bid or preemptive opening)
Respond as to same opening

**Over Opp’s Takeout Double**
New suit = nonforcing
Jump raise = 8-10 points; 4+ trumps
Redouble = 10+ HCP or 11+ support points

**Opening Preempts**
Light; based on rule of 2, 3 or 4

**Vs. Enemy Preempts**
Double = takeout through 4♦
Double of 4♥, 4♠, 5♦ or 5♣ = optional
4 NT over 4♠ = all suit takeout
4 NT over any other major bid = minors

**Psychics**
Rare (never initial actions)

**Direct Cue-bid**
Strong (equal to 2♦ opening)

**Slam Conventions**
Gerber 4♣/♣%155♣ (must be a jump after partner bid notrump)
Blackwood 4 NT

**Opening Leads vs. Suits**
Fourth best
Low from three small
King from A-K (except doubleton)
Standard honor leads

**Opening Leads vs. Notrump**
Fourth best
High from three small
Ace asks for unblock or count
Standard honor leads

**Signals**
Attitude when partner leads
Count when declarer leads