Special Doubles
Neg → 4 ♦ (4 ♠ after minor)
Resp → 2 ♠ (3 ♠ if maj raise)
Competitive → 3 ♠
Maximal if no GT avail

Direct NT Overcalls
1 NT = 15-18 (system on)
2 NT (jump) = 2 lowest
3 NT to play (system off)
Balancing 1 NT = 10-15

Simple Overcall
Typically 8-17 HCP
Cue-bid 1-round force
Jump raise weak
Jump cue = LR (4+)

Vs. All NT Openings
Dbll = good hand (optional)
2 ♠ = hearts + other
2 ♡ = spades + other
2 NT = majors or minors

Jump Overcall
Weak, based on vul (respond as to opening)
Jump Q = good 1-suiter
(any suit but cue)

Over Opp’s T/O Dbll
New suit force at 1 level
Redouble implies no fit
Jump shift/raise = weak
2 NT = limit with fit

Opening Preempts
Light, usu Rule of 2-3-4
4 NT or 5 NT = minors

Vs. Enemy Preempts
Takeout double → 4 ♦
Optional double 4 ♦ →
Cue = highest + other
4 ♠/♦ jump + low major

Psychics
Never initial actions
Occasional tactical bids

Direct Cue-bid
Michaels weak or strong
3 level = good 1-suiter

Slam Conventions
Gerber (must be jump)
Roman key-card BW
DOPI (DEPO at 6 level)

Defensive Card Play
Opening lead Suits: Odd → low, Even → 2nd or 3rd
A K x K Q x Q J x J 10 x 10 9 x K J 10 x
K 10 9 x Q 10 9 x xxx xx xx xx xx

Opening lead NT: 4th best (or 2nd from bad suit)
A K J x A Q J x A J 10 9 A 10 9 8 K Q 10 9 x
K Q J x K J 10 9 K 10 9 8 Q J 10 x Q 10 9 8
J 10 9 x 10 9 8 x xxx xx xx xx x

Std signals, mainly count 10 after T1 shows A/K/Q
Suit preference at T1 if 3rd hand showed 5+ cards

Names Richard Pavlicek and Wenjia Yan

General Approach
Eastern Scientific (Pavlicek version) 7-21-20
Forcing openings: 2 ♠, 3 NT ace ask

Notrump Opening Bids
1 NT = 15 to 17 HCP 2 NT = 20 to 22 HCP
2 ♠ = Stayman (3 NT = 9+ tricks 1-suiter
Jacoby, Texas, Smolen
2 NT = clubs, 3 ♠ = diamonds
2 ♡ = minors, 3 ♠ = majors
Neg double 3 level
3 ♡ or 3 ♠ = splinter Lebensohl (direct denies)
System on after double
Redouble = rescue

Major Openings
5+ cards (good 4 in 3rd/4th)
Double raise* = limit
1 NT = 6-14 (forcing)
2 NT = 15+ HCP
3 NT bal raise, splinters
2-over-1 GF unless rebid
Two-way reverse Drury

Minor Openings
3+ cards (better if 3-3)
Double raise* = weak
Single raise* = 10+
1 NT = 6 to 10 HCP
2 NT = 15+ HCP
3 NT = 13 or 14 HCP
*also after overcall

2 ♠ Strong, artificial, forcing
Kokish
2 ♠ 0-4 or 8+, 2 ♡ 5-7, 2 ♠ any suit with 2/3

2 ♠ 5 to 10 HCP, 5+ diamonds
2 NT only force
3 ♠ only 5, 3 ♡/♠ stop, 3 NT no major stop

2 ♡ 5 to 10 HCP, 5+ hearts
2 NT only force
3 ♠ only 5, 3 ♡ avg or max, 3 ♡ natural

2 ♠ 5 to 10 HCP, 5+ spades
2 NT only force
3 ♠ only 5, 3 ♡ avg or max, 3 ♡ natural

Other Conventional Calls
New minor forcing Eastern cue-bid
3rd and 4th suit forcing Invisible cue-bid
Weak jump shift responses Preemptive reraises
Lebensohl (vs weak twos only) Relay major game try
1 m 1 NT raise = majors