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

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

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

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

Psychics
Never initial actions
Occasional tactical bids

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

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

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

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

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

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

Notrump Opening Bids
1 NT = 15 to 17 HCP
2 ♠ = Stayman
3 NT = 9+ tricks 1-suiter
3 ♠ = minors, 3 ♠ = majors
Neg double 3 level
3 ♦ or 3 ♠ = splinter
Lebensohl (direct denies)
System on after double

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

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

Names
Richard Pavlicek and Walter Lee

General Approach
Eastern Scientific (Pavlicek version) 7-21-20
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