Revised Eastern Scientific Card  
by Richard Pavlicek

This is the convention card used by Richard Pavlicek and Timo Erkoc.

Edition date is shown in the “General Approach” box.

To detach the card from this sheet, make one cut exactly 8 inches from the right side to produce a standard-sized card 8 inches × 8.5 inches.

### 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

### 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 10 x
- K 10 9 x  Q 10 9 x  x x 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 x

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

### 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

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

### PSYCHICS
- Never initial actions
- Occasional tactical bids

### Notrump Opening Bids
- 1 NT = 15 to 17 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
- 2 ♠ 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

### 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