System Notes 7G39

Pavlicek System (short) by Richard Pavlicek

An abbreviated version of the Pavlicek System for casual partnerships

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**General Approach**

Eastern Scientific

Strong forcing opening: 2 ♠

**Notrump Opening Bids**

1 NT = 15-17 HCP

2 ♠ = Stayman. Then if followed by:
   2 ♥ = weak (correctable); at least 4-4 majors
   2 ♠ over 2 ♦ = sign-off
   2 ♠ over 2 ♥ = exactly 4 spades (checkback); F
   2 NT = invitational; no major-suit interest
   3 ♠ or 3 ♥ = game forcing
   3M over 2 ♦ = Smolen (also after 2 NT)
   3 other major over 2 M = artificial slam try with fit
   4X over 2M = splinter

Jacoby transfer

2 ♠ = both minors; invit+ (2 NT or 3m rejects)

Minor-suit transfers (2 NT = clubs; 3 ♠ = diamonds)
   Must be one-suited hand (weak or GF)
   New suit rebid = splinter

3 ♦ = 5-5 majors; GF (opener sets strain)

3 ♥ or 3 ♠ = splinter (3-suiter); slam try

Texas transfer (also in competition thru 3 ♠)

After a double: System on; rdbl forces 2 ♠ to rescue

Lebensohl (direct denies)

Negative double at 3 level (also after 2 NT)

2 NT = 20-22 HCP
   Jacoby; Texas; 3 ♠ = both minors slam try

3 NT = good 1-suiter; 9+ tricks; 11+ HCP; F
   4 ♠ = 1 ace; opener may then ask with 4 ♦:
      4 ♥ nothing extra; 4 ♠ something; 4 NT lots
   4 ♦ = no ace (assumed) or 2 (must bid again); F
   4 ♥, 4 ♠ = natural, 7+ (strong 6); at most 1 ace; NF

Over a double:
   Pass = no likely trick (can stop in 4 ♠ or 4 ♦)
   Rdbl = 1 ace + defensive values
   Other = same (but aceless 4 ♦ has something)

Over a bid:
   Pass = nondescript (opener must bid to 4; may 5)
   Dbl = penalty (trump stack)
   Cheapest suit = 1 ace (opener corrects if not suit)
   4 NT = 2 aces (slam likely); F

**Major Openings**

5+ cards; may be strong 4 cards in 3rd/4th if light

1 NT = 6-14 (forcing)

Two-over-one GF unless responder rebids same suit

2 NT = 15+ natural (11-12 in competition)

Double raise = limit (also after overcall)

3 NT = forcing raise; no splinter; max of 14 HCP

Splinter bids (in competition must be a jump cue)

Preemptive reraises

Relay game try (2 ♠ or 2 NT) then dummy bids:
   New suit (2 NT = spades) = 3+ cards w/K or Q
   Opener may relay again, then:
      3 of major = minimum
      3 of major = minimum
   Raise of relay = maximum; flat; suggests 3 NT
   4 of major = maximum

All game tries must begin with the relay, so a new suit at 3 level (including a jump to 3 ♠) is a natural slam try. Relay game try applies any time we raise a major from 1 to 2 (unless an opponent bids after our raise).

Two-way reverse Drury (2 ♠ 3 trumps, 2 ♣ 4+)
   Opener’s cheapest rebid = very mild interest
   Bids past 2 of major same as after single raise (relay game try still applies)

**Minor Openings**

3+ cards

Inverted minor raises (also in competition)

1 NT = 6-10

2 NT = 15+ (11-12 in competition)

3 NT = 13-14

2 ♠ over 1 ♦ = 11+ points, then:
   2 ♠ = artificial; any minimum, then:
      2 NT or 3 ♠ = natural; NF
      Other = natural; GF
   Other = natural; GF

After a 1 NT overcall, raise = artif.; weak major T/O
Two-Club Opening

Strong (typically 23+) and artificial
2♦ = 0-4 HCP (presumed) or 8+ or an A+K
2♥ = artif; 5-7 HCP or an ace
2♠ = artif; any 5 card suit with 2 of top 3 honors
2NT = artif; any 5 card suit with AKQ
3X = natural; 6 cards with 2 of top 3 honors

Opener's 2♥ rebid forces 2♠ (Kokish)
Responder's cheapest rebid over a suit is waiting
All doubles are penalty (2 or 3 level is trump stack)

Weak Two-Bids

5-10 HCP; 5 or 6 cards; undisciplined but sensible

New suit response = NF (jump invitational)
    Opener should bid again with useful hand

2NT only force; then
    (after 2♦):
    3♣ = 5 card diamond suit
    3♦ = minimum hand
    3 M = maximum; stopper in major bid
    3 NT = maximum; no major stopper

(after 2 M):
    3♣ = 5 cards in major bid, then:
    3♦ = artificial relay, then:
        3 M = minimum
        3♦ = average or maximum hand, then
        3 M = invitational
    3 M = worst hand (implies others would not open)
    3 other major = natural (4 cards)
    3 NT = AKQ or AKJ

Other Conventional Calls

Weak jump shifts (always). In competition all unbid suit jumps are weak (splinters in enemy suits only).

Immediate cue-bid shows forcing 2 NT response with a stopper (opener bids notrump if he would raise 2 NT to 3 NT or pass 3 NT).

Invisible cue-bid (cheaper = raise; higher = 4th suit)
Responder’s 2nd-round jumps and raises to 3 of a minor are forcing by an unpassed hand (unless enemy has bid, then invitational).

New minor, 4th suit or 3rd suit forcing = 11+ points

After NMF, FSF or TSF, opener’s rebid of 2 NT, a previously shown suit below 2 NT, or the same suit three times, explicitly rejects game invitation (NF).
Responder’s third bid sets the strain, and if a nonjump shows invitational values (NF).

After the sequence: 1♥ 1♣; 2♦ 3♣, opener must rebid 3♦ on any minimum without 3 card spade support (this does not show 5-5 as it sounds); then responder will pass if he is inviting in diamonds.

After FSF, if opener rebids 2♠ when his second bid was 1♠, this shows 4 good/decent spades and no desire to bid notrump (not 5-6 as it sounds).

Special Doubles

Negative thru 4♦ (or 4♥ after minor opening)
Competitive thru 3♠ if opponents have shown a fit, we have not shown a fit or bid notrump naturally, and doubler did not pass after bidding was opened
Maximal only if both opponents have acted and no suit bid is available as a game try
Responsive thru 2♠ over anything, or 3♠ if a major raise (double of 3+ minor is penalty, even if a raise)

Notrump Overcalls

1 NT = 15-18 HCP (10-15 in passout) system on
2 NT nonjump = 16-19 (14-17 in passout) system on
2 NT jump = unusual for two lower unbid suits
    Except in passout = 19-21 system on
3 NT = natural; may be unbalanced with long minor
    All responses natural (except a cue-bid)

Simple Overcall

Typically 8-17 HCP
New suit response = NF (jump invitational)
Cue-bid = 11+ with fit or any 13+
Jump raise = weak
Jump cue = limit raise; 4+ trumps

Vs. All NT Openings

Double = 14+ HCP; optional (penalty oriented). If an opponent runs, the next double by either of us is for takeout (hence, trap pass for penalty).

Modified Astro (all positions):
    2♣ = hearts + any other suit
    2♦ = spades + any other suit
    2♥, 2♠, 3♠, 3♦ = natural; 1-suiter
    2 NT = both majors or both minors

With both majors bid 2♣ with only 4 spades; 2♦ with 5+ spades and 4+ hearts; or 2 NT with decent game chances (at least 5-5).
**Jump Overcall**

Weak; usually based on “rule of 2, 3 or 4”
Respond as to opening (weak-two structure applies).
In passout (or over enemy weak opening) shows good hand, 1 trick shy of bid

**Over Opp’s T/O Dbl**

New suit = forcing at 1 level
2 NT after major = limit raise
(3NT forcing raise and splinters still apply)
2 NT after minor = natural with fit; invitational
(Inverted minor raises still apply)
Redouble implies no fit (creates force BUPH)

**Opening Preempts**

Light; usually based on “rule of 2, 3 or 4”

**Vs. Enemy Preempts**

Double = takeout thru 4 ♦
Double of 4 ♦, 4 ♠, 5 ♠ or 5 ♦ = optional
4 NT over 4 ♠ = any two suits, or 3-suiter with void
4 NT over any other major bid = minors
4-level cue = highest unbid + other
4 ♠ jump = clubs + lower unbid major
4 ♦ jump = diamonds + lower unbid major
Lebensohl after double of weak two-bid (direct or balancing)
No responsive doubles (penalty even if raise)

**Psychics**

Never on our initial actions
Subsequent calls may be tactical on occasion

**Direct Cue-bid**

Michaels at 2 or 4 level
Strong 1-suiter at 3 level. Responses:
  3 NT = stopper in enemy suit
  Cheapest minor = artificial; no ace (NF)
  Next minor = artificial; 1 ace
  Next minor = artificial; 2 aces
  Major = natural; good 6+ cards; GF
  4 NT = king stopper + 1 ace; NF

**Slam Conventions**

Roman key-card Blackwood (regular responses except 5 ♠ response is barred with hearts key)
  Key suit is highest raised suit, or last bid if no raise
  Cheapest unplayable suit rebid asks for queen then:
    Return to trump suit denies
    5 NT rebid asks for specific side kings

Over interfering bid: D0PI (or DEPO at 6+ level)
If we have bid notrump naturally, 4 NT is always natural unless a major suit is agreed.
Gerber 4 ♦/5 ♦ (must be a jump after we bid NT).

**Opening Leads vs. Suits**

Ace from A-K (thru 4 ♦ only)
Other honor leads standard
Spot leads low from odd, second* or third from even
*from four cards lead second best if the six or lower (J-6-3-2) or accompanied by a touching card (Q-2-6-2, 9-8-4-3) or if partner has bid the suit

**Opening Leads vs. NT**

Ace asks for unblock or count
Queen from K-Q-10-9-x (partner must unblock jack)
Other honor leads standard
4th best (optionally 2nd best from bad suits)
High from three small (except in partner’s suit lead low if you have not raised)

**Subsequent Leads**

After the opening lead (suit or notrump) jack denies a higher honor, and ten shows ace, king or queen. 
Hence, from 10-9 holdings lead the nine.

**Signals**

All signals show count except:
  - King or Queen against NT asks attitude
  - Ace at 5+ level or after opening lead asks attitude
  - Suit pref. at trick one if 3rd hand showed 5+ cards
When giving count with four cards, consistently play second best if affordable.
Discards (9 or below) show count and tend to be negative attitude. Honor discards are standard.
Present count on 2nd round if not shown on 1st round
Suit preference applies after count