

A version of "Eastern Scientific" as played by Richard Pavlicek.

General Approach

Eastern Scientific

Strong forcing opening: 2 ♣

Notrump Opening Bids

1 NT = 15 to 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

3 M over 2 ♦ = Smolen (also after 2 NT)

3 other major over 2 M = artificial slam try with fit

4 X over 2 M = splinter

Jacoby transfer

2 ♠ = minor-suit Stayman (at least invitational)

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 denials)

Negative double at 3 level (also after 2 NT)

2 NT = 20 to 22 HCP

Jacoby; Texas; 3 ♠ = both minors slam try

3 NT = good preempt; 8 1/2+ tricks; 11-15 HCP; F

4 ♣ = waiting (denies 2+ aces); F

4 ♦ = 2 aces; F

4 ♥ or 4 ♠ = natural; NF

4 NT = 3 aces; F to slam

Changes over a double:

Rdbl = good hand without 2 aces

4 ♣ = 1 ace (pass with 0)

Over a bid:

Dbl = penalty (trump stack)

Pass = nondescript (opener bids suit thru 5 ♦)

Cheapest suit = 1 ace (opener corrects if not suit)

4 NT = 2 aces; slam invitation; F

Major Openings

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

1 NT = 6 to 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)

Reverse Drury (does not promise fit)

Opener must bid 2 ♦ with normal opening, then:

3 ♣ = natural, NF

Other = natural, promises fit

Preemptive reraises

Relay game try (2 ♠ or 2 NT) then dummy bids:

New suit = secondary values in suit bid (2 NT = ♠)

Opener may relay again, then:

3 of major = minimum

3 of major = minimum; no side secondary values

Raise of relay = maximum; flat; suggests 3 NT

4 of major = maximum; no side secondary values

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).

Minor Openings

3+ cards

Inverted minor raises (also in competition)

1 NT = 6 to 10

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

3 NT = 13 to 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 ♦ = 0-7 HCP; may be waiting with awkward hand

Other responses = 8+ HCP; suit bids at least Qxxxx

Cheaper minor (3 ♣ or 3 ♦) second negative

All doubles by opener or responder are penalty (2 or 3 level must be trump stack)

Weak Two-Bids

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

New suit response = NF (usually constructive)

Opener should bid again with a useful hand

2 NT 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 NT = maximum

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, if opener bids at or below 2 NT (or bids same suit three times) he explicitly rejects game invitation and responder may pass.

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 spades and a 5 card minor (not 5-6 as it sounds).

Special Doubles

Negative thru 4 ♦ (or 4 ♥ after minor opening)

Responsive thru 4 ♦ (enemy bid must be a raise, except after our overcall applies also to a new suit bid or 1 NT)

Competitive thru 3 ♠ (only if both opponents acted)

Maximal (only if both opponents acted and no game trial bid is available)

Notrump Overcalls

1 NT = 15 to 18 HCP (10 to 15 in passout)

Respond as to 1 NT opening

2 NT nonjump = 16 to 19 (14 to 17 in passout)

Respond as to 2 NT opening

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 to 17 HCP

Jump raise = weak

Cue-bid = 1-round force

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).

Astro (all positions):

2 ♣ = hearts + either minor

2 ♦ = spades + any other suit

2 ♥, 2 ♠, 3 ♣, 3 ♦ = natural; 1-suiter

2 NT = both minors

Jump Overcall

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

Respond as to same opening (weak two-bid 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

2 NT after minor = natural with fit; invitational
(Note that inverted minors still apply)

Redouble implies no fit

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 ♠ = all suit takeout

4 NT over any other major bid = minors

Jump to 4 ♣ = clubs + highest unbid

Jump to 4 ♦ = 2 highest unbid

Psychics

Never initial actions

Occasional tactical bids

Direct Cue-bid

Michaels at 2 or 4 level

Strong 1-suiter at 3 level. Responses:

3 NT = stopper in enemy suit

Cheaper minor = artificial; weak (NF)

Higher minor = artificial; at least an ace and a king

Major = natural; good 6+ cards; GF

Slam Conventions

Roman key-card Blackwood (regular responses)

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

D-0-P-I over Blackwood interference

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

3rd best even, low odd

Low from three small

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 four cards)

High from three small (except in partner's suit lead low if you have not raised)

Subsequent Leads

After the opening lead (at a suit or notrump) the lead of the jack, ten or nine shows zero or two higher

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

Discards (9 or below) show count and tend to be negative attitude

Honor discards (10 or above) are standard

Present count on 2nd round (if count not shown on 1st round)

Suit preference applies after count