

Mabel & Marcia Convention Card

by Richard Pavlicek

This is the convention card used by Mabel Pavlicek and Marcia Greenstein.

To detach the card from this sheet, make *one* cut exactly 8 inches from the right side to make a standard-sized card 8 inches × 8½ inches.

<p>Special Doubles</p> <p>Negative » 4 ♦ Responsive » 4 ♦ Maximal (if no game try is available)</p>	<p>Direct NT Overcalls</p> <p>1 NT = 15 to 18 HCP (system on) 2 NT jump = unusual for two lower unbid suits</p>
<p>Simple Overcall</p> <p>Typically 8 to 17 HCP Simple response = 8-11 Jump raise weak Cue-bid = 1-round force</p>	<p>Vs. All NT Openings</p> <p>Dbl = 14+ HCP (optional) 2 ♣ = hearts + minor 2 ♦ = spades + another 2 NT = minors</p>
<p>Jump Overcall</p> <p>Weak (like a weak two-bid or preemptive opening) Respond as to opening</p>	<p>Over Opp's T/O Dbl</p> <p>New suit forcing at 1 lev All jumps weak Redouble implies no fit 2 NT = limit with fit</p>
<p>Opening Preempts</p> <p>Light, usually based on "rule of 2, 3 or 4"</p>	<p>Vs. Enemy Preempts</p> <p>Takeout double » 4 ♦ Higher doubles optional 4 NT/4 ♠ = all-suit T/O</p>
<p>Psychics</p> <p>Rare (almost never)</p>	<p>Direct Cue-bid</p> <p>Michaels (2 or 4 level) 3 level = good 1-suiter</p>

Slam Conventions

Gerber 4 ♣/5 ♣ (must be jump over NT) D-O-P-I
 Regular Blackwood

Defensive Card Play

Opening leads vs. SUITS: Low/odd 3rd best/even

xxx AKx KQx QJx J10x 109x
 KJ 10x K 10 9x Q 10 9x xxxxx

Opening leads vs. NT: 4th best

xxx AKJx AQJx AJ 109
 A 10 98 KQJx KQ 109x KJ 109 K 10 98
 QJ 10x Q 10 98 J 109x 10 98x xxxxx

Frequent count signals

Names Mabel Pavlicek & Marcia Greenstein
 General Approach: Eastern Scientific (similar to standard)

Strong forcing opening: 2 ♣

Notrump Opening Bids

1 NT = 15 to 17 HCP 2 NT = 20 to 22 HCP
 2 ♣ = Stayman 3 NT = 25 to 27 HCP
 3 ♣ or 3 ♦ = weak
 Jacoby over all NT openings
 Cheapest spade bid = minors if Jacoby applies
 Texas over 1 or 2 NT (thru 3 ♣ in comp)
 After a double: System on; redouble = rescue
 Transfers in comp. thru 3 ♣ Negative dbl 3 level

Major Openings

5+ cards (except 3rd/4th)
 Double raise = limit
 3 NT = F raise; splinters
 1 NT = 6-14 (forcing)
 2-over-1 GF (usually)
 2 NT = 15+ (unlimited)
 Reverse Drury

Minor Openings

3+ cards
 Double raise = weak
 Single raise = F, 10+ (also in competition)
 1 NT = 6 to 10
 2 NT = 15+
 3 NT = 13 to 14

2 ♣ Strong (typically 23+) and artificial
 2 ♦ = 0-7 HCP; cheaper minor 2nd neg.

2 ♦ 5 to 11 HCP, 6 diamonds (or strong 5)
 2 NT only force (feature if not minimum)

2 ♥ 5 to 11 HCP, 6 hearts (or strong 5)
 2 NT only force (feature if not minimum)

2 ♠ 5 to 11 HCP, 6 spades (or strong 5)
 2 NT only force (feature if not minimum)

Other Conventional Calls

Splinters raises of *majors* only (in comp must be jump cue)
 Weak jump shift responses Preemptive reraises
 Responder's 2nd round jumps GF by unpassed hand
 New minor and fourth suit forcing (11+ points)