

A version of "Eastern Scientific" as played by Mabel Pavlicek and Marcia Greenstein. This outline follows the ACBL convention card. All conventions are according to "Modern Bridge Conventions" by Pavlicek/Root unless stated differently here.

General Approach

Standard with 5 Card Majors

Strong forcing opening: 2 ♣

Notrump Opening Bids

1 NT = 15 to 17 HCP

- 2 ♣ = Stayman; if followed by:
 2 ♥ = weak; at least 4-4 majors
 2 ♠ = invitational; 5+ spades and 4 hearts
 3 ♣ or 3 ♦ = game forcing

Jacoby transfer

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

3 ♣ or 3 ♦ = weak

Texas transfer (thru 3 ♣ in competition)

After a double: system on; redouble = rescue

Negative double at 3 level only

After an overcall thru 3 ♣:

- 2 NT = clubs*
- 3 ♣ = diamonds*
- 3 ♦ = hearts*
- 3 ♥ = spades*
- 3 ♠ = artificial; asks for stopper in enemy suit
- 4 ♣ = Gerber

*or Stayman if suit was naturally bid by enemy

2 NT = 20 to 22 HCP

Stayman; Jacoby; 3 ♠ = ♣ + ♦ slam try; Texas

3 NT = 25 to 27 HCP

Stayman; Jacoby; 4 ♠ = ♣ + ♦ slam try

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+ (11-12 in competition)

Double raise = limit (also in competition)

3 NT = forcing raise (no splinter)

Splinter bids (in competition must be a jump cue)

Reverse Drury

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

Two-Club Opening

Strong (typically 23+) and artificial

2 ♦ = 0-7 HCP; may be waiting with awkward hand

Other responses = 8+ HCP; natural

Cheaper minor (3 ♣ or 3 ♦) second negative

Weak Two-Bids

5 to 11 HCP; 6 cards (or strong 5)

2 NT only force; asks for feature if not minimum

Other Conventional Calls

Splinter rebids (3 ♠ or higher jump) over majors only
 In competition splinters in the enemy suit only

Weak jump shift responses

Preemptive reraises

Responder's 2nd round jumps GF by unpassed hand

New minor forcing and fourth suit forcing (11+)

Special Doubles

Negative thru 4 ♦

Responsive thru 4 ♦

Maximal (only if no game try is available and both opponents have acted)

Direct NT 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

3 NT = natural; may be unbalanced with long minor
All responses natural (except a cue-bid)

Simple Overcall

Typically 8 to 17 HCP

Simple response = 8-11

Jump raise = weak

Cue-bid = 1 round force

Vs. All NT Openings

Double = 14+ HCP (optional)

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 (like a weak two-bid or preemptive opening)

Respond as to same opening

Over Opp's T/O Dbl

New suit = forcing at 1 level; nonforcing at 2 level

All suit jumps weak

Redouble implies no fit

2 NT = limit major raise (natural with fit over minor)

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

Psychics

Rare (never initial actions)

Direct Cue-bid

Michaels (2 or 4 level)

3-level cue-bid = strong 1-suited hand

Slam Conventions

Gerber 4 ♣/5 ♣ (must be a jump over 1 NT or 2 NT)

Regular Blackwood

D-O-P-I over Blackwood interference

Opening Leads vs. Suits

Low from odd; 3rd best from even

Ace from A-K (except doubleton)

J/10/9 shows zero or two higher

Opening Leads vs. NT

Fourth best

Ace asks for unblock or count

J/10/9 shows zero or two higher

High from three small

Signals

Standard; frequent count