

Pavlicek System Convention Card

by Richard Pavlicek

This is the convention card I use with Bill Root and my son Rich Pavlicek.

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.

Special Doubles Neg. » 4 ♦ (4 ♥/minor) Resp. » 4 ♦ (not minor dbl) Competitive » 3 ♠ Maximal; cooperative	Direct NT Overcalls 1 NT = 15 to 18 HCP (system on) 2 NT jump = Unusual (2 lower unbid suits)
Simple Overcall Typically 8 to 17 HCP Cue-bid = 1-round force Jump raise = weak Jump cue = LR (4+ trump)	Vs. All NT Openings 2 ♣ = hearts + minor 2 ♦ = spades + another 2 ♥ or 2 ♠ = natural 2 NT = minors
Jump Overcall Weak (based on vulner.) Respond as to identical opening bid	Over Opp's T/O Dbl New suit force at 1 level Jump shift = weak Redouble implies no fit 2 NT = limit with fit
Opening Preempts Light (based on vulner.) Resp: 4 ♣ (or 4 ♦ over 3 ♣) = trump asking	Vs. Enemy Preempts Takeout double » 4 ♦ (optional over 4 ♥/♠) Roman jumps to 4 ♣/♦
Psychics Initial actions: Rare Tactical: Occasional	Direct Cue-bid Michaels (weak or strong) 3-lev Q = good 1-suiter
Slam Conventions	
Gerber 4 ♣ (5 ♣ over 3 NT) Modified key-card BW DOPI (DEPO 6 level) Trump & control asking bids	
Defensive Card Play	
Opening leads against suits: Low/odd 3rd/even x x x A K x K Q x Q J x J 10 x 10 9 x K J 10 x K 10 9 x Q 10 9 x x x x x	
Opening leads against NT: 4th best x x x A K J x A Q J x A J 10 9 A 10 9 8 K Q J x K Q 10 9 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	
Frequent count; S.P. on O.L. in shown 5+ card suit	

Names: Richard Pavlicek and Rich Pavlicek
 General Approach: Eastern Scientific

Forcing openings: 2 ♣; 3 NT (strong preempt)

Notrump Opening Bids

1 NT = 15 to 17 HCP 2 NT = 20 to 22 HCP
 2 ♣ = puppet Stayman 3 NT = 8½+ tricks
 Jacoby & Texas transfer 4 ♣ waiting; 4 ♦ 2 aces
 2 NT/3 ♣ = minor-suit transfer
 2 ♠ = minors; 3 ♦ = 5-5 majors; 3 ♥/♠ = splinter
 Transfers in comp. thru 4 ♣; Neg. double 3 level
 After enemy double: system on; redouble = rescue

Major Openings

5+ cards (except in 3rd
 or 4th may be 4 cards)
 Double raise = limit
 (also in competition)
 Specialized splinter bids
 1 NT forcing (6-14)
 2 NT = 15+ HCP
 2/1 usually game forcing
 Reverse Drury
 Relay game try

Minor Openings

3+ cards
 Double raise = weak
 Single raise 10+ (forcing)
 (also in competition)
 1 NT = 6 to 10 HCP
 2 NT = 15+ HCP
 3 NT = 13 or 14 HCP
 After a 1 NT overcall
 raise = weak major T/O

2 ♣ Strong, artificial and forcing
 2 ♦ = 0-4 or 8+; 2 ♥ = 5-7; Other specialized

2 ♦ 5 to 10 HCP, 5+ diamonds 2 NT only force
 3 ♣ = 5 diam; 3 ♥/♠ stopper; 3 NT no maj stop

2 ♥ 5 to 10 HCP, 5+ hearts 2 NT only force
 3 ♣ = 5 hearts; 3 ♦ avg or max; 3 ♠ natural

2 ♠ 5 to 10 HCP, 5+ spades 2 NT only force
 3 ♣ = 5 spades; 3 ♦ avg or max; 3 ♥ natural

Other Conventional Calls

New minor forcing Eastern cue-bid
 3rd and 4th suit forcing Invisible cue-bid
 Weak jump shift responses Preemptive reraises
 Special defenses to enemy conventions