

This is the system played by Richard & Mabel Pavlicek. It is based on "Eastern Scientific" and includes a few special conventions invented by Richard. The outline presented here follows the ACBL convention card.

General Approach

Eastern Scientific

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 ♠ over 2 ♦ = sign-off

2 ♠ over 2 ♥ = 4 spades (checkback); F

2 NT = no major interest; invit.

3 ♣ or 3 ♦ = game forcing

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 1-suiter (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 (in comp. thru 3 ♣)

After a double: System on

Rdbl forces 2 ♣ to rescue

After an overcall thru 3 ♣:

2 NT = clubs*

3 ♣ = diamonds*

3 ♦ = hearts*

3 ♥ = spades*

*or Stayman if enemy bid suit

3 ♠ = artif.; asks for stopper

4 ♣ = Gerber

Negative double at 3 level (also after 2 NT)

2 NT = 20 to 22 HCP

Stayman; Jacoby; Texas

3 ♠ = both minors; slam try

3 NT = 25 to 26 HCP

Stayman; Jacoby

4 ♠ = both minors; 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 comp.)

Double raise = limit (also after overcall)

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

Splinter bids (in comp. must be a jump cue)

Reverse Drury; opener bids 2 ♦ w/normal bid, 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 bidding a new suit at the 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 ♦ = any minimum, then:

2 NT or 3 ♣ = natural; NF

Other = natural; GF

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

Two-Club Opening

Strong (typically 23+); artificial

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

Other responses = 8+ HCP (suit bids at least Qxxxx)

Cheaper minor second negative

Weak Two-Bids

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

New suit response = NF (usually constructive), then:
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 = stopper in suit bid; max

3 NT = no major stopper; max

after 2 M:

3 ♣ = 5 cards in major bid then:

3 ♦ = artificial relay, then:

3 M = minimum

3 NT = maximum

3 ♦ = average or max, then:

3 M = invitational

3 M = worst hand (implies others would not open)

3 other major = natural

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)

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 bid, then invit.)

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

After NMF, FSF or TSF, if opener bids at or below
2 NT he confirms minimum values and responder
may pass. Responder's third bid sets the strain and if
a nonjump shows invitational values (NF).

After 1 ♥ 1 ♠; 2 ♦ 3 ♣, opener must bid 3 ♦ on
any minimum without 3 spades (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 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 ♦

Competitive thru 3 ♠ (only if opponents imply a fit)

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

Direct 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

3 NT = natural; can be long minor

Responses natural (except cue)

Simple Overcall

Typically 8 to 17 HCP

Jump raise = weak

Cue-bid = 1-round force

Jump cue = limit raise; 4+ trumps

Vs. All Notrump Openings

Double = 14+ HCP; optional; if an opponent runs,
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

2 NT = both minors

Jump Overcall

Weak; based on rule of 2, 3 or 4

Respond as to same opening (weak two-bid structure
applies)

Over Opp's Takeout Double

New suit = forcing at 1 level

2 NT after major = limit raise

2 NT after minor = natural with fit; invitational

Redouble implies no fit

Opening Preempts

Light; based on rule of 2, 3 or 4

Vs. Enemy Preempts

Double = takeout thru 4 ♦ (higher doubles optional)

4 NT over 4 ♠ = all suit takeout

4 NT over other major = minors

4 ♣ jump = clubs + highest unbid

4 ♦ jump = two 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 = artif.; weak

Higher minor = artif.; at least an ace and a king

Major = natural; 6+ cards; GF

Slam Conventions

Modified key-card Blackwood

Key suit is highest raised suit or last bid if no raise

Cheapest forcing suit rebid asks for queen, then:
return to trump suit denies

5 NT rebid asks for specific side-suit kings

Responses to key-card Blackwood:

5 ♣ = 0 or 3 key cards

5 ♦ = 1 or 4 key cards

5 ♥ = 2 or 5 key cards

5 ♠ = void + 1 key card

5 NT = void + 2 key cards

6 X = void + 3 key cards

D-0-P-I over Blackwood interference

Gerber 4 ♣/5 ♣ (must be a jump after we bid NT)

Opening Leads vs. Suits

Ace from A-K (thru 4 ♠ only)

Jack, 10 or nine = 0 or 2 higher

Low from odd; 3rd best from even

Low from three small

Opening Leads vs. Notrump

Ace asks for unblock or count

Queen from K-Q-10-9-x (partner must unblock jack)

Jack, 10 or nine = 0 or 2 higher

Fourth best

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

Signals

Attitude signals apply only if:

King or Queen lead vs. NT

Ace lead at 5 level or higher

Ace lead *after* the opening lead

Suit preference at trick one if 3rd hand showed 5+

Honor signals are standard

All other signals show count

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

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

Suit preference applies after count