

Basic Bridge Convention Card

by Richard Pavlicek

Play duplicate bridge the easy way!

The card at the right is filled out for the basic methods taught by Richard Pavlicek to novice students. Specifically, it is based on his blue booklet *Bridge Basics*. It can be used whenever you play duplicate bridge to avoid the burden of filling out a convention card each time.

This card is as about as simplified as you can get. Some areas are left blank because a novice player would typically have no understandings about them. If you have additional agreements, enter them in the appropriate place.

You have my permission to make as many copies of this sheet as needed for your own partnerships. If you play with different partners, make up a "master" copy for each, then make additional copies to use when you play to avoid wear and tear on the original.

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	Direct NT Overcalls 1 NT = 16 to 18 HCP (respond as to 1 NT opening)
Simple Overcall 5+ cards, 10 to 18 Simple response = 8-11 Jump response = 12-14	Vs. All NT Openings Double = 16+ HCP All suit bids = natural
Jump Overcall Weak (like a weak two-bid or preemptive opening)	Over Opp's T/O Dbl
Opening Preempts Weak (standard)	Vs. Enemy Preempts Takeout double » 4 ♦
Psychics Never	Direct Cue-bid Strong
Slam Conventions	
Gerber 4 ♣ (must be a jump over 1 NT or 2 NT) Blackwood 4 NT	
Defensive Card Play	
Opening leads vs. SUITS: 4th best xxx AKx KQx QJx J10x 109x KJ10x K109x Q109x xxxxx	
Opening leads vs. NT: 4th best xxx AKJx AQJx AJ109 A1098 KQJx KQ109x KJ109 K1098 QJ10x Q1098 J109x 1098x xxxxx	
Signals: Attitude when partner leads	

Names _____

General Approach: Basic with 5 Card Majors
as taught by Richard Pavlicek

Strong forcing opening: 2 ♣

Notrump Opening Bids

1 NT = 16 to 18 HCP 2 NT = 21 to 22 HCP
2 ♣ = Stayman 3 NT = 25 to 26 HCP
3 ♣ or 3 ♦ = weak
2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game

Major Openings

5+ cards
Double raise = forcing
1 NT = 6 to 10
2 NT = 13 to 16
3 NT = 17 to 18

Minor Openings

3+ cards
Double raise = forcing
1 NT = 6 to 10
2 NT = 13 to 16
3 NT = 17 to 18

2 ♣ Strong (typically 23+) and artificial
2 ♦ = 0-7 HCP; other responses = 8+ HCP

2 ♦ 5 to 11 HCP, 6 diamonds

2 ♥ 5 to 11 HCP, 6 hearts

2 ♠ 5 to 11 HCP, 6 spades

Other Conventional Calls

Basic Bridge II Convention Card

by Richard Pavlicek

*Play duplicate bridge
the easy way!*

The card at the right is filled out for the basic methods taught by Richard Pavlicek to intermediate students. Specifically, it is based on his *Bridge Bidding Guide* booklet. It can be used whenever you play duplicate bridge to avoid the burden of filling out a convention card each time. If you have additional agreements, enter them in the appropriate place.

You have my permission to make as many copies of this sheet as needed for your own partnerships. If you play with different partners, make up a "master" copy for each, then make additional copies to use when you play to avoid wear and tear on the original.

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 x 8½ inches.

Special Doubles Dbl of overcall = penalty (no negative doubles)	Direct NT Overcalls 1 NT = 16 to 18 HCP (respond as to 1 NT opening)
Simple Overcall 5+ cards, 10 to 18 Simple response = 8-11 Jump response = 12-14	Vs. All NT Openings Double = 16+ HCP All suit bids = natural
Jump Overcall Weak (like a weak two-bid or preemptive opening)	Over Opp's T/O Dbl New suit = nonforcing Redouble = 10+ HCP or 11+ support points
Opening Preempts Light, usually based on "rule of 2, 3 or 4"	Vs. Enemy Preempts Takeout double » 4 ♦
Psychics Never	Direct Cue-bid Strong

Slam Conventions
 Gerber 4 ♣ (must be a jump over 1 NT or 2 NT)
 Blackwood 4 NT

Defensive Card Play
 Opening leads vs. SUITS: 4th best
 xxx A Kx KQx QJx J10x 109x
 K J10x K 109x Q 109x xxxxx

Opening leads vs. NT: 4th best
 xxx A KJx A QJx A J109
 A 1098 KQJx KQ109x K J109 K 1098
 QJ10x Q 1098 J109x 1098x xxxxx

Signals: Attitude when partner leads

Names _____
 General Approach: Basic with 5 Card Majors
 as taught by Richard Pavlicek

Strong forcing opening: 2 ♣

Notrump Opening Bids
 1 NT = 16 to 18 HCP 2 NT = 21 to 22 HCP
 2 ♣ = Stayman 3 NT = 25 to 26 HCP
 3 ♣ or 3 ♦ = weak
 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game

After a double: Stayman is OFF
 After an overcall: Cue-bid = Stayman

Major Openings
 5+ cards
 Double raise = forcing
 (limit in competition)
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

Minor Openings
 3+ cards
 Double raise = forcing
 (limit in competition)
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

2 ♣ Strong (typically 23+) and artificial
 2 ♦ = 0-7 HCP; other responses = 8+ HCP

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

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

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

Other Conventional Calls

Standard Bridge Convention Card

by Richard Pavlicek

Play duplicate bridge the easy way!

The card at the right is filled out for the *standard* methods taught by Richard Pavlicek to his bridge students. It can be used when you play duplicate bridge to avoid the burden of filling out a convention card each time you play.

The only alerts required are the 3 ♣ and 3 ♦ responses to 1 NT (noted on the card).

If you play any conventions such as Jacoby, 1 NT forcing, Michaels, etc., enter them in the proper place. To keep the card neat, you can whiteout any conflicting agreements.

You have my permission to make as many copies of this sheet as needed for your own partnerships. If you play with different partners, make up a "master" copy for each, then make additional copies to use when you play to avoid wear and tear on the original.

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 Negative double » 4 ♦	Direct NT Overcalls 1 NT = 15 to 18 HCP (respond as to opening) 2 NT jump = unusual for two lower unbid suits
Simple Overcall Typically 8 to 17 HCP Simple response = 8-11 Jump resp. invitational	Vs. All NT Openings Double = 14+ HCP All suit bids = natural
Jump Overcall Weak (like a weak two-bid or preemptive opening) Respond as to opening	Over Opp's T/O Dbl New suit = nonforcing Redouble = 10+ HCP or 11+ support points
Opening Preempts Light, usually based on "rule of 2, 3 or 4"	Vs. Enemy Preempts Takeout double » 4 ♦ Double of 4 ♥ or 4 ♠ = 15+ HCP (optional)
Psychics Rare (almost never)	Direct Cue-bid Strong

Slam Conventions

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

Defensive Card Play

Opening leads vs. SUITS: 4th best
 xxx A Kx KQx QJx J10x 109x
 K J10x K 109x Q 109x xxxxx

Opening leads vs. NT: 4th best
 xxx A KJx A QJx A J109
 A 1098 KQJx KQ109x K J109 K 1098
 QJ10x Q 1098 J109x 1098x xxxxx

Signals: Attitude (partner's lead) Count (declarer's lead)

Names _____
 General Approach: Standard with 5 Card Majors as taught by Richard Pavlicek

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 26 HCP
 3 ♣ or 3 ♦ = weak (alert required)
 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game

After a double: Stayman is OFF
 After an overcall: Cue-bid = Stayman

Major Openings

5+ cards
 Double raise = forcing
 (limit in competition)
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

Minor Openings

3+ cards
 Double raise = forcing
 (limit in competition)
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

2 ♣ Strong (typically 23+) and artificial
 2 ♦ = 0-7 HCP; other responses = 8+ HCP

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

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

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

Other Conventional Calls

Standard "Plus 2" Convention Card

by Richard Pavlicek

Play duplicate bridge the easy way!

The card at the right is filled out for the standard methods taught by Richard Pavlicek, plus two extremely popular conventions. It can be used when you play duplicate bridge to avoid the inconvenience of filling out a convention card each time.

The two conventions added to this card (not on Richard's Standard Card) are Jacoby transfer bids and the Michaels cue-bid.

If there is something you do not play, white it out. If you play other conventions, add them in the proper place.

You have my permission to make as many copies of this sheet as needed for your own partnerships. If you play with different partners, make up a "master" copy for each, then make additional copies to use when you play to avoid wear and tear on the original.

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 x 8½ inches.

Special Doubles Negative double » 4 ♦	Direct NT Overcalls 1 NT = 15 to 18 HCP (respond as to opening) 2 NT jump = unusual for two lower unbid suits
Simple Overcall Typically 8 to 17 HCP Simple response = 8-11 Jump resp. invitational	Vs. All NT Openings Double = 14+ HCP All suit bids = natural
Jump Overcall Weak (like a weak two-bid or preemptive opening) Respond as to opening	Over Opp's T/O Dbl New suit = nonforcing Redouble = 10+ HCP or 11+ support points
Opening Preempts Light, usually based on "rule of 2, 3 or 4"	Vs. Enemy Preempts Takeout double » 4 ♦ Double of 4 ♥ or 4 ♠ = 15+ HCP (optional)
Psychics Rare (almost never)	Direct Cue-bid Michaels

Slam Conventions Gerber 4 ♣ (must be a jump over 1 NT or 2 NT) Blackwood 4 NT
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Defensive Card Play Opening leads vs. SUITS: 4th best xxx A Kx KQx QJx J10x 109x K J10x K 109x Q 109x xxxxx Opening leads vs. NT: 4th best xxx A KJx A QJx A J109 A 1098 KQJx KQ109x K J109 K 1098 QJ10x Q 1098 J109x 1098x xxxxx

Signals: Attitude (partner's lead) Count (declarer's lead)

Names _____ General Approach: Standard with 5 Card Majors as taught by Richard Pavlicek		
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 26 HCP 3 ♣ or 3 ♦ = weak 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game Jacoby transfer over all NT openings After a double: Stayman and Jacoby are OFF After an overcall: Cue = Stayman; Jacoby is OFF		
<table border="1"> <tr> <td> Major Openings 5+ cards Double raise = forcing (limit in competition) 1 NT = 6 to 10 2 NT = 13 to 16 3 NT = 17 to 18 </td> <td> Minor Openings 3+ cards Double raise = forcing (limit in competition) 1 NT = 6 to 10 2 NT = 13 to 16 3 NT = 17 to 18 </td> </tr> </table>	Major Openings 5+ cards Double raise = forcing (limit in competition) 1 NT = 6 to 10 2 NT = 13 to 16 3 NT = 17 to 18	Minor Openings 3+ cards Double raise = forcing (limit in competition) 1 NT = 6 to 10 2 NT = 13 to 16 3 NT = 17 to 18
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2 ♣ Strong (typically 23+) and artificial 2 ♦ = 0-7 HCP; other responses = 8+ HCP		
2 ♦ 5 to 11 HCP, 6 diamonds (or strong 5) 2 NT only force (asks for feature if not minimum)		
2 ♥ 5 to 11 HCP, 6 hearts (or strong 5) 2 NT only force (asks for feature if not minimum)		
2 ♠ 5 to 11 HCP, 6 spades (or strong 5) 2 NT only force (asks for feature if not minimum)		
Other Conventional Calls		

Richard's Favorite Conventions Card

by Richard Pavlicek

Play duplicate bridge the easy way!

The card at the right is filled out for the standard methods taught by Richard Pavlicek, plus his *favorite conventions*. It can be used when you play duplicate bridge to avoid the inconvenience of filling out a convention card each time.

It includes Jacoby transfers, limit major raises & splinters, 1 NT forcing, 2/1 game force (unless responder next rebids his suit), inverted minors and the Michaels cue-bid.

If there is something you do not play, white it out. If you play other conventions, add them in the proper place.

You have my permission to make as many copies of this sheet as needed for your own partnerships. If you play with different partners, make up a "master" copy for each, then make additional copies to use when you play to avoid wear and tear on the original.

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 Negative double » 4 ♦	Direct NT Overcalls 1 NT = 15 to 18 HCP (respond as to opening) 2 NT jump = unusual for two lower unbid suits
Simple Overcall Typically 8 to 17 HCP Simple response = 8-11 Jump resp. invitational	Vs. All NT Openings Double = 14+ HCP All suit bids = natural
Jump Overcall Weak (like a weak two-bid or preemptive opening) Respond as to opening	Over Opp's T/O Dbl New suit = nonforcing Redouble = 10+ HCP or 11+ support points
Opening Preempts Light, usually based on "rule of 2, 3 or 4"	Vs. Enemy Preempts Takeout double » 4 ♦ Double of 4 ♥ or 4 ♠ = 15+ HCP (optional)
Psychics Rare (almost never)	Direct Cue-bid Michaels

Slam Conventions Gerber 4 ♣ (must be a jump over 1 NT or 2 NT) Blackwood 4 NT
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Defensive Card Play Opening leads vs. SUITS: 4th best xxx A Kx KQx QJx J10x 109x K J10x K 109x Q 109x xxxxx Opening leads vs. NT: 4th best xxx A KJx A QJx A J109 A 1098 KQJx KQ109x K J109 K 1098 QJ10x Q 1098 J 109x 1098x xxxxx Signals: Attitude (partner's lead) Count (declarer's lead)
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Names _____
 General Approach: Standard with 5 Card Majors as taught by Richard Pavlicek

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 26 HCP
 3 ♣ or 3 ♦ = weak
 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game
 Jacoby transfer over all NT openings
 After a double: Stayman and Jacoby are OFF
 After an overcall: Cue = Stayman; Jacoby is OFF

Major Openings
 5+ cards
 Double raise* = limit
 3 NT = forcing raise
 Splinter bids
 1 NT = 6-12 (forcing)
 2 NT = 13+ (unlimited)
 2-over-1 GF (usually)

Minor Openings
 3+ cards
 Double raise* = weak
 Single raise* = 10+
 *applies also in competition
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

2 ♣ Strong (typically 23+) and artificial
 2 ♦ = 0-7 HCP; other responses = 8+ HCP

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

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

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

Other Conventional Calls
 Splinter raises of *majors* only (must be jump to 3 ♠ or higher, and in competition must be jump cue)

Popular Conventions Card

by Richard Pavlicek

Play duplicate bridge the easy way!

The card at the right is filled out for the standard methods taught by Richard Pavlicek, plus a variety of popular conventions. It can be used when you play duplicate bridge to avoid having to fill out a convention card each time.

It includes Jacoby & Texas, weak jump shifts, limit major raises & splinters, 1 NT forcing, 2/1 GF (unless responder next rebids his suit), reverse Drury, inverted minor raises, new minor & 4th suit forcing, Michaels and Cappelletti.

If there is something you do not play, white it out. If you play other conventions, add them in the proper place.

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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 Negative double » 4 ♦	Direct NT Overcalls 1 NT = 15 to 18 HCP (respond as to opening) 2 NT jump = unusual for two lower unbid suits
Simple Overcall Typically 8 to 17 HCP Simple response = 8-11 Jump resp. invitational	Vs. All NT Openings Double = 14+ HCP 2 ♣ = any 1-suiter 2 ♦ = majors 2 ♥ = hearts + minor 2 ♠ = spades + minor
Jump Overcall Weak (like a weak two-bid or preemptive opening) Respond as to opening	Over Opp's T/O Dbl New suit = nonforcing Redouble = 10+ HCP or 11+ support points
Opening Preempts Light, usually based on "rule of 2, 3 or 4"	Vs. Enemy Preempts Takeout double » 4 ♦ Double of 4 ♥ or 4 ♠ = 15+ HCP (optional)
Psychics Rare (almost never)	Direct Cue-bid Michaels

Slam Conventions

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

Defensive Card Play

Opening leads vs. SUITS: 4th best

xxx A Kx KQx QJx J10x 109x
 K J10x K 109x Q 109x xxxxx

Opening leads vs. NT: 4th best

xxx A KJx A QJx A J109
 A 1098 KQJx KQ109x K J109 K 1098
 QJ10x Q 1098 J 109x 1098x xxxxx

Signals: Attitude (partner's lead) Count (declarer's lead)

Names _____
 General Approach: Standard with 5 Card Majors as taught by Richard Pavlicek

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 26 HCP
 3 ♣ or 3 ♦ = weak
 2 ♣ followed by 3 ♣ or 3 ♦ = forcing to game
 Jacoby transfer over all NT openings
 Texas transfer over 1 or 2 NT (thru 3 ♣ in comp)
 After a double: Stayman and Jacoby are OFF
 After an overcall: Cue = Stayman; Jacoby is OFF

Major Openings

5+ cards
 Double raise* = limit
 1 NT = 6-12 (forcing)
 2 NT = 13+ (unlimited)
 3 NT = F raise; splinters
 2-over-1 GF (usually)
 Reverse Drury

Minor Openings

3+ cards
 Double raise* = weak
 Single raise* = 10+
 *applies also in competition
 1 NT = 6 to 10
 2 NT = 13 to 16
 3 NT = 17 to 18

2 ♣ Strong (typically 23+) and artificial
 2 ♦ = 0-7 HCP; other responses = 8+ HCP

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

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

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

Other Conventional Calls

Splinter raises of *majors* only (must be jump to 3 ♠ or higher, and in competition must be jump cue)
 Weak jump shift responses
 New minor forcing Fourth suit forcing