

Translation of Standard American Convention Card

GENERAL APPROACH

1. Standard American
2. The only forcing opening is 2C. (Forcing means your partner must respond.)

NO TRUMP OPENING BIDS

1. An opening of 1NT in any seat indicates 15-17 high card points and a balanced hand. A five card major is not common. (Partner must announce the range when bid is made.)
2. If the person to your right bids either double or 2C over your partner's 1NT, you will still use Stayman or transfers as if the interference was not made at all. (Many use double over 2C as Stayman, but this should be discussed with your partner.)
3. 2C is Stayman (asks partner for a 4+ card major). *Note: Stayman normally shows a hand with 8+ points but may be used in hands that are weaker if the response of 2D, 2H, or 2S could be passed. For example, a hand that has a singleton club and 4 of the other 3 suits.*
4. A bid of 2D is a transfer to hearts and shows 5+ hearts with 0+ points. (Partner must announce "transfer.")
5. A bid of 2H is a transfer to spades and shows 5+ spades with 0+ points. (Partner must announce "transfer.")
6. A bid of 2S is a relay to 3C and shows 6+ clubs or diamonds and usually a weak hand. If the suit is diamonds, the relayer plans to bid 3D over the 3C. (Partner must say "alert.")
7. A bid of either 4D or 4H is a transfer to either 4H or 4S. (Partner must announce "transfer.")
8. A bid of 2NT is 20-21 high card points and a balanced hand.
9. Transfer bids at the 3 and 4 level for hearts and spades are used over 2NT. (Partner must announce "transfer.")

MAJOR OPENING

1. An opening bid of 1H or 1S in any seat promises at least a 5-card suit.
2. A double raise (1-3) of a major suit shows an invitational hand with 3+ of the major (10-12 high card points).
3. A double raise of a major suit after an overcall shows a weak hand with 4+ of the major. (1S-2C-3S)
4. A cuebid of the opponents suit after an overcall shows an invitational (limit) or better hand with 3-4 trumps (usually 4). (1S-2C-3C)
5. A bid of 2NT over a major shows 11-12 high card points with no more than 2 of the major (probably exactly 2).
6. A bid of 3NT over a major shows 13-15 high card points with no more than 2 of the major (probably exactly 2).

MINOR OPENING

1. An opening bid of 1C or 1D promises at least 3 in the suit.
2. A double raise (1-3) of a minor suit shows an invitational hand with 5+ of the minor (10-12 high card points).
3. A double raise of a minor suit after an overcall shows a weak hand with 5+ of the minor. (1C-1S-3C)
4. A cuebid of the opponents suit after an overcall shows an invitational (limit) or better hand with 5+ trumps. (1C-1S-2S)
5. Your bidding style is up the line, which means with a good hand (11+), you do not bypass a 4+ card diamond suit to bid the major. With a very weak hand (5-7 hcp), you will bid the major immediately. With intermediate hands (8-10 hcp), you will use judgment.
6. 1NT over 1C promises 6-10 high card points with no 4-card major.
7. 2NT over 1C promises 11-12 high card points with no 4-card major.
8. 3NT over 1C promises 13-15 high card points with no 4-card major.

TWO-LEVEL OPENINGS

1. An opening bid of 2C promises either 8 ½ quick tricks with an unbalanced hand or 22+ high card points with a balanced hand. Although you do not need to write a point count for your unbalanced hand, this bid promises some values outside of your suit. You will not think about making this bid without about 20 high card points.
2. An opening bid of 2D, 2H, or 2S shows a 6-card suit with 5-10 high card points.
3. A bid of 2NT over the weak 2 bid asks partner for a Feature outside the suit (an ace or king).
4. A bid of a new suit over the weak 2 is one round forcing (RONF).
5. A raise of the suit is not forcing (RONF means raise only non-forcing).

SPECIAL DOUBLES

1. Negative doubles are used through an overcall of 2S. (1C-2S-X means that the doubler has 4+ hearts.)
2. You do not use minimum offshape takeout doubles, which means that when you double for takeout, you generally have shortness in opponent's suit and a tolerance for the 3 remaining suits. This means that some opening hands will be passed in the overcall position.

SIMPLE OVERCALL

1. An overcall usually shows 8-16 high card points.
2. A hand with 17 high card points makes a takeout double, even if it does not have a perfect shape.
3. A new suit by the partner of the overcaller is forcing if he has not previously passed.
4. A jump raise of the overcaller's suit (1-3) shows a weak hand with length in the suit by the partner of the overcaller.
5. A cuebid of the opponent's suit shows an invitational (limit) hand or better. (1C-1S-P-2C)

JUMP OVERCALL

1. A jump bid over an opening shows a weak hand (1C-2S).

OPENING PREEMPTS

1. An opening bid of 3 or 4 shows a sound suit (2 of top 3 honors) when vulnerable and a 6 to 8 card suit.
2. An opening bid of 3 or 4 could show a light suit (1 honor) when not vulnerable and a 6 to 8 card suit.

DIRECT CUEBID

1. Michaels: A direct cuebid is used over a minor opening to show both majors. (1C-2C).
2. Michaels: A direct cuebid is used over a major opening to show the other major and a minor. (1H-2H) (Partner bids 2NT to ask for the minor, since it is unknown).

NOTRUMP OVERCALLS

1. An overcall of 1NT indicates 15-17 high card points and a balanced hand. The implication is that there is at least one stop in the suit that was opened. (1S-1NT). This range does not have to be announced.
2. Systems are on, which means 2C by partner would be Stayman and all transfer bids are in effect.
3. A bid of 1NT in the balancing seat indicates 11 to 14 high card points, a balanced hand and a stop in the bid suit. (1C-P-1NT). Systems are generally not on for a balancing no trump (no place to indicate that on card).
4. A jump to 2NT after an opening bid shows 5-5 (at least) in the 2 lowest suits. (1S-2NT shows diamonds and clubs; 1D-2NT shows hearts and clubs.)

DEFENSE VS NOTRUMP

1. A bid of 2C, 2D, 2H, or 2S over the opponent's 1NT shows that suit.
2. A bid of Double over the opponent's 1NT shows a no-trump hand and is penalty-oriented.

OVER OPP'S T/O DOUBLE

1. A bid at the one-level after opponent's takeout double is one-round forcing (partner must bid again). (1C-X-1S)
2. A bid at the two-level after opponent's takeout double is not forcing. (1C-X-2S)
3. A redouble shows 10+ points and may or may not show a fit for partner's suit. (1S-X-XX)

VS OPPONENT'S PREEMPTS DOUBLE IS

1. For takeout if they bid 4H or less.
2. If opponent opens 4S, double is for penalty. (Many use 4NT as a takeout over 4S, but that should be discussed with partner.)

SLAM CONVENTIONS

1. Gerber (4C) is used as an ace-asking bid if partner either bid NT as the first or last bid. (Resp: 4D (0 or 4), 4H (1), 4S (2), 4N (3))
2. Blackwood (4NT) is used to ask for aces over a suit. (Resp: 5C (0 or 4), 5D (1), 5H (2) 5S (3))

LEADS

versus suits

1. Lead top of a doubleton.
2. Lead bottom of 3-small.
3. Lead Ace from Ace-King.
4. Lead King from King-Queen.
5. Lead Queen from Queen-Jack.
6. Lead Jack from Jack-Ten.
7. Lead King from King-Queen-Ten-Nine.
8. Lead Low from 4 small.
9. Lead 4th best from 5 small.
10. Lead Ten from Ten-Nine-small.
11. Lead Jack from King-Jack-Ten-small.
12. Lead Ten from King-Ten-Nine-small.
13. Lead Ten from Queen-Ten-Nine-small.

versus Notrump

1. Lead top of a doubleton.
2. Lead top of 3-small.
3. Lead Ace from Ace-King-Jack-small.
4. Lead Jack from Ace-Jack-Ten-Nine.
5. Lead King from King-Queen-Jack-small.
6. Lead Queen from Queen-Jack-Ten-small.
7. Lead Jack from Jack-Ten-Nine-small
8. Lead high from 4 small.
9. Lead 4th best from 5 small.
10. Lead Ten from Ace-Ten-Nine-small.
11. Lead Queen from King-Queen-Ten-Nine.
(Partner should drop Jack.)
12. Lead Ten from Queen-Ten-Nine-small.
13. Lead Ten from Ten-Nine-small-small.

LENGTH LEADS

1. 4th best against suits.
2. 4th best against no trump.

Primary signal to partner's lead

Attitude (High encourages continuation, low discourages)

DEFENSIVE CARDING

1. Standard against suits (High shows encouragement or count--even number; low shows discouragement or count--odd number.)
2. Standard against no trump (High shows encouragement; low shows discouragement.)