



Astro and Pinpoint Astro

Named for its American creators Allinger, Stern and Rosler, Astro is a defensive convention for use against an opponent's 1NT opening. Over an enemy 1NT,

2C: Hearts and a minor, 12+ points

2D: Spades and another suit, 12+ points

Double and all other overcalls are natural.

Advancer's rebids to 2C are:

Pass: Long club suit, signoff

2D: An artificial relay denying 3 cards in the anchor suit (hearts)

2H: Signoff

2S: Long spade suit, signoff

2NT: 10+ points, one-round force, asking overcaller to bid his second suit

3H: Invitational

Advancer's rebids to 2D are:

Pass: Long diamond suit, signoff

2H: An artificial relay denying 3 cards in the anchor suit (spades)

2S: Signoff

2NT: 10+ points, signoff, asking overcaller to bid his second suit

3C: Long club suit, signoff

3S: Invitational

If advancer gives the relay response (2D to 2C and 2H to 2D), overcaller's rebids are:

Pass: The relay response happened to be overcaller's second suit

Two of the anchor suit: A good five-card suit or better. Opener should bid his good anchor suit first before showing a good second suit.

Cheapest second suit: A good five-card suit or better

If overcaller rebids two of the anchor suit, advancer may rebid 2NT to ask for his second suit.

Pinpoint Astro : uses the following overcalls of 1NT:

2C: Clubs and hearts

2D: Diamonds and hearts

2H: Hearts and spades

2S: Spades and a minor