

# New Convention Card Highlights

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New Layout


New layout, section titles along side

New checkboxes or new lines for describing things

Anything you don't play, just leave blank

Focus on 2/1, Standard American players

# OverVu

Names Untitled 

General Approach: \_\_\_\_\_


Min Expected HCP when Balanced: Opening \_\_\_\_\_ Responding \_\_\_\_\_

Forcing Open:  1♣  2♣  Other  \_\_\_\_\_ 1NT Open: Str  Wk  Variable

Bids That May Require Preparation \_\_\_\_\_

- General Approach: SAYC, 2/1, Precision
- **Min expected HCP when Balanced:**
  - SAYC or 2/1: Opening: *12* (or *13*); Responding: *6*
- **Forcing Open:** 1C  2C  Other
- Is your 1N strong (14+ min), weak, **variable** (Most don't)
- **Bids that may require preparation:**
  - “Pre-alerts” against which opps need to discuss defense in advance
  - Examples: Flannery; 2-suited overcalls such as top-and-bottom cuebid
  - Just a summary (opps can ask for details)

# 1C opener

<b>1</b> 	Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/>	NF2 <input type="checkbox"/> (4432 only <input type="checkbox"/> )	NF1 <input type="checkbox"/>	NF0 <input type="checkbox"/>	Art F <input type="checkbox"/>	Transfer Resp <input type="checkbox"/>
Resp _____						
<hr/>						
1♦ _____	Bypass 5+ <input type="checkbox"/>		Raises			
1NT _____	to _____		Single:	NF <input type="checkbox"/>	Inv+ <input type="checkbox"/>	GF <input type="checkbox"/>
2NT _____	to _____		Jump:	Wk <input type="checkbox"/>	Mixed <input type="checkbox"/>	Inv <input type="checkbox"/>
			After Overcall:	Wk <input type="checkbox"/>	Mixed <input type="checkbox"/>	Inv <input type="checkbox"/>

- Min Length: most=3
- Short club: **NF2** , e.g., if you want D to promise 4, or 5
- **(4432 only)**
- Precision or other strong club: check **Art F**
- Some people play **Transfer Responses**: most will leave this blank.

# Responses to 1C

1♣ Min Length: 5  4  3  NF2  (4432 only ) NF1  NF0  Art F   
 Resp \_\_\_\_\_ Transfer Resp

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1♦ \_\_\_\_\_ Bypass 5+  Raises  
 Single: NF  Inv+  GF   
 1NT \_\_\_\_\_ to \_\_\_\_\_ Jump: Wk  Mixed  Inv   
 2NT \_\_\_\_\_ to \_\_\_\_\_ After Overcall: Wk  Mixed  Inv

- **Resp:** describe any special responses like relays, most of us leave this blank
- Some people play **Transfer Responses:** most will leave this blank.
- **1D** response meaning: e.g., *no major OR GF hand*
  - **Bypass 5+D**  : with 5D-4Major do you preference majors? Most of us
- **Raises:**
  - “**Mixed**”=extra trumps but not quite invitational
  - Standard: check **NF** for single and **Inv** for Jump
  - Inverted minors: Check **Inv+** on Single and **Wk** on Jump.

# 1D opener

N O R S	1♦	Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/>	Unbal <input type="checkbox"/>	NF2 <input type="checkbox"/>	NF1 <input type="checkbox"/>	NF0 <input type="checkbox"/>	Art F <input type="checkbox"/>
		Resp _____	Same as over 1♣ <input type="checkbox"/>				
		1NT _____ to _____	Raises				
		2NT _____ to _____	Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/>				
			Jump: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>				
			After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>				

- **Min Length:** Most 3  (4 if you bid “1C” with 4432)
  - If 1D shows “I have an unbalanced hand”, check **Unbal**
  - If <3, check box and announce “could be 2”, etc
  - **Art F** : is 1D an artificial forcing opener?
- **Same as over 1C**  means responses to 1D (NT and raises) are going to be the same as responses to 1C. Most of us will check this box!

# Major opener

M A J O R S	1♥/♠	Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/>
	1 <sup>st</sup> /2 <sup>nd</sup> Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Other _____
	3 <sup>rd</sup> /4 <sup>th</sup> Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Drury 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> _____
	1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass ♠ <input type="checkbox"/>	Jump Raise: Weak <input type="checkbox"/> Mixed <input type="checkbox"/> Inv. <input type="checkbox"/>
	Other _____	After Overcall: Weak <input type="checkbox"/> Mixed <input type="checkbox"/> Inv. <input type="checkbox"/>

- **1st/2nd Length:** 5  for most of us.
  - If you often open 4 in **3rd/4th** seat, mark 4
- Mark any artificial raises you make:
  - 2N  = Jacoby 2N
  - 3N  = 4333/3444 or any other special 3N “raise” of major
  - Splinter
- **Other:** e.g. *Bergen*
- **Drury 2C  2D=2-way**, meaning 4cards **In Comp** 
  - Note: “reverse” Drury is all anyone ever plays

# More major opener responses

M A J O R S	1♥/♠	Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/>
	1 <sup>st</sup> /2 <sup>nd</sup> Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Other _____
	3 <sup>rd</sup> /4 <sup>th</sup> Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Drury 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> _____
	1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass ♠ <input type="checkbox"/>	Jump Raise: Weak <input type="checkbox"/> Mixed <input type="checkbox"/> Inv. <input type="checkbox"/>
	Other _____	After Overcall: Weak <input type="checkbox"/> Mixed <input type="checkbox"/> Inv. <input type="checkbox"/>

- 2/1 players: is 1N response **Forcing** or **Semi-Forcing**?
- **Bypass Spades** : if you play Flannery, or often skip responding spades w/4
- Jump raise: Weak  Mixed  Inv
- After Overcall: Weak  Mixed  Inv
- Under “**Other**”, agreements like:
  - *Help Suit Game Try*
  - Opener’s rebids on semi-F 1N
  - 2/1: does opener’s 2N promise stoppers in unbid suits; does repeating the major promise 6+?



## 1N opener

**1NT** \_\_\_ to \_\_\_ (Seat/Vul \_\_\_) **1NT** \_\_\_ to \_\_\_ (Same Resp: Y  N   
5-Card Major  Sys On vs \_\_\_\_\_ 3♣ \_\_\_\_\_

- Most SAYC and 2/1 list 15-17, a few 15-18 or “good 14-17”
- **Seat/Vul:** Most leave this blank but there’s space if you play it diff in different seats and whether the responses are the same or not
- Do you often open 1N even with a **5-card Major**? (5332)
- **Sys On vs:** *X*, *2C* (Stayman and transfers are on if opps double or bid 2c)
- Is 3C Puppet Stayman? if so, write *puppet*
  - Otherwise, describe what your 3level bids mean in appropriate spot

## 2C response to 1N opener

- Most of us will mark **Stayman**
- **Puppet**  Stayman asks about 5 or 4 card major
- **Other**: e.g., Gladiator

2C **doesn't** always promise a 4-card major

(e.g., some pairs use 2C for all invitational hands)

If opener is expected to bid their majors,

then you may mark **Stayman**, but remember to alert continuations

ACBL: "Alert any follow-up bid that reveals that the 2C or 3C bidder may not (or did not) hold a major suit for the bid"

**1NT** \_\_\_ to \_\_\_ (Seat/Vul \_\_\_ ) **1**  
5-Card Major  Sys On vs \_\_\_\_\_  
2♣: Stayman  Puppet  Other

## 2 lvl Transfers

2D and 2H are usually **Tfr** (transfer) to higher suit

NOTR	2♦: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____
	2♥: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____
	2♠: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____
	2NT: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____

**2S**: check **Tfr** ONLY if it's to **one** suit. Most of us will use **Other**

- Most newer players: 2S forces opener to bid 3C:
  - responder passes or corrects to 3D
  - If that's what you play, next to **Other** write: *weak minor*
- *range ask or clubs*
- *minor stayman*

**2N**: **Nat** means it's a NT invitation with (typically) 8-9 HCP

- **Tfr** or **Other**; describe after the checkbox
  - Opps - be aware 2C Stayman may not promise a 4 card major. Ask!

U M P	Smolen <input type="checkbox"/>	Tfr: 4♣ <input type="checkbox"/>	4♦ <input type="checkbox"/>	4♥ <input type="checkbox"/>
	Dbl: Neg <input type="checkbox"/>	_____	Pen <input type="checkbox"/>	Other _____

## Other Transfers & Competition

**Smolen**  Check the box if you play it.

**Tfr: 4C**  4D  4H

- 4D&4H transfers are typical “Texas Transfers” (6+, GF)
- 4C&4D transfers are “South African Texas” (6+, GF)
- If you don’t play any 4 level transfers, just leave blank

Competition: If opps bid a natural suit, mark whether responder’s **Double** is

- **Negative**
- **penalty**
- **Other**  e.g., *shadow doubles, stolen bid doubles, etc*

## 2N and 3N openers

### 2N opener

- Most SAYC and 2/1 list 20-21 for 2N.
- Is 3C Puppet  Stayman or regular? If regular, leave blank.
- Does 3S  have a special meaning? (if so, describe it)
- **Trf: 3 Lvl**  **4 Lvl**  : are these bids transfers, e.g., 2N-3H (transfer to spades) or 2N-4D (transfer to hearts)
- Is responders X: **Neg Dbl**  **Other:** \_\_\_\_\_
- **Conv**  Describe any conventional responses

### 3N opener:

Describe: “*gambling*”, **One suit** (typically a *minor preempt*), etc

<b>2NT</b> _____ to _____ Puppet <input type="checkbox"/> 3♠ <input type="checkbox"/>
Conv <input type="checkbox"/> _____ Tfr: 3 Lvl <input type="checkbox"/> 4 Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other _____
<b>3NT</b> _____ to _____ One suit <input type="checkbox"/> _____

## 2C Opener

2♣	_____	to	_____	_____
	Very Str <input type="checkbox"/>	Str <input type="checkbox"/>	Nat <input type="checkbox"/>	Conv <input type="checkbox"/> _____

**VERY STR** (very strong, what most of us play)

- 20+HCP OR
- $\geq 14$ HCP & within 1 trick of game OR
- $\geq 5$  “Control points” (Ace=2, K=1) & within 1 trick of game

Example: AKQ87654 A32 J2 Void

Only 14HCP, but 5 “Control Points”, and 4 LTC. You could legally open this 2C.

**STR** (Strong) isn't an option at most events.

If you play 2C as **NAT** (natural, e.g., Precision), mark that and alert it.

2♦ Waiting

Steps  \_\_\_\_\_ 2♥ Neg

Other \_\_\_\_\_

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## 2C responses

- Most of us play **2D Waiting** 
  - For some: 2D denies positive w/strong suit (NOT alertable!)
  - For some: 2D is a bust hand (NOT alertable!)
- **2H Neg**  check if you use 2H to show a “bust” hand. (Alertable!)
- Most of us don’t play **Steps** 
  - if you do, check the box (Alertable!)
  - summarize the step responses
- I write “*chp min=2nd neg*” next to **Other**. : e.g., if you use the “cheaper minor” as responder’s 2nd bid to show a bust hand
- Any other special agreements, describe in **Other**.

## 2D/H/S opener

LEVEL	<b>2♦</b> _____ to _____ <span style="float: right;">New Suit NF <input type="checkbox"/></span>
	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT _____ Other _____
	<b>2♥</b> _____ to _____ <span style="float: right;">New Suit NF <input type="checkbox"/></span>
	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT _____ Other _____
	<b>2♠</b> _____ to _____ <span style="float: right;">New Suit NF <input type="checkbox"/></span>
	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT _____ Other _____

- List your range (5-11, or whatever)
- Checkbox: **Weak** 
  - **Intermediate**  rare
  - **Strong**  old style, rare
  - If you play **2D** as Flannery or mini-Roman, check **Conv**
  - If 2H or 2S opener = **2 Suits**
- Responder's **New Suit NF**  (nonforcing), check the box and alert it
- **Rebids over 2N**: write *feature* or *OGUST*



## Other conventions

- **Jump Shift Resp** Just describe responder's jumpshifts: weak, strong, invitational? Off in competition?

Common conventions:

- **Vs (Very)Str Open**: If you play something special against Precision, 2C, etc, (like *Mathe* or *CRaSh*), list it here
- Do you play **New Minor Forcing**, **2Way NMF**, **XYZ**
- Is **4th Suit Forcing 1Round** force or **Game Force**
- Describe anything else not covered elsewhere on the card, e.g., "*Unusual v Unusual*"
- Leave blank any conventions you don't play

# Doubles

D B L S	Negative <input type="checkbox"/>	Thru _____	Penalty <input type="checkbox"/>
	Responsive <input type="checkbox"/>	Thru _____	Maximal <input type="checkbox"/>
	Support: <input type="checkbox"/>	Thru _____	Redbl <input type="checkbox"/>
	T/O Style _____		
	Other _____		

Just list if and how high you play standard doubles

## T/O Style

- *Std* (12+, short in opps suit, 3-card support for unbid) *exc balancing seat*
- *off-shape, weak, balanced, ...*
- **Other:** e.g., *Snapdragon, Equal Level Conversion*, anything else

# Overcalls

Jump overcalls are usually weak (**Wk**)

Responses:

- Forcing, NonForcing **Constructive**, **NF**,
- or **Tfr** (transfer)
- Are Jump Raises **Weak**, **Mixed**, **Inv**?
- Is a **cuebid** diff from a **jump cuebid**?
  - does it show support?
  - ask overcaller to bid 3N with a stopper?
  - different if overcall is a minor vs a major?
- **Other**: E.g., splinters, **XX**, ...

OVERCALLS	1 Level _____ to _____ often 4 cards <input type="checkbox"/>
	2 Level _____ to _____
	Jump Overcalls: <b>Wk</b> <input type="checkbox"/> <b>Int</b> <input type="checkbox"/> <b>Str</b> <input type="checkbox"/>
	<b>Conv</b> <input type="checkbox"/> _____
	<b>Responses</b>
	New Suit: <b>F</b> <input type="checkbox"/> <b>NFConst</b> <input type="checkbox"/> <b>NF</b> <input type="checkbox"/> <b>Tfr</b> <input type="checkbox"/>
Jump Raise: <b>Weak</b> <input type="checkbox"/> <b>Mixed</b> <input type="checkbox"/> <b>Inv</b> <input type="checkbox"/>	
Cuebids _____ Support <input type="checkbox"/>	
<b>Other</b> _____	

Cuebid

CUE

Vs:

Michaels





Art	Quasi	Nat	Nat
			
			

Columns refer to **opps** opening bid

From right to left:

- **Nat H/S**= natural; includes opening with 4card suit
- **Nat C/D**= natural; includes opening 1C with 4=4=3=2
- **Quasi** natural:
  - **either** natural C/D or
  - balanced hand (no singleton/void)
  - e.g., *1C = 12-14 balanced or long clubs*
- **Art C/D** is artificial C or D opener, e.g. Precision

# Michaels

		Vs:				
C U E B I D		Art	Quasi Nat	Nat	Nat	
						
	Michaels	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
	Natural	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Describe

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## Michaels ☒:

- on **natural** minor opener: both majors
- on **natural** major opener: other major & minor

**Natural** ☒: you have the suit (e.g., over **Art** 1C, your 2C=clubs)

**Other** :your cuebids are “Top & bottom” or something else, describe it

Most of us will mark the card like the example here

# Preempts

## 3-Level Style (Seat/Vul):

- vary by **seat** or **vulnerability**?
- *sound except 3rd seat?*
- often preempt 3 with 6-card suit

## 4-Level Style - describe like above

**Resp:** describe response agreements especially:

- NSF=new suit responses are forcing
- NF =new suit non-forcing

## 4C/4D Tfr

- NAMYATS: check **Tfr**
- Most will leave this blank

P R E E M P T	3-Level Style (Seat/Vul) _____
	_____
	Resp _____
	4-Level Style _____
	Resp _____
	4♣/4♦ Tfr <input type="checkbox"/> Other _____

# No Trump Overcalls

## NT Overcalls

- List your point range and **SysOn**☒
  - e.g., Direct: *15-18* direct/Balancing: *12-15*
- **Conv**: *1N BPH* (“by passed hand”)=*unusual*
- **Jump to 2N: 2 Lowest Unbid**☒
- **Other**: e.g., *Bal: 2N=20-22; 2N>wk2=16-19*

<b>N T O V E R</b>	Direct: _____ to _____ SysOn <input type="checkbox"/>
	Balance: _____ to _____ SysOn <input type="checkbox"/>
	Conv <input type="checkbox"/> _____
	Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/>
	Other _____

# Over Opps Trump

This box hasn't changed

Just describe your system

E.g., Are your bids all Natural?

Do you play DONT, Landy, Woolsey, etc

Does it change if opps 1N is weak

	vs:	_____	vs:	_____
	DBL:	_____	DBL:	_____
V S	2♣	_____	2♣	_____
	2♦	_____	2♦	_____
1 N T	2♥	_____	2♥	_____
	2♠	_____	2♠	_____
	2NT	_____	2NT	_____
	Other	_____		_____



## Vs Takeout Double by opps

1 over 1: new suits are forcing

If you open 1S and opps X,

- is resp 2H forcing?
- If yes, check **2 lvl** ☒
- If new suits after opps X are transfers, check **Tfr**
- **Rdbl 10+** ☒: XX by responder usually shows 10+: most will check that box

### 2N Over:

If 2N is **natural** after doubled:

- minor opener, mark **Nat** ☒ next to C/D
- major opener, mark **Nat** ☒ next to H/S

If 2N after X is a raise: check “**Raise** ☒” and list range e.g., 10+

	New Suit F: 2 lvl <input type="checkbox"/>	Tfr <input type="checkbox"/>	_____	
V	Jump Shift: Wk <input type="checkbox"/>	Inv <input type="checkbox"/>	F <input type="checkbox"/>	Fit <input type="checkbox"/>
S	Rdbl: 10+ <input type="checkbox"/>	Conv <input type="checkbox"/>	_____	
	2NT Over	Nat	Raise	Range
D	♣ ♠	<input type="checkbox"/>	<input type="checkbox"/>	_____
B	♥ ♠	<input type="checkbox"/>	<input type="checkbox"/>	_____
L				_____
	Other			

## Vs Preempts

If opps open a weak 2:

- 2N overcall usually 15-18 or 16-19
- are systems on?

V S	2NT Overcall _____
	T/O Dbl Thru _____ Penalty <input type="checkbox"/>
P R E	2NT Lebensohl Resp <input type="checkbox"/> _____
	Cuebid _____
	Jump Overcalls _____
	Other _____

How high is your takeout double vs preempts? Is X of 4H TO or penalty? How about 4S?

If you play 2N Lebensohl responses after X, check that box

Is a cuebid asking for a stopper or is it Michaels?

(If you play Leaping Michaels, I would list that in “Other”)

How strong do you expect a jump overcall against a preempt to be

S L A M S	4♣ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> _____
	4NT: Blackwood <input type="checkbox"/> RKC 0314 <input type="checkbox"/> RKC 1430 <input type="checkbox"/> _____
	Control Bids _____
	Vs Interference _____
	Other _____

# Slam Bidding

**Gerber** checkbox for sequences where 4C is Gerber:

- **Directly over NT:** pd opened 1N or 2N (or 2N after opening 2C)
- **Over NT Seq:** e.g., 1C-1H-2N or 1C-1D-1H-1N
- **Non-NT seq:** describe (e.g. *on limit raise of major*)

**4N:** mark appropriate checkbox

Write if you play: *kickback, redwood, minorwood, voidwood*

**Control Bids:** *1st or 2nd round control*

**Vs Interference:** *DOPI, DEPO, ROPI, anything else*

**Other:** *Q or K ask responses (specific K or #K), Serious or NonSerious 3N, 5N: Pick a Slam or Grand Slam Force, or any other slam-related agreements*

# Defense

## Attitude and count **Carding**

- standard **2** or upside down? **2**
- Smith Echo and Trump Signals
- Exceptions

## Primary Signals to:

- Most: on Declarer's lead **Count**; on Partner's lead **Attitude**.
- **Exceptions:**
  - *Ace for Attitude, King for Count*
  - lead of A & dummy's singleton: suit preference

**First Discard:** Std, Upside Down, O/E, Lavinthal, something else?

CARDING	Suits	NT	Primary Signals to: _____	
	<input type="checkbox"/> Standard - Attitude	<input type="checkbox"/>	Declarer's Lead	Partner's Lead
	<input type="checkbox"/> Standard - Count	<input type="checkbox"/>	<input type="checkbox"/> Attitude	<input type="checkbox"/>
	<input type="checkbox"/> Upside Down - Attitude	<input type="checkbox"/>	<input type="checkbox"/> Count	<input type="checkbox"/>
	<input type="checkbox"/> Upside Down - Count	<input type="checkbox"/>	<input type="checkbox"/> Suit Preference	<input type="checkbox"/>
Exceptions: _____		SIGNALS		
Other Carding: _____		Exceptions _____		
Smith Echo: Suits <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/>		First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/>		
Trump Signals _____		Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>		

# Leads vs

## First lead against Suits

- 4th best or 3rd&5th or ?
- Do you lead **Small from xx**?
- With AKx, do you lead **A** or **K**? or does it vary?
  - some use A to ask for attitude and K to ask for count

## First lead against NT

- 4th best? Attitude? 2nd from xxxx(+) (e.g. 97432)
- If you play coded 9s&Ts, I would list that under **Exceptions**

**After 1st trick:** do you typically lead *BOSTON*? Or anything else special? Is it different against Suits than against NT?

	CIRCLE CARD LED (if not bold):	CIRCLE CARD LED (if not bold):
LEADS	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/>	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/>
	Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/>	Attitude <input type="checkbox"/> 2 <sup>nd</sup> from xxxx(+) <input type="checkbox"/>
SDS	<b>x x</b> x x x x x x x x x x x x	<b>x x</b> x x x x x x x x x x x x
	H x x H x x x H x x x x	H x x H x x x H x x x x
VS	After 1 <sup>st</sup> Trick: _____	After 1 <sup>st</sup> Trick: _____
	Honor Leads: _____	Honor Leads: _____
SUITS	A K x (+) Varies <input type="checkbox"/> _____	A K J x (+) Varies <input type="checkbox"/> _____
	<b>K Q x</b> <b>Q J x</b> <b>J T x</b> <b>T 9 x</b>	<b>K Q J x</b> <b>K Q T 9</b> <b>Q J T x</b> <b>J T 9 x</b>
S	Interior Seq: _____	Interior Seq: _____
	<b>K J T x</b> <b>K T 9 x</b> <b>Q T 9 x</b>	<b>A Q J x</b> <b>A J T 9</b> <b>A T 9 x</b> <b>Q T 9 x</b>
S	Exceptions: _____	Exceptions: _____



# Conventional

## Wisdom - part 1

Each of the next several months we break down a section of the new ACBL **convention** card. See pages 18-19 of the March issue for the complete card and a glossary of terms and abbreviations.

### OVERVIEW

The very first box is for the pair's general approach (Standard American, 2/1, Precision etc.), which is similar to the old card, but features a new line: **Min Expected HCP when Balanced**, with spaces to enter numbers for **Opening** and **Responding**. For example, if in your partnership you agree to open all balanced 12-counts and respond with a balanced hand with 6 HCP, then you would write 12 and 6 in the lines provided.

Notrump ranges considered "weak" can range anywhere from as few as 10 up to 15 HCP. Is 13-15 a weak notrump? That is up to your partnership as defenders to decide.

Some partnerships play weak notrump when nonvulnerable and strong when vulnerable, or in different seats (weak in first or second, strong in third and fourth). Checking this box is not meant to describe the variability, just to alert the opponents of its existence.

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