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	Respor	nding_	
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: $1C \square 2C \square$ Other \square
- 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)

1 A Re	n Length: 5□ sp	4 3 0	NF2[](4432 only □)	NF1	NF0 A Transfer R	esp
1�		Bypass <mark>5</mark> +[]	Raises Single:	NF 🗆	Inv+	GF
M 1NT	to			Jump:	Wk	Mixed 🗌	Inv
N ^{2N I} ——	to			After Overcall:	VVK	Mixed 🗌	Inv

1C opener

- Min Length: most= $3 \boxtimes$
- Short club: NF2 \boxtimes , 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 Resp**onses: most will leave this blank.

1	+	Min Ler Resp	ngth: 5	4 3 0	NF2[](4432 only 🗌)	NF1	NF0 Transfer	Art F
1 (M 1N			to	Bypass 5+]	Raises Single:		Inv+	GF
I N 21	NT		to			Jump: After Overcall:	Wk	Mixed Mixed	

Responses to 1C

- **Resp:** describe any special responses like relays, most of us leave this blank
- Some people play **Transfer Resp**onses: most will leave this blank.
- 1D response meaning: e.g., no major OR GF hand
 - **Bypass 5+D** \boxtimes : 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.

IN			_				··· ····	·····	
0	1	Min Length: 5	4	3 🗆	Unbal 🗌	NF2	NF1	NF0	Art F
RS		Resp					Sa	me as ove	r 1♣□
0									
					Raise	es			
	1NT	to			Singl	e:	NF 🗆	Inv+	GF
	2NT	to			Jump	D:	Wk	Mixed 🗆	Inv
					Afte	er Overca	II: Wk🗆	Mixed 🗆	Inv

1D opener

- Min Length: Most $3 \boxtimes (4 \text{ if you bid "1C" with } 4432)$
 - If 1D shows "I have an unbalanced hand", check Unbal ⊠
 - \circ If <3, check box and announce "could be 2", etc
 - Art $\mathbf{F} \boxtimes$: is 1D an artificial forcing opener?
- Same as over 1C imeans 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

•	1st/2nd	Length:	$5 \boxtimes \text{ for }$	most of us.
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- If you often open 4 in **3rd/4th** seat, mark $4 \boxtimes$
- Mark any artificial raises you make:
 - \circ 2N \boxtimes = Jacoby 2N
 - $3N\Box = 4333/3444$ or any other special 3N "raise" of major
 - \circ Splinter \boxtimes
- 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

1♥/♠	Art Raises: 2NT 3NT Splin Other	ter 🗌
1 st /2 nd Length: 4 □ 5 □ 3 rd /4 th Length: 4 □ 5 □ 1NT: F □ Semi-F □ Bypass ♠ □	Drury 2♣□ 2♦□ In Comp□	
1NT: F Semi-F Bypass 🌩 🗌	Jump Raise: Weak Mixed Ir	nv. 🗌
Other	After Overcall: Weak Mixed In	nv. 🗌

- 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 \boxtimes Mixed \Box Inv \Box
- 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+?

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

1N opener

- 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

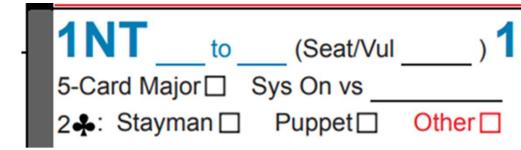
- Most of us will mark **Stayman** ⊠
- **Puppet** \Box Stayman asks about 5 or 4 card major
- Other: e.g., Gladiator

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"



2 Ivl Transfers

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



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:
 - \circ 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!

Other Transfers & Competition

Smolen \Box Check the box if you play it. **Tfr: 4C** \Box 4D \boxtimes 4H \boxtimes

- 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

 Smolen
 Tfr: 4♣
 4♦
 4♥
 4♥

 Dbl: Neg

 Pen
 Other

- Negative 🗵
- penalty □
- **Other** \Box e.g., *shadow doubles*, *stolen bid doubles*, etc

2NT	to	Puppet 3♠ □ Tfr: 3 Lvl 4 Lvl Neg Dbl Other
3NT_	to	One suit

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 $3S \square$ have a special meaning? (if so, describe it)
- Trf: 3 Lvl \Box 4 Lvl \Box : are these bids transfers, e.g., 2N-3H (transfer to spades) or 2N-4D (transfer to hearts)
- Is responders X: Neg Dbl Other:
- **Conv** \Box Describe any conventional responses

3N opener:

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

2♣_	to		
Very Str □	Str□	Nat□	Conv 🗆

2C Opener

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

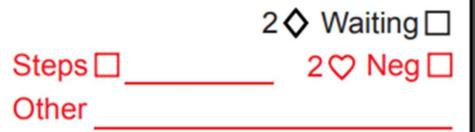
- 20+HCP OR
- >=14HCP & within 1 trick of game OR
- >=5 "Control points" (Ace=2, K=1) & within 1 trick of game

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.



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** \Box 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

2 🔶to	New Suit NF
Wk Int Str Conv Rebids over 2NT	Other
2 💙 to	New Suit NF
Wk Int Str 2 Suits Rebids over 2NT	Other
2 • to	New Suit NF
Wk Int Str 2 Suits Rebids over 2NT	Other

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

O Jump Shift Resp					
H Vs (Very)Str Open	NMF 🗆	2Way NMF	XYZ	4 th SF: 1Rnd	GF
Е					

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

Negative 🗆	Thru	Penalty 🗌
Responsive] Thru	Maximal [
Bupport: 🗌	Thru	Redbl 🗌
S T/O Style		
Other		

Just list if and how high you play standard doubles

T/O Style

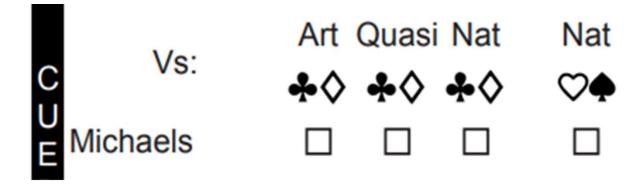
- *Std* (12+, short in opps suit, 3-card support for unbid) *exc balancing seat*
- off-shape, weak, balanced, ...
- Other: e.g., Snapdragon, Equal Level Conversion, anything else

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, ...

	1 Level	to	often 4 cards
0	2 Level	to	
V	Jump O	vercalls: Wk 🗌	Int 🔲 Str 🗖
E	Conv		
C		Respons	202
~		Respons	303
A I	New Sui	it: F NFCon	st NF Tfr
L	Jump Ra	aise: Weak	Mixed Inv
S	Cuebids		Support
	Other		



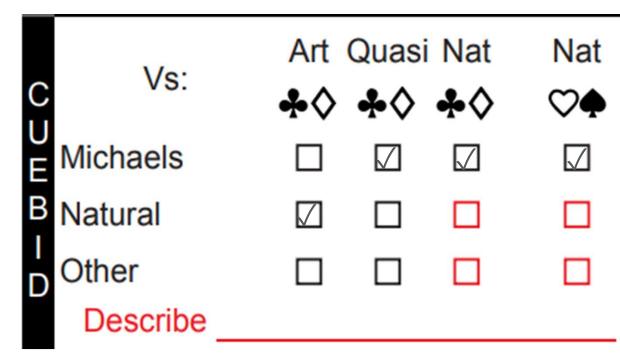
Cuebid

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)
 - \circ e.g., 1C = 12-14 balanced or long clubs
- Art C/D is artificial C or D opener, e.g. Precision

Michaels



Michaels \boxtimes :

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

Natural \boxtimes : 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 3-Level Style (Seat/Vul)
E Resp
E Resp E 4-Level Style
P Resp
T 4♣/4 ♦ Tfr ☐ 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*:2*N*=20-22; 2*N*>*wk*2=16-19

N Direct:	to	SysOn □_		
T Balance:	to	SysOn □		
Conv□_				
Jump to 2NT: 2 Lowest Unbid □				
R Other				

Over Opps Trump

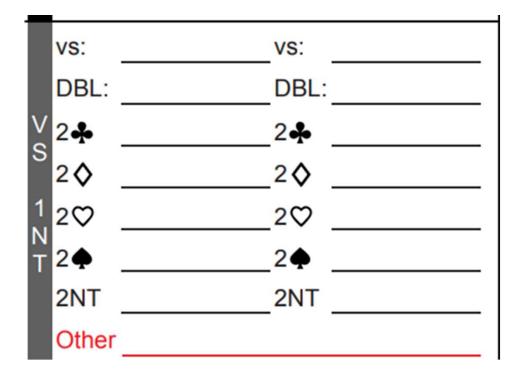
This box hasn't changed

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 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 $|v| \boxtimes$

- New Suit F: $2 |v| \square Tfr \square$ Jump Shift: Wk \square Inv \square F \square Fit \square S Rdbl: 10+ \square Conv \square 2NT Over Nat Raise Range B $\diamondsuit \diamondsuit \square$ \square \square C $\diamondsuit \diamondsuit \square$ \square \square Other
- If new suits after opps X are transfers, check **Tfr**
- **Rdbl 10+** \boxtimes : XX by responder usually shows 10+: most will check that box

2N Over:

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

- minor opener, mark Nat \boxtimes next to C/D
- major opener, mark Nat \boxtimes next to H/S

If 2N after X is a raise: check "**Raise** \boxtimes " and list range e.g., 10+

Vs Preempts

If opps open a weak 2:

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

2NT (Overcall	
	Dbl Thru	Penalty 🗌
S 2NT L	_ebensohl Resp	_
P Cueb	id	
R Jump	Overcalls	
^E 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

4♣ Gerber: Directly over NT 🗌 Over NT Seq	Non-NT Seq
4♣ Gerber: Directly over NT ☐ Over NT Seq ☐ 4NT: Blackwood ☐ RKC 0314 ☐ RKC 1430 ☐	1.111 A. (8, 10) - 5-
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? \overline{C}
- 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?

Su	Suits NT		Primary Signals to:
	Standard - Attitude		Declarer's Lead Partner's Lead
СС	Standard - Count		s 🗆 Attitude 🗆
AC	Upside Down - Attitude		Count
] Upside Down - Count		G 🛛 Suit Preference
Exc	eptions:		Exceptions
N Othe	er Carding:	First Discard: Std Upside Down	
G <mark>Smi</mark>	h Echo: Suits 🗌 NT 🗌 Rev	erse 🗆	S Lavinthal Odd/Even Other
Trur	np Signals		

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):
Length Leads: 4 th 3 rd /5 th 3 rd /Low	Length Leads: 4 th 3 rd /5 th 3 rd /Low
A Attitude Small from xx	Attitude $\Box 2^{nd}$ from xxxx(+) \Box
Δ x x x x x x x x x x x x x x x x x x	X X X X X X X X X X X X X X X X X X X
S HXX HXXX HXXXX	Ο ΗΧΧ ΗΧΧΧ ΗΧΧΧΧ
V After 1 st Trick:	S After 1 st Trick:
S Honor Leads:	V Honor Leads:
S A K x (+) Varies □	S A K J x (+) Varies□
U KQX QJX JTX T9X	<mark>κ</mark> αјх к α т9 α јтх ј т9 x
Interior Seq:	T Interior Seq:
κ ј тх к т 9х q т 9х	AQJX AJT9 AT9X QT9X
Exceptions:	Exceptions:



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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