

## New Convention Card

### To create a convention card online – 2 choices:

#### To get an editable pdf copy:

- Go to acbl.org and search for “new convention card”
- Click on first option (when I do it): How to complete a convention card and details...”
- Click on “Download a PDF file” in first paragraph
- Save it to your computer – make copies – edit
  - o To fill in a blank: double click and start typing
  - o To check a box: move cursor until you see the hand, then click
  - o To indicate a lead: double click the card you want then choose either the highlighter (highlight) or the I (underline). I find highlighting is much easier to see.
- Note that all of the pre-filled cards that are offered on that page are in the old format

#### To get a user-friendly sharable card:

- Go to bridgeodex.com
- Create an account (free)
- Click on “Add a new card”
- Advantages:
  - o The entry is more user-friendly than on an editable PDF
  - o It lets you type more information than would normally fit in blanks and will shrink font to fit and squeeze in an additional line where possible but beware:
    - Font may get too small to read
    - Sometimes it creates a footnote when text gets too long – and when I forced that, I couldn’t find the footnote
  - o It lets you use suit symbols
  - o Lead options are circled which is easy to read
  - o You can share the card with anybody else who has an account (edit or view only)
  - o Multiple print options – only one that makes sense is PDF Card download option (need to download to print)

### Notes about the card itself:

- Colors are the same as on the old card:
  - o **Blue**: announce, **Red**: alert, **Black**: no announcement or alert necessary
    - Remember that any alert-able bid 3N or higher, starting with opener’s rebid, is alerted AFTER the auction is over, so, for example, 1♥-4♣ is alerted immediately, but 1♥-2♥; 4♣ is alerted at the end of the auction.
- Abbreviations used should be obvious (F=forcing, NF=non-forcing, Tfr=Transfer, etc.)
  - o Abbreviations often used when filling out the card:
    - BUPH: By unpassed hand
    - BPH: By passed hand

## Filling Out the Card – Section by Section

### Top box:

- **General Approach:** 2/1, Std American, Precision, Strong club... same as old card.
- **Min expected HCP when balanced:**
  - o Assume REALLY balanced (3-3-3-4)
  - o Most will play 12 or 13 for opening & 5 or 6 for responding
- **Forcing Open Other:** If you play anything other than 1♣ or 2♣, put it here - unlikely
- **IN Open:**
  - o Strong is any range with a minimum 14 or higher (weak has a minimum of 13 or lower)
  - o Variable: some partnerships vary NT range based on seat and/or vulnerability
- **Bids That May Require Preparation:** Bids that require a discussion of how to defend against them
  - o List any unusual bids. The Bulletin article suggests Flannery as an example.

### 1♣ box:

- **Min Length:** If checking NF 2, also check 4432 if that is the only case where you'll open a 2-card club suit (i.e. 1♦ promises 4+ diamonds)
- **Resp:** List any conventional responses. Examples:
  - o Any raises that don't fit neatly into the check boxes provided
  - o 2♥ showing 5 spades & 4-5 hearts with a hand that is less than invitational (Reverse Flannery)
  - o Note that there is a check box for transfer responses (e.g. 1♣-1♦ shows hearts). If you play this, it should also be listed in bids requiring preparation above.
- **Blank line under Resp line:** Example: conventional rebids by 1♣ bidder or overflow from Resp line – likely blank
- **1♦:**
  - o **Blank after 1♦:** Examples (most of you will leave this blank):
    - Denies 5 card major (if playing Montreal Relay) (“no 5 cd maj”)
    - <8 HCP (if playing a strong club)
    - Frequently skip 4 diamonds to bid a 4-card major (“skip 4 w/M” or “4M befor 4D”)
    - Skip 4 diamonds to bid a 4-card major if you only have one bid (“skip 4 if wk”)
    - “Up the line” if you tend to bid 4 card suits up the line rather than skipping 4 diamonds to bid a major
      - Not necessary unless you need it to jog your memory
  - o Check box if you bypass 5+ diamonds (so bidding 1♦ generally denies a 4-card major) & “<4M ex GF” in blank
- **Raises**
  - o Check appropriate boxes:
    - Mixed is a good 7- bad 10 point hand with extra length in your suit – clubs in this case - so it's partly a constructive raise and partly a preempt – hence “mixed”
    - There is a flaw here for many partnerships that distinguish between invitational and forcing responses (so the single raise might be strictly invitational, not inv+). That information must be added to the Resp line above.

### 1♦ box:

- o **Resp:** If responses are the same as over 1♣, just check box – no need to re-type them. This applies to the Resp line only – you still need to check boxes and fill in NT ranges.
- o **Blank line under Resp line:** Example: conventional rebids by 1♦ bidder or overflow from Resp line – likely blank

## 1♥/1♠ box:

- **1N:**
  - o **F** (Forcing): If you check this, it is assumed that is forcing only by an unpassed hand
  - o **Semi-F** (Semi-Forcing): Can be passed only with balanced minimum
  - o **Bypass 1♠:** Check if 1♠ promises 5+ spades (Flannery players often do this). This must be announced (1H-1N: “may have 4 spades” or “(semi)forcing – may have 4 spades”)
- **Art Raises:** check 3N if you play that it promises 3-card support
  - o **Other (under raises):** Example: Bergen (can either use convention names or describe bids)
- **Drury:**
  - o **Check boxes:** Check all boxes that apply.
  - o **Blank after Drury:**
    - If you play it in competition in certain cases only, check “In comp” and explain here (e.g. “\* only”)
    - If you play a modified version, put “mod” in the blank here if you don’t need to explain “in Comp”
    - If you need to indicate multiple things, you may have to bleed into the “Other” lines
- **Other & Blank line at bottom:** Examples:
  - o You might indicate game try bids (HSGT, Short suit GT)
  - o Unusual follow-ups over 1N forcing
  - o Conventional bids or rebids not covered elsewhere

## 1N box:

- **Range:**
  - o If 1N has the same range regardless of seat/vulnerability, put “all” in seat/vul blank
  - o If you play different ranges, fill in seat/vul that applies to 1st range and fill in 2nd range and check same resp Y or N (if N, need to clarify in blanks – not much room to do that)
- **Sys On vs:**
  - o Usually \* & 2♣
  - o If you play systems on through a higher level (if you play “stolen bid” for example), put “thru 2S” (whatever is your agreement).
- **2-level responses:**
  - o If you play minor transfers and the “slot” has meaning, put that in blanks after 2♠/2N (e.g. “slot neg”) – it’s not strictly “other”, but there’s no other convenient spot for it
  - o If 2♠ relays to 3♣ then you pass or correct to 3♦, put “minor s/o” in the blank after 2♠. This should be Alerted – not announced.
- **4-level Tfr:** the reason that 4♣ is listed is that some play 4♣/4♦ transfer to ♥/♠ respectively.
- **DbI**
  - o **Neg:** If you play this, indicate in the blank if you only play it at a certain level (e.g. 3-lvl)
  - o **Other:** Example: “stolen bid”
  - o **Blank after Lebensohl:** Example:
    - Might indicate whether Lebensohl stopper-showing applies to higher or lower if there are 2 known suits (“higher if 2”)
- **Other (on right):** Examples:
  - o Describe any escapes after 1N is doubled for penalty
  - o Garbage Stayman
  - o Super-accepts of transfers if other than just jumping in the suit
  - o Delayed Texas transfers

### **2N box:**

- **3♠:** If this is conventional, check this, and use the blank to explain. Some common uses:
  - o Minor suit Stayman
  - o Relay to 3N (usually with slam interest in one or both minors)
- **Other:** Examples:
  - o Smolen
  - o If you play 3♣ as something other than normal or puppet stayman
  - o If you can't fit everything you want under "other", suggest you use the blank after Conv (unless you really have a conventional meaning for 2N)

### **3N box:**

- **Range:** Fill this in if you play this as a normal NT type hand, else leave it blank
- **One Suit:** If you play it as a single suit, check the box and explain in the blank. Examples:
  - o Gambling (long running minor with nothing outside)
  - o 4 of a minor preempt (if you play NAMYATS)

### **2♣ box:**

- If you play this as very strong (normal for Std American or 2/1):
  - o **Range;** Fill in range for your agreement when this a balanced hand (planning to rebid NT)
    - The minimum allowed for "very strong" is 20 HCP (most play a higher minimum)
    - I'd expect the upper range to just be "+"
  - o **Blank:** State your agreements for an unbalanced hand (e.g. 1 trick short of game)
    - Note: If 1 trick short of game, you must have at least 14 HCP or 5 controls (A=2, K=1) – a long, running suit with little outside cannot open 2C. Ad Absurdum case - 13 spades is not a 2♣ opener
  - o Note that 2♥ negative must be alerted (so must step responses)
- If you play Precision (or other strong club), check "Nat" and explain in blank
- **Other:** Examples:
  - o 2N=Hs
  - o Kokish (a cheap way to show NT hands with 25+ points)

### **2♦ box:**

- **Blank after range** (which needs to be filled in no matter what):
  - o If this is a weak 2 bid, there is likely nothing to write in (unless you do something unusual)
  - o If this is conventional, describe your agreement. The most common conventions are:
    - Flannery: Exactly 4 spades & 5 hearts and an opening hand with 10-15 HCP (not strong enough bid hearts and reverse into spades)
    - Mini-Roman: A 3-suited hand with 10-15 HCP (4-4-4-1 or 4-4-5-0). If there's a 5-card suit, it will be a minor. Some people have additional requirements (such as it always contains 4 spades).
- **Rebids over 2N:**
  - o If playing a weak 2♦, the most common choices are:
    - Feature (bid suit with an outside A or K or rebid your suit)
    - Ogust (describe hand & suit quality)
    - Even though this is in black, unless you play "feature", these responses are alertable
  - o If 2♦ is conventional, explain briefly (not much room here). I'd suggest:
    - For Flannery: "show dist"
    - For Mini-Roman: "show short"

## 2♥ & 2♠ boxes:

- **Blank after range** (which needs to be filled in no matter what):
  - o If this is a weak 2 bid, there is likely nothing to write in (unless you do something unusual)
  - o If this is conventional, describe your agreement. There are some systems that use these as 2-suited bids...I don't know of anybody in Austin who does this.
- **Rebids over 2N:** The most common choices are:
  - o Feature (bid suit with an outside A or K or rebid your suit)
  - o Ogust (describe hand & suit quality)
  - o Even though this is in black, unless you play "feature", these responses are alertable

## Other box:

- **Jump Shift Resp:** Describe what your jump shifts show. If they differ based on whether the bidder is a passed hand or not, describe what you play in each case. Some options are:
  - o Natural and (pick one) weak, strong, invitational
  - o Natural but also promises a fit (fit jumps)
  - o Mini-splinter (support with shortness in bid suit)
  - o Conventional (artificial raises such as Bergen, for example)
- **Vs (Very) Str Open:** Describe any agreement over opponent's strong 1♣ or 2♣. Some options are:
  - o Mathe: Double=both majors, NT= both minors, all else natural.
  - o There are many that show 2 suits: CRASH (Color/Rank/Shape), Suction, DON'T, others
  - o If you have different defenses over 1♣ and 2♣, describe each (may have to bleed to blanks below as there is little room here).
- **Check boxes**
  - o If you play New Minor Forcing (NMF), 2-Way NMF, or XYZ check all appropriate boxes
    - If you play differently by a passed hand from an unpassed hand, explain in the blanks below (e.g. "XYZ BUPH; NMF BPH")
  - o If you play 4th suit forcing, check either 1 Round Force (1Rnd) or Game Force (GF)
- **Blanks at bottom:** Use for conventions not listed elsewhere on the card. Some things to include:
  - o Unusual/Unusual (& how you play it – corresponding ("corr"), lower=raise, etc.)
  - o Agreements after your side reverses (do you have a way to show junk?)
  - o Wolff signoff (over a 2N rebid)
  - o Spiral game tries (asks suit length & hand strength after opener raises responder's major)

## Doubles box:

- **Check boxes:** Check all that apply and fill in the highest opposing bid over which that double is on
  - o Note that support double/redouble is no longer alertable
- **T/O Style:**
  - o If you play a normal takeout double, just say "standard"
  - o If your takeout doubles can be off-shape or can be weak, state that
- **Other:** Some options are:
  - o Rosencrantz doubles (showing honors in a suit that partner overcalled)
  - o Frequent card showing doubles (showing values, not distribution) – also known as DSI doubles (Do Something Intelligent)

### **NT Overcalls box:**

- **Conv(entional) check box:** Example:
  - o Sandwich NT
- **Jump to 2N:**
  - o If you play this is for the 2-lower unbid suits, check the box
- **Other:** Examples:
  - o Explain if you play 2N as other than 2-lower unbid. Some options are:
    - Always the minors
    - Non-Michaels (over a minor opening, the other minor & an unspecified major)
  - o Modified Stayman after a balancing NT (asking range as well as majors)

### **Overcalls box:**

- **Ranges for 1 & 2-lvl:**
  - o Fill in the expected ranges:
    - **2-Lvl:** note that this is a simple overcall, not a jump overcall (e.g. (1♠)-2♣)
- **Jump overcalls:** Anything other than weak needs to be alerted
  - o **Conv:** Example: (1♣)-2♦ Michaels (if you play (1♣)-2♣ as natural)
  - o **Responses:** This section applies to simple overcalls, not jump overcalls
    - If you check F(orcing), it is understood that it is only forcing by an unpassed hand
- **Cuebids:**
  - o **Blank after Cuebids:** Not much room here. Examples:
    - Jump cue asks stopper (“jump ask stop”)
    - Jump cue show splinter (“jump splinter”)
    - Jump cue shows a mixed raise (“jump mixed”)
    - If there’s not enough room here, you can bleed into the “Other” space below
  - o **Support box:** If they generally (say 95% of the time) show support, check this box
- **Other:** Example (you’ll likely leave this blank unless you need more room to explain cuebids):
  - o Transfers on through a 1H overcall (in further explanation of transfer overcalls)

### **Vs 1NT Opening box:**

- This is the same as on the old card, except double is moved to the top and it includes 2NT.
- **Other:** Likely nothing to add here unless you ran out of room explaining one of the bids

### **Direct Cuebids box:**

- Check the appropriate boxes:
  - o Quasi is a minor suit opener that may or may not be as short as 2 (this does not include a possible 2 card club suit only when the distribution is exactly 4=4=3=2 – that specific case is considered natural).
    - I suggest you treat this the same way as you do a natural minor opening
  - o If you play differently over a club than over a diamond (e.g. natural over clubs, Michaels over diamonds), check both boxes and explain in the “Describe” blank below.

### **Vs Takeout Dbl box:**

- **Rdbl:**
  - o **Conv:** If redouble is anything but 10+, describe it here. Example: Transfer
- **Other:** Examples:
  - o Drury or Bergen raises or other system on over majors
  - o Flip-flop in minors (2N weak, 3 of minor invitational+)

### **Preempts box:**

- **3-Level style (Seat/Vul):**
  - o State your general approach (e.g. disciplined (roughly rule of 2-3-4) in 1<sup>st</sup>/2<sup>nd</sup> seat only (anything goes in 3<sup>rd</sup> seat)
  - o State anything else of interest, e.g. Frequently have 6 or fewer cards in suit
- **Resp:** Some options:
  - o New suit forcing or not
  - o 4 of other minor is keycard
- **4-Level style:**
  - o State your general approach (as in 3-level style above)
  - o State anything else of interest, e.g. Frequently have 7 or fewer cards in suit
- **Resp:**
  - o 4♣/4♦ Tfr: Check this if you play NAMYATS
  - o **Other blank after Tfr:** If you play NAMYATS, Indicate "slot slam int." or "slot re-transfer"

### **Vs Preempts box:**

- **2N Overall:**
  - o Fill in range if natural or state meaning if conventional (unlikely)
- **2N Lebensohl Blank:** If you play it only in some cases, indicate:
  - o Direct seat (if you only play it if the double was immediately after the preempt)
  - o BUPH (if it is only on when responder to the double is an unpassed hand)
- **Cuebid:** Examples:
  - o General strength
  - o Asks for a stopper
  - o Shows 2 suits
  - o if it differs by level of the preempt, include that information
- **Jump overcalls:** Examples:
  - o Natural and strong
  - o Leaping Michaels (jump over 2M in a minor (e.g. (2♥)-4♣) shows that suit and the other major)
- **Other:** Example, describe what 4S-4N means (3-suit takeout or 2 suits or...)

### **Slams box:**

- **Gerber:**
  - o Translation of check boxes (check all that apply):
    - Directly over NT - Example: 1N-4♣ or 2♣-2♦; 2N-4♣
    - Over NT Seq - Example: 1♣-1H; 2N-4♣ or 1♦-2♦ (Inv+); 3N-4♣
    - Non-NT Seq - Example: 1♦-2♦ (Inv+); 4♣
    - **Blank:** Some things you might include:
      - Responses (some play 0, 1, 2..., some play 1430)
      - More information about non-NT sequences
    - Note that the 1<sup>st</sup> two cases don't have to be alerted; the 3<sup>rd</sup> requires a delayed alert
- **Blank after 4N:** What you should include:
  - o If you play any other keycard asking mechanism, for example:
    - Minorwood (4 of your agreed minor when clearly on a game force)
    - Kickback (4 of strain above agreed suit, so 4♠ when hearts is your suit)
- **Control Bids:** Describe your style. Most common agreements:
  - o 1st round controls up the line then 2nd round controls
  - o 1st or 2nd round controls up the line

- **Vs Interference:** Describe your agreements if opponents bid over your asking bid. Examples:
  - o DOPI/ROPI (double (or redouble) 0, pass 1, next available bid 2 or 2 without Q, etc.)
  - o DEPO (Double even, pass odd)
  - o If you play different systems at different levels of interference, note that also
- **Other:** Other slam agreements (or agreements that didn't fit in the blanks above). Examples:
  - o Mini-RKC after preempts (steps: 0, 1 without Q, 1 with Q, 2 w/o Q, 2 w/Q)
  - o Specific Ks (or # Kings)
  - o Q ask
  - o 5N=pick a slam
  - o Serious or non-serious NT (distinguishes between serious control bids & courtesy control bids)
  - o If you run out of room, use the blank after 4N if there's room available there

### **Carding box:**

- **Exceptions:** Example: Rarely show count
- **Other carding & Blank line under Smith Echo:** Examples:
  - o Agreements from a known long suit, e.g. "From 5+ middle=like; hi/lo=suit pref"
  - o Foster Echo (no longer popular)
- **Trump signals:** Some common options (leave blank if you don't do anything special):
  - o Suit preference (indicate suit you would like partner to lead if she gets in)
  - o Hi/lo odd & want ruff

### **Signals box:**

- Most common agreement is attitude on partner's lead and count on declarer's lead.
- **Exceptions:** Example: Suit preference when singleton in dummy ("Suit pref if dummy short")
- **First discard:** Note that except for std and upside down, these are legal for the 1st discard only.
- **Blank lines:** Examples:
  - o If you checked "other" under first discard, explain here (e.g. First discard revolving)
  - o Frequent suit preference

### **Leads vs Suits and NT boxes:**

- H=Honor (so Hxx is 3 to an honor and xxx is 3 with no honor). 10 is usually not considered an honor for leading purposes.
- Highlight normal blind lead from indicated sequence and list exceptions, if any, on the bottom line
- **After 1st trick:** Examples:
  - o Low like
  - o Count
- **Honor leads AKx(+):** If you sometimes lead A and sometimes K, check varies box and explain. Examples:
  - o Vs suits: A against contracts below 5 level; K at 5 level or higher (K 5+ lvl)
  - o Vs NT: A asks unblock, K asks attitude (A unblk; K att)
  - o Vs both: A asks attitude, K asks count (A att; K count)
  - o Note that this does not ask about AK doubleton
- **Exceptions:** Example:
  - o If you normally play middle or top from xxx+, but you play count leads in partner's suit ("Count from xxx+ in ptr's")