



Conventional Wisdom Lite

Filling out a basic 2/1 convention card – part 3

BY LARRY COHEN

Larry Cohen is a multiple NABC champion, author and longtime contributor to the Bridge Bulletin.

2♦/2♥/2♠ OPENING

Assuming you don't use a convention called Flannery, these two-bids should all be marked as weak: Check the box in black that says "Weak." The typical range is 5–11. You can fill that in for HCP, but based on vulnerability and suit quality, you could open with less. A six-card suit is expected.

For the response to all three, mark "2NT Force." Unless you use Ogust, it will be presumed that after 2NT the opening bidder will show a feature – which is an ace or king – if he has a decent weak two-bid. It is normal for a new suit response to be forcing, so there is no need to mark anything else in this section. New Suit NF would be unusual and is thus in red.

2♣ OPENING

An opening bid of 2♣ shows any strong hand and says nothing about clubs. If balanced, it should be more than a 2NT opener, so 22+. If unbalanced, there is no exact point range. Just check the box (in black) that says "Strong" and don't fill in a HCP range.

Check the box for "Waiting" next to 2♦. This is the mainstream method for responding; only if you use something special would you mark this section otherwise. Since it is in black, the 2♦ waiting response is not Alertable.

	DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		
2♦ _____ 5 to 11 _____ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ _____ 5 to 11 _____ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ _____ 5 to 11 _____ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF: <input type="checkbox"/>		
Weak Jump Shifts: In Comp. <input type="checkbox"/> Not in Comp. <input type="checkbox"/>		
4th Suit Forcing: 1 Rd. <input type="checkbox"/> Game <input checked="" type="checkbox"/>		

OTHER CONVENTIONAL CALLS

Just about everything is in red, which means it is Alertable. Eventually, new minor forcing is useful to learn (used after our opener rebids in notrump). All of the conventions listed here can be searched for online, but shouldn't be played until the partnership fully understands them and can easily remember them.

Weak Jump Shifts: If you have discussed with your partner that responder's jump in a new suit – such as 1♦ – (Pass) – 2♠ – is a weak bid, you can check the red box next to Weak Jump Shifts where it says "Not in Comp." I'd recommend not making such a bid unless you are on comfortable footing with a regular partner. Even more daunting would be to make such a jump when the opponents are in the auction, such as 1♦ – (1♥) – 2♠. I'd recommend staying away from this line and this kind of potentially confusing bid until you and a regular partner are ready to come up with firm agreements.

4th Suit Forcing: This should be marked and played – check the box that says "Game." In other words, if your partnership bids, for example: 1♦ – 1♥; 1♠ – 2♣, the 2♣ bid (the fourth suit) doesn't necessarily show clubs – it just announces that the partnership belongs in game or slam.