



# Conventional Wisdom Lite

## Filling out a basic 2/1 convention card – part 5

BY LARRY COHEN

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### JUMP OVERCALL

This refers to your jump overcall after the opponents have opened the bidding on the one level. Normal is “Weak.” These jump overcalls can be thought of as showing the same general values and suit length as an opening preempt – six cards for a jump two-level overcall and seven cards for a jump three-level overcall). If the opponents open with a preempt, then a jump overcall shows a 6+ card suit and a good hand (by standard definition). Just check the box that says “Weak.”

### OPENING PREEMPTS

There is nothing you need to mark in this section. For a two-level preempt, a six-card suit is assumed. For a three-level preempt, a seven-card suit; and for a four-level preempt, an eight-card suit. If you and your partner have a definite style agreement, such as super-conservative or reckless, check the Sound or Very Light box, respectively.

### DIRECT CUEBID

If you use the popular convention called Michaels cuebids, check the boxes next to Michaels under Minor and Major. This convention, like most times you bid the opponents’ suit, is not Alertable. If you haven’t learned Michaels bids and would play that bidding the opponent’s suit is natural, you would have to not only mark the box, but since it is in red, Alert! Yes, a natural bid is Alertable, because it is so rare.

### OVER OPP’S T/O DOUBLE

You and your partner need to decide what a response on the one level and higher levels means if the opponents double your opening bid. I suggest that one-level bids are forcing (natural, of course), but two-level bids (also natural) are not forcing. So check “1 level.”

A Jump Shift (the second line in this section) is something to be avoided unless you and your partner have a sure agreement as to its meaning. If you do have a firm understanding, check the box accordingly; “Weak” is the most common method.

Redouble can be used to show any hand with 10+.

If you use 2NT after the double to show a limit raise or better, you can check the boxes in red for Majors and/or Minors. If this is confusing, you can skip this section. Do make sure you and your partner know what a jump raise means after an opposing double (mainstream is weak).

<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		<b>OVER OPP’S T/O DOUBLE</b> New Suit Forcing: 1 level <input checked="" type="checkbox"/> 2 level <input type="checkbox"/> Jump Shift: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit+ Limit Weak Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____	
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____			
<b>DIRECT CUEBID</b> OVER: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		<b>Vs Opening Preempts Double Is</b> Takeout <input checked="" type="checkbox"/> thru <input type="checkbox"/> Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____	

### Vs Opening Preempts Double Is

This is easy. Just check the box that says “Takeout” and you are done. It is normal to play a double as takeout when the opponents open with a preempt. You can leave the “thru” line blank or just mark ∞ (infinity).