



Conventional Wisdom - part 12

In each of the next several issues, we'll break down a section of the new ACBL convention card. See pages 18-19 of the March 2022 issue for the complete card and a glossary of terms and abbreviations.

When your opponent opens the bidding at the two level or higher, how does your partnership handle it? (Note that "preempt" doesn't necessarily mean "weak." Some systems include two-level or higher bids that are "intermediate" or near-average to average strength.)

T/O Double Thru After the opponents preempt, what does a double mean and through what level? For example, if you play double is takeout through 4♥, write 4♥ in the space provided. If doubles of preempts are for penalty, check the box and Alert.

2NT Lebensohl Resp After an opponent preempts at the two level and your partner makes a takeout double, what does your bid of 2NT mean? If it is an offer to declare a notrump contract, then it's natural and not Alertable. Many partnerships play a convention called Lebensohl, which has many uses. Playing Lebensohl, a bid of 2NT after partner's double is not natural, it is Alertable and asks partner to bid 3♣. There are many different follow-ups and continuations; be aware of the Alert procedures and explain fully when asked about your bids or before the opening lead.

2NT Overcall When they preempt at the two level, what is the high-card point range of your 2NT overcall? There is enough room to indicate if you play "systems on," i.e., Stayman and transfers or natural responses. If you play this is conventional (such as both minors), it is Alertable.

vs PREEMPTS

2NT Overcall _____

T/O Dbl Thru _____ Penalty

2NT Lebensohl Resp

Cuebid _____

Jump Overcalls _____

Other _____

Jump Overcalls How do you play a jump overcall after a preempt? Describe the strength expected.

Cuebid Depending on the level, cuebidding the opponent's suit can have different meanings, such as stopper-asking or showing a two-suited hand. Indicate your agreement if you have one.

Other There are many conventional gadgets one can play after a preempt, often to show two-suited hands. Indicate if you play conventions here.