



Conventional *Wisdom* - part 2

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 issue for the complete card and a glossary of terms and abbreviations.

MAJORS

The first boxes are for the normal expected length when your side opens one of a major. This is divided into 1st/2nd and 3rd/4th (to indicate which position you might open a four-card major).

The next line covers 1NT responses. **F** is for Forcing 1NT; responder expects opener to bid practically 100% of the time. **Semi-F** is for Semi-Forcing. This means responder can have up to invitational values, but opener is allowed to pass, usually with a balanced minimum. The **Bypass** ♠ box is checked if responder routinely bids 1NT with four spades; usually because the pair plays Flannery. If you respond 1NT with four spades and three hearts in a normal context, do not check the **Bypass** ♠ box.

MAJORS	1♥/♠	Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/>
	1 st /2 nd Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Other _____
	3 rd /4 th Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/>	Drury: 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> _____
	1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass ♠ <input type="checkbox"/>	Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
Other _____	After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	

On the right, describe any artificial raises. In addition to the 2NT/3NT/Splinter check boxes, you can indicate conventions like Bergen raises in the **Other** area.

Next is **Drury**. This is an artificial raise by a passed hand. You can choose 2♣ or 2♦ (or both) and indicate if you use these bids **In competition**; for example, over doubles but not after an overcall.

The **Other** section is for agreements not covered by the boxes. Some examples might be: 3/1 invitational, game-try agreements, or perhaps follow-up bids after 1NT responses.

Jump Raise describes your agreements about 1M-3M.
Weak implies less than a constructive raise with four trumps.
Mixed can be described as "single raise values with extra trump." Distribution is subjective, depending on a player's evaluation. For example, if balanced, they might have the upper range of high-card points. If the hand contains shortness, perhaps fewer.
Invitational is a raise that isn't forcing to game.