



# Conventional Wisdom - part 5

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.

What used to be called OTHER CONVENTIONAL CALLS is now just OTHER. While several common conventional gadgets are specifically mentioned, there are extra lines provided at the bottom for partnerships to write in additional treatments they employ.

**Jump Shift Resp** The old card had only two options: Weak Jump Shifts In Comp and Not in Comp. There are also fit-showing jumps, artificial raises, mini-splinters and differences as to whether responder or advancer is an unpassed hand or a passed hand. (Another common abbreviation you might see on a card is BPH or BUPH – by passed hand or by unpassed hand.) Conventions are sometimes “off” in competition. There is a lot of room to explain your Jump Shift Responses (and advances), but weak jumpshift responses not in competition no longer require an Alert.

**NMF (New Minor Forcing)** After any auction that begins 1m–1M; 1NT, responder bids two of the other minor to ask opener to clarify their major-suit holdings. It is an artificial call, requiring an Alert. Opener can show three-card support for responder’s major, or four of the other major, or deny either by bidding 2NT or (re)bidding a minor suit. Typically, responder will have invitational (or better) values to use NMF.

**2Way NMF (Two-Way New Minor Forcing)** Similar to NMF, this refinement allows responder to initiate invitational or game-forcing sequences – regardless of which minor was opened – by utilizing 2♣ as an artificial relay to 2♦ to show an invitational hand, and 2♦ as an artificial game-forcing bid. Both bids require an Alert.

OTHER	Jump Shift Resp _____
	Vs (Very)Str Open _____ NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 <sup>th</sup> SF: 1Rnd <input type="checkbox"/> GF <input type="checkbox"/>
_____	
_____	

**Vs (Very) Str Open** There are many conventional ways to interfere with the opponents’ auctions, even if they are showing a Strong or Very Strong opening bid, such as Mathe (double for the majors, notrump for the minors), transfers, CRASH (step-bids which show a two-suiter of the same Color, RAnk or SHape), or suction. There is plenty of room to describe your partnership’s agreements, if any.

**XYZ** This refers to any three one-level bids made by the partnership (1X–1Y; 1Z). The concept of 2Way NMF now applies, where 2♣ would relay 2♦ to begin an invitational sequence, and 2♦ is an artificial game force.

**4<sup>th</sup>SF (Fourth Suit Forcing)** This is a common bidding tactic by responder to force opener to keep bidding. After three suits have been bid naturally, the “fourth suit” is now a (possibly) artificial (Alertable) call that is forcing. Depending on your agreement, it can be forcing for one round or to game (1Rnd or GF).

Common treatments you might describe in the lines at the bottom include defenses to the opponent’s “unusual” bids, such as 2NT showing a two-suited hand. Methods or agreements after reverses and 2NT rebids are often listed here. Any other general agreements that do not fit into other boxes, or clarifications, can go in this space.