The 2018 Convention Charts

What Are Bids Allowed To Mean?

New Charts To Become Effective Thanksgiving 2018
http://web2.acbl.org/documentLibrary/about/181AttachmentD.pdf

The Convention Charts
Duplicate Governing Documents

* Four Documents Govern Duplicate Players:

* 1. Laws Of Duplicate Bridge
  — bridge mechanics

* 2. Convention Charts
  — partnership agreements

* 3. Alert Procedures
  — disclosure of partnership agreements

* 4. Zero Tolerance Policy
  — !! be nice !!

The Convention Charts

New Layout

* **I. Introduction**
  — identifies 4 charts: basic, basic+, open, & open+

* **II. Usage**
  — basic & basic+: MP limited events
  — open: most events
  — open+: NABC & some top-level Regional events

* **III. Definitions**
  — hand strength, natural vs. conventional, etc.

* **IV. Charts**
  — the details

* **V. Examples**

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Common Definitions

* Control Points: Aces and Kings are controls
  Ace = 2 points & King = 1 point
  EG: ♠Axxx ♥Kxx ♦xxx ♣AKx = 6 Control Points

* Rule of N: The # of cards in two longest suits plus HCPs
  EG: ♠xxxxx ♥xxxxx ♦AK ♣Q meets Rule of 19

* Preempt: Jump bid NOT promising Average strength

* Purely Destructive Initial Action: is NOT:
  — 4+ cards in a known suit,   — 3 suited,
  — 5+ in one of two known suits, — Natural,
  — 5+/4+ cards in two suits,   — Average or better

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Hand Strength Definitions

* **Very Strong:** 20+ HCPs
    or 14+ HCPs & 1 trick of game
    or 5 Control Points & 1 trick of game

* **Strong:** 15+ HCPs
    or 14+ HCPs & Rule of 24,
    or 5 Control Points & 1 trick of game

* **Average:** 10+ HCPs
    or meets Rule of 19

* **Near Average:** 8+ HCPs
    or meets Rule of 17

* **Weak:** even worse than Near Average!

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Natural Bid Definitions

* An opening, overcall, or response in a suit, natural if:
  — 1-level: **4+** cards in the bid suit
  — 2-level: **5+** cards in the bid suit

* A 2-level rebid or response in a suit, natural if:
  — major suit: **4+** cards in the bid suit
  — minor suit: **3+** cards in the bid suit

* 1 ♦ opening, overcall, or response, natural if 3+ cards

* 1 ♣ opening, natural if 3+ cards or 4♠=4♥=3♦=2♣

* NT opening, natural if: no voids,
  & not more than 1 singleton (must be A, K, or Q)
  & not 10 cards in two suits

* A non-opening bid is Natural if it is to play

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All Charts: Leading & Carding Agreements

* Encrypted signals are never allowed
  — if key is unavailable to declarer

* Opening leads, any method is OK
  — low from doubletons must be pre-alerted

* On first discard, any method is OK

* Later discards & following suit:
  — only relative carding signals are allowable:
    EG: low-hi, low-mid-hi, hi-low for suit pref - OK
  — specific card meanings are disallowed:
    EG: disallowed: 2-5 are low and 6-9 are high discards
    EG: disallowed: 3579 "come-on", 2468 "switch"

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Open: Forbidden Opening Agreements

* Pass if forcing, or required 3rd/4th openings

* Natural bids @1-level with < Near Average

* Artificial bids @1-level with < Average
  — OK in 3rd/4th with Near Average

* Artificial bids @1-level
  showing length only in other suits

* Natural 1NT with < 10 HCPs or range > 5 HCPs

* Non-Natural 1NT if non-forcing

* Artificial Pre-empt < 3NT
  — except 2NT OK showing any 2 known suits

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Open: More Forbidden Opening Agreements

* Artificial bid showing two unknown suits

* Artificial 3-Suited bid with < Average   OK in 3rd/4th with Near Average

* Bids @2-level with < Average
  showing known an unknown
  when unknown could be the suit opened

* Bids @2-level with < Average & range > 9 HCPs

OK in 3rd/4th with Near Average

* Purely Destructive Initial Action

* Artificial Psychic bid

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Open: Forbidden Responses, Overcalls, & Rebids

* After Natural suit opening,
direct new suit overcall < 2NT:
MUST BE: a known suit,
     or else an offer to play NT,
     or else for take-out of opening bid

* After Natural suit opening, direct Artificial NT overcall:
MUST BE: Strong,
     or else 3+ cards in all three unbid suits,
     or else 4+/4+ cards in two known suits,
     or else 5+/4+ cards in two suits (one known)

* Purely Destructive Initial Action

* Artificial Psychic bid, and Psychic Controls