

# What Should we Play?

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I am a staunch advocate of "less is more." My observation is that at every level of the game, players are using too many conventions. Too often I see players (from beginner to world champion) misusing or forgetting their methods. Everyone would benefit if they would just KISS. (Keep It Simple, Stupid).

If I had to choose just 4 conventions, this would be my list:

A)

1. [Negative Doubles](#)
2. [Blackwood](#)
3. [Stayman](#)
4. [Jacoby transfers](#)

If you forced me to choose 4 more, this would be the next group:

B)

5. [4th Suit GF](#)
6. Methods (I prefer ["DONT"](#)) vs. Opponents' Notrump
7. Weak jumps in competition
8. 2NT ask after our [Weak 2-bids](#)

If you insisted I fill my convention card with 12 conventions, these would be the next four:

C) [Unusual notrump/Michaels](#), [New Minor Checkback](#), [Jacoby 2NT](#), [Support Double](#)

And, since people just love to learn/play/teach conventions, these would be my D-list -- choices 13-16:

D) [lebensohl](#), [Drury](#), [Inverted Minors](#), [Splinter](#) Bids

Honestly, I think it would be counterproductive for 99% of players to go any further than this. The memory strain is not worth it. Someone once said, "The Road to Hell is Paved with Good Conventio