Contents

Chapter 1

conventions

1.1 competetive conventions

1.1.1 forcing pass

```
FP on if GF
FP if a non-rejected inv(+) forcing bid is interfered below the forcing
    level
after 2C opening
low level natural XX FP on until 2N
(2X/3X/4X) - P - (5X) - FP on if not PH
(2X/3X/4X) - bid/X - (5X) - FP on
# however, not necessarily FP on after a pen X or converted pen X
```

1.1.2 vs 1N

1.1.3 unusual vs unusual

1.1.4 support, negative, responsive, Lightner, maximum X/XX

1.2 non-contested conventions

1.2.1 modified 2-way

```
1C - 1M(-1) - 1N; or 1H - 1S - 1N
2C = transfer 2D. s/o or inv
    2D = forced. max with 3M can anti-transfer to 2M.
        P/2X = s/o. 2N+ = nat (6+ if suit) inv. 3N = quant.
2D = GF ask.
    2M = nat. 2N = default. 3m = nat, medium+ suit.
2X = nat inv NF.
```

```
2N = transfer 3C.
    P = s/o. bid = ?
3X = nat ST.

# OFF if interfered, except after 1C - (1D) - X/1H = system on
# PH ON except 2D/3X = nat inv
```

1.2.2 PLOB (4SF1)

1.3 other conventions

1.3.1 Leb

1.3.2 2M game try

```
sure fit in 2S -
2N = ask
   3X = feature in X  # at least KJ/QJT. for 1D opener this is spl
   3S = min w/o feature. 4S = max w/o feature.  # 3N = CoG or non-
   serious ?
   4X = spl
3X = HSGT/ST in X  # request void/x/xx/Qx/A(+)/K(+)
3S = 6+S inv
3N = CoG
4C+ = spl

# for 2H: 2S = ask, and exchange the meaning of 2N and S
```

1.3.3 non-serious 3N

1.3.4 RKC, ORKC, EKRC, 2RKC

1.3.5 5N

- RKC if fit
- choice of slam
- GSF

1.3.6 5M

raise to 5M

- ask control if opp. bids one suit

- general inv