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# Chapter 1

## conventions

## 1.1 competitive 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

## 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