

## **Mini-Roman (“2D”) Convention**

**Definition:** The **Mini-Roman Convention** or **Mini-Roman “2D” Convention**, as it is sometimes called, is initiated by an artificial (alertable) opening bid of “2D” which shows a 3-suited hand, having 11-15 high card points, with either a 4-4-4-1 or a 5-4-4-0 distribution. The singleton should not be an honor, the hand should not contain a 5-card Heart or Spade suit, and it is generally recommended that when holding the minimum HCP values within this stated range, that the singleton or void *not be* in Spades. This allows for an easy exit at the cheapest bidding level should the Responder have only a very few high-card points. Although use of this Convention forfeits the availability of preserving a 2D opening as a **Weak-2D** pre-emptive opening call, in reality, it is of common belief that a pre-emptive, opening 2D bid is, in the final analysis, of little pre-emptive value, thereby releasing it for any number of alternate uses, of which this convention is one of several.

**Purpose:** The Convention allows Responder to quickly determine whether there is a game or a part-score, and whether the best contract is in a suit or in No-Trump. Without the use of the **Mini-Roman Convention**, Partnerships frequently have a difficult time in describing these particular hand shapes and of easily reaching the optimum final contract.

### **Responses**

The **Mini-Roman “2D”** opening bid is artificial, and forcing. Responder has the following options: Responder who holds fewer than 11 HCP’s seeks a part-score contract, and with opening count, or better, seeks a game-level, or slam-level, final contract.

#### **1. Absent Game-Going Values Held by Responder (Fewer than 11 HCP’s):**

Responder and Opener use the so-called “**PASS** and **CORRECT**” concept. This means that the Responder, being unable to “*Pass*” the forcing “2D” opening bid, will bid up the line naturally, which, at the same time, shows no interest in game. Opener will either “*Pass*” if Responder’s bid does not name his/her shortage, or “*Correct*” to the next higher-ranking suit, if Responder’s 2-level bid names Opener’s shortage. Opener can then either “*Pass*,” else bid the next, higher-ranking suit, allowing the Responder to place the contract in the cheapest suit contract available.

#### **Opener's Re-bids – After which Responder will Place the Final Contract**

1. Over Responder’s 2H - *Pass*, or bid 2S if Hearts is Opener’s singleton or void
2. Over Responder’s 2S – *Pass*, or bid 3C if Spades is Opener’s short singleton or void
3. Over Responder’s “2-NT” – Opener must bid the suit containing his/her singleton or void

#### **2. With Game Values Held by Responder (Opening Count or Better):**

Responder's “2-NT” bid is the *only* forcing response! Opener may *not* “*Pass*” It shows 12 (+) HCP’s, and is game-forcing. It asks Opener to bid his/her *short* suit in which he/she holds either a singleton or a void. Thus, in one subsequent bid from the Opener, Responder knows what three suits Opener holds and can then place the contract in either a 4H, 4S, 5C, 5D, or a 3-NT contract. When Responder’s long suit equals Opener's short suit, Responder’s best course of action is to, most likely, simply bid 3-NT.

### **Defense Against Mini-Roman Contracts**

The advantage to the system is the power of the short suit. The hand lends itself to a cross ruff. The best defense against the system, therefore, is to lead Trump in any final suit contract.