

Mini-Roman Convention

Submarine Version

Definition: The Mini-Roman Convention or Mini-Roman “2D” Convention, as it is sometimes called, is an artificial (alertable) opening bid of “2D” which shows a 3-suited hand, 11-15 high card points, with either a 4-4-4-1 or a 5-4-4-0 distribution. If holding the latter 5-4-4-0 distribution, the 5-card suit is usually not a Major suit, and the singleton or void will not be in Spades. This allows for an easy exit at the 2-level should the Responder not have many points. The singular minor drawback to the use of this Convention is that it forfeits the possible use of a Weak-2D pre-emptive opening bid.

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 reaching the optimum final contract.

Responses The Mini-Roman “2D” opening 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, final contract.

1. Absent Game-Invitational Values (Fewer than 11 HCP’s): Responder and Opener use the so-called “PASS and CORRECT” concept. This means only 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 the bid names his shortage. .

2. With Game Invitational Values or Better Responder’s bids 2-NT and this is the only forcing bid! It is forcing for 1-round, and Opener may not

“Pass” It shows 11 (+) HCP’s, and is at least game invitational. It asks Opener to bid the suit below his/her short suit in which he/she holds either a singleton or a void. Thus, in one subsequent bid from Opener, the Responder knows what three suits Opener holds and can then place the contract or invite. All game invitational or game going hands go through 2NT. When Responder’s long suit equals Opener’s short suit, Responder’s best course of action is to, most likely, simply bid 3-NT.

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

1. Over 2H - Pass, or bid 2S if Hearts be his/her singleton or void
2. Over 2S – Pass, or bid 3C if Spades be his/her short singleton or void
3. Over “2-NT” - bid the suit below the singleton or void
4. 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.

2D-2NT-3X (suit below) Responder now bids game or if he bids below game in one of your suits, he is asking if you are min or max.

2D-2NT-3x (suit below) If responder bids your short suit, this is a relay to next available bid. Responder’s next bid is RKC in suit bid.

2D 2NT

3C 3D

3H, 3S, 4C= RKC in that suit

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