ABBREVIATIONS AND DEFINITIONS

Adequate trump support (for a raise of partner's one level opening or response) - Four small cards, J10x, or better. Raises must often be given with worse three-card support, especially in competition.

Advancer - Partner of an overcaller or takeout doubler

Biddable suit - Q10xx or better. It is often necessary to bid an "unbiddable" suit, however.

Control - Ace is two controls, king is one.

<u>Forcing to a limit situation</u> - A call that forces the partnership to keep bidding until one of the following situations is reached:

- -- A cue bidder's partner ("replier") rebids his own suit minimally or the cue bidder rebids his own minor suit minimally.
- -- Either cue bidder or replier raises partner's last suit bid.
- -- A cue bidder bids the same suit twice in a row, after the cue bid.
- -- Game is reached.
- -- A suitable penalty double is imposed on the opponents.
- -- Either partner bids notrump, thereby limiting his hand. (Exception: a cue bidder may not pass a 2NT reply by a partner who has not previously acted--and a double/redouble is an "act").
- -- The person who made the force has inferentially given partner a final chance to show any values.

For a further discussion of all these situations, see page 10-1-2.

<u>Free Bid</u> - A bid made when partner will have another chance to call. Free bids with really minimum hands are frowned upon at IMP scoring or when vulnerable, but raises (even jump raises) may be quite weak over an opponent's takeout double.

HCP - High card points, 4-3-2-1 point count, excluding distributional or long suit points.

IMP - International Matchpoint

<u>Key Card</u> - There are five key cards: the four aces and the king of the presumed trump suit. If in doubt, the last suit named is "presumed" for this purpose, but of course not if it was a cue bid..

<u>LHO</u> - Left hand opponent

<u>Notrumper cue bid</u> - A cue bid by a person who has bid notrump strongly. Not ace-showing, it shows the suit in which it would be least desirable for partner to be short. See section 10-11.

<u>Rebiddable suit</u> - QJ9xx or better. It is often necessary to rebid worse suits, but only when there is no good alternative. Conversely, it is not necessary to rebid a rebiddable suit if another bid will describe the hand better.

RHO - Right hand opponent

RKCB - Roman Key Card Blackwood