

HexagonBridge | Complete System

There is a war out there

So you are the dealer! Almost half the time, you pass as you don't have a conventional opening hand. What a waste of opportunity! Opponent's get into bidding and we start struggling for part scores or we give them a free or easy ride to bid for game and investigate slam.

Wouldn't it be good if you could open most of the time, describe your shape and points to your partner, cut opponent's communication, be disruptive, and reach your optimum contract while your opponent's are bewildered or reduced to guessing?

Mini NT, Multi 1C opening, combined with 2 level Hexagon (multi-six) opening will achieve this through a very logical and structured way.

Although Hexagon and Mini NT and Multi 1C openings can be used independently, when used together they cover most of the situations and become potent. They give any player a competitive edge in bidding against experts.

Conventions

Mini NT, Hexagon, Bergen, Lebensohl, SWINE, 2 Way Checkback, Reverse Drury, Negative Free bid, Splinter, Jacoby NT, CRO defence over precision, Minorwood, 1430 RKCB, Voidwood, CRO Gerber, Lionel after opponent's 1NT opening, low encourage, reverse count, odd/even discard

Opening

- 1C 11+, 2+ (4+C or 2+C with 11-17hcp balanced or semi balanced hands)
- 1D 11+, 3+
- 1H 11+ 5CM
- 1S 11+ 5CM
- 1NT immediate 8-10hcp no 6 card suit or 2 suited 5-5 (or good 5-4)
- 1NT overcall or delayed; 15-17 no 5CM, Simple/Garbage/modified garbage Stayman, Transfer to major and minors
- 2C C 8 ½+ tricks, weak D, 17+ 4441/5440 singleton/void D, H-S 5-10hcp, H-S GF, 18-19 balance
- 2D D 8 ½+ tricks, weak H, 17+ 4441/5440 singleton/void H, C-S 5-10hcp, C-S GF, 20-21 balance
- 2H H 8 ½+ tricks, weak S, 17+ 4441/5440 singleton/void S, C-D 5-10hcp, C-D GF, 22-23 balance
- 2S S 8 ½+ tricks, weak C, 17+ 4441/5440 singleton/void C, H-D 5-10hcp, H-D GF, 24-25 balance
- 2NT S-D or H-C 5-10hcp, S-D or H-C GF, 26+ balanced
- 3C → single suited 100% game force, partner to bid 3D waiting and can't pass 2nd bid by opener until a game contract is bid.
- 3D preempt transfer to 3H
- 3H preempt transfer to 3S
- 3S → Gambling 3NT (responder to bid 3NT with stoppers or bid 4C or 5C/D)
- 3NT → Minor suit preempt (responder to select minor or bid anything else)

Response sequences to 1C openings

Please note Lebensohl and SWINE conventions are used in the bidding sequences where opponent's interfere and need to be fully understood.

Partner responses to 1C opening

If there is no interference, partner will initially show his high card points:

- 1D <8hcp
- 1H 8-9hcp
- 1S 10-11hcp
- 1NT 12+hcp

1D = <8 points after which opener responses are as follows:

- 1NT with 15-17 points after which Stayman, garbage/modified garbage Stayman & Transfers are on
 - If opponents interfere with a bid, opener with 15-17hcp Doubles
 - In response to X, partner bid as follows:
 - Any bid at minimum level (including 1NT) is natural & sign off
 - 2NT asks passed hand to bid 3C (Lebensohl) after which
 - Pass to play in 3C contract
 - Any bid that was not possible at minimum level is sign off
 - A bid at 3 level that could have been made initially is invitational
- With 11-14 points, opener bids his cheapest 4+ suit (or higher rank with 5-5), responder can pass, bid any 5 card suit, good 4 card suit or support opener
 - If opponents interfere with a bid, 1C opener passes or bids minor with 5+card
 - partner can pass or bid as follows:
 - Any bid at minimum level (including 1NT) is natural & sign off
 - 2NT asks opener to bid 3C after which
 - Pass to play in 3C contract
 - Any bid that was not possible at minimum level is sign off

1H = 8-9 points

- With 15-17 opener bids 1NT after which Stayman & Transfers are on
 - If opponents interfere with a bid, opener with 15-17hcp Doubles
 - In response to X, partner bid as follows (Lebensohl):
 - Can pass for penalty
 - Any bid at minimum level (including 1NT) is natural without stopper

- Cue bid opponent's suit is Stayman without stopper
- 2NT asks opener to bid 3C after which
 - Pass to play in 3C contract
 - Any bid that was not possible at minimum level is natural and shows one stopper
 - Bid of a Major at 3 level that could have been made initially is invitational
 - Cue bid is Stayman and shows stopper in opponent's suit
 - 3NT is to play and shows 2 stoppers in opponent's suit
- With 11-14 points opener bids 1S or minor at two level with 5+card
 - If opponents interfere with a bid, opener passes (or can bid minor with 5+card)
 - partner can pass or bid as follows:
 - Any bid at minimum level (including 1NT) is natural & sign off
 - 2NT asks opener to bid 3C after which
 - Pass to play in 3C contract
 - Any bid that was not possible at minimum level is sign off
 - Bid of a Major at 3 level that could have been made initially is invitational

1S = 10-11 points

- With 15-17 points, passed hand bids 2NT after which Stayman & Transfers are on
 - If opponents interfere with a bid, opener with 15-17hcp Doubles
 - In response to X, partner bid as follows (Lebensohl):
 - Can pass for penalty
 - Any suit bid is natural and forcing, no stoppers
 - Immediate cue bid of opponent's suit is Stayman but no stopper in opponent's suit
 - Immediate 3NT shows game values but no stopper in opponent's suit
 - 2NT asks opener to bid 3C after which
 - A bid at 3 level is natural, forcing and shows stopper in opponent's suit
 - Cue bid is Stayman and shows stopper in opponent's suit
 - 3NT is game values and shows stopper in opponent's suit
- With 11-14 points, opener bids 1NT after which Stayman & Transfers are on

- If opponents interfere with a bid, opener passes or bids a 5+ card minor
 - partner can pass or bid as follows:
 - Any bid at minimum level (including 1NT) is natural
 - Immediate cue bid of opponent's suit is Stayman but no stopper in opponent's suit
 - 2NT asks opener to bid 3C after which
 - A suit bid is natural and shows stopper in opponent's suit
 - Cue bid is Stayman and shows stopper in opponent's suit
 - Bid of a Major at 3 level that could have been made initially is invitational

1NT = 12+ points

- With 15-17 points, opener bids 2NT after which Stayman & Transfers are on
 - If opponents interfere with a bid, opener with 15-17hcp Doubles
 - In response to X, partner bid as follows (Lebensohl):
 - Can pass for penalty
 - Any suit bid is natural and forcing, no stoppers
 - Immediate cue bid of opponent's suit is Stayman but no stopper in opponent's suit
 - Immediate 3NT shows game values but no stopper in opponent's suit
 - 2NT asks opener to bid 3C after which
 - A bid at 3 level is natural, forcing and shows stopper in opponent's suit
 - Cue bid is Stayman and shows stopper in opponent's suit
 - 3NT is game values and shows stopper in opponent's suit
- With 11-14 points, opener bids cheapest 4+ card suit (or higher rank if 5-5)
 - If opponents interfere with a bid, opener with 11-14hcp passes or bids 5+ minor
 - partner can pass or bid as follows:
 - Any bid at minimum level is natural
 - Immediate cue bid of opponent's suit is Stayman but no stopper in opponent's suit
 - 2NT asks opener to bid 3C after which
 - A suit bid is natural and shows stopper in opponent's suit
 - Cue bid is Stayman and shows stopper in opponent's suit

- Bid of a Major at 3 level that could have been made initially is invitational

If after 1C, there is an immediate bid by opponents; partner will bid as follows:

- Pass = with <8 points
- X = with 8+ points

Opener bids as follows:

- 15-17hcp = 1NT after which transfer and Stayman variations are on
- 11-14hcp = Bid any suit with 4+ cards. Partner can pass or continue bidding

Responses to Mini NT (8-9hcp) 1NT Opening

1NT (8-10hcp) balanced/semibalanced/3 suited

If there is no interference:

- Pass to play
- 2C is relay to 2D
- 2D/2H/2S to play
- 2NT 18-19 balanced
- 3C relay to 3D; I have a massive hand, GF, don't stop until game is bid
- 3D Strong opening hand with D
- 3H Strong opening hand with H
- 3S Strong opening hand with S
- 3NT to play
- 4H Game in H or S, pick a major partner
- 5C Game in minor, pick a minor
- 4D Game in D or H, pick one
- 4C Game in C or S, pick one
- 4S Game in S or D, pick one (S stronger suit)
- After 2C-2D relay, responder bids are:
 - 3C opening hand in C
 - 2H opening hand in H

- 2S opening hand in S
- 2NT 15-17 balanced
- 3D opening hand in D
- 4H Game in C or H, pick one
- 4S Game in S or D, pick one (D stronger suit)

If there is interference:

If opponents bid we can pass or overcall with good suit

If opponents X for penalty we use **SWINE** defense as follows

- With 2 touching suits and at least 4-4 we bid:
 - 2C = C/D
 - 2D = D/H
 - 2H = H/S
- With a long suit we redouble, 1NT opener will bid 2C
 - We pass with C being our long suit
 - We correct to our long suit
- We pass, requiring opener to redouble after which:
 - We pass if we are happy to play 1NT redouble contract
 - 2C shows C and a Major. Partner pass with Club support or bid 2H asking for the major
 - 2D shows D and S. Partner selects
 - We bid 2H/2S this shows 5+H/S with good values. This shows a better hand than redouble and then bidding 2H/2S

1NT Overcall or delayed 15-17hcp

1NT (14-17hcp) with bad 5 cards major (14 hcp with 5 card suit or 2xAK). Occasionally with singleton A or K.
Responses:

- Simple Stayman (note opener doesn't show 5 card major)
- 2NT is super accept to C/H/S transfers (with 4 or good 3 cards and maximum 17 or good 16)
- 3C is super accept to D

- 2C-2D followed by 2H/2S shows 5-4 in majors (bid of the 5 card suit) and to be passed
- 1NT – 4H/4S to play
- 1NT – 3C/3D/3H/3S strong slammish typically with 6+
- 1NT – 2C – 2X – 3C/D indicates 6 card in C/D and 8 points opener to pass or bid 3NT
- 1NT – 2C – 2X – 2NT not forcing
- 1NT – 2C – 2D – 2H/2S/NT not forcing
- 4NT 15-17
- 5NT 18-20

Hexagon Multi 6 opening

2C C 8 ½+ tricks, weak D, 17+ 4441/5440 singleton/void D, H-S 5-10hcp, H-S GF, 18-19 balance

2D D 8 ½+ tricks, weak H, 17+ 4441/5440 singleton/void H, C-S 5-10hcp, C-S GF, 20-21 balance

2H H 8 ½+ tricks, weak S, 17+ 4441/5440 singleton/void S, C-D 5-10hcp, C-D GF, 22-23 balance

2S S 8 ½+ tricks, weak C, 17+ 4441/5440 singleton/void C, H-D 5-10hcp, H-D GF, 24-25 balance

2NT S-D or H-C 5-10hcp, S-D or H-C GF, 26+ balanced

3C → single suited 100% game force, partner to bid 3D waiting and can't pass 2nd bid by opener until a game contract is bid.

3D preempt transfer to 3H

3H preempt transfer to 3S

3S → Gambling 3NT (responder to bid 3NT with stoppers or bid 4C or 5C/D)

3NT → Minor suit preempt (responder to select minor or bid anything else)

Principal of Hexagon

Hexagon is an aggressive pre-emptive 2 and 3 level opening convention that is difficult to defend against. It is elegantly simple, logical and easy to remember, giving any player a competitive edge even against experts.

Hexagon can be used in conjunction with any conventional 1 level opening. However it is most effective if used with 3X Forcing Pass convention. It applies to the following hand categories which collectively cover about 17% of all hands:

- Game force single suited
- Game force 2 suited
- Game force 3 suited

- Game force balance hands
- Strong single suited
- Strong 3 suited
- Strong balance hands
- Weak single suited
- Weak 2 suited hands

When we open 2 of a suit (say 2C), we have one of the 6 following possibilities (hence name Hexagon or Multi-six), 2 weak and 4 strong:

- Strong C suit with about 8 ½ tricks
- Weak hand in the suit above (in this case D)
- Strong 3 suited hand with shortage in the suit above (in this case D).
- Weak 2 suited hand in the 2 suit above (in this case H and S)
- Game Force 2 suited hand in the 2 suit above (in this case H and S)
- Strong balanced hand in this case 18-19hcp

Responder has to bid and initially bids the next suit up. Responder with a very strong hand, in particular where there is strong game possibility with the 2 weak options above can also bid 2NT. Next bid by the opener will reveal his shape and strength.

Responses after 2C/2D/2H/2S/2NT Hexagon openings

Each suit opening covers 6 possible hands. Partner generally bids the next suit up (unless has strong hand or can compete with any of our weak options, then enquires by bidding 2NT). If opener repeats the suit, it is natural & strong.

If passes, it was weak in the next suit up. If raises the next suit up, it is 4-4-4-1 with shortage in that suit. If bids any of the other 2 suits at minimum level, it is 5-5 weak. If bids any of the other 2 suits at a higher level than available, it is 5-5 game force and if bids NT, it is strong balanced hand. Such sequence is very logical and makes it easy to remember.

Response sequences

With 2C/2D/2H/2S openings, when there is no interference, responder with <13hcp bids next suit up the line & with 13+hcp can enquire by bidding 2NT. With 2NT opening, responder bids first suit (up the line from C) with 3 card support, bids 3S enquiry or bids 3NT to play.

Response sequences to 2C opening

Opener re bid after 2C → 2D sequence with 6 possible hand categories:

1. 3C with strong single suited C
2. Pass with weak D
3. 3D with singleton/void in D

4. 2H with weak H/S (responder can pass or correct to 2S)
5. 3H or 2S (can be used to show preference for H or S) with game force H/S (responder can decide further course of action; bid game in 4H/4S/3NT, bid 4NT as RKC for H or 5C as RKC for S)
6. 2NT for 18-19hcp after which transfer to major and Stayman applies

Opener re bid after 2C → 2NT sequence with 6 possible hand categories:

1. 3C with strong single suited C
2. 3D with weak D
3. 4D with singleton/void in D
4. 3H with weak H/S (responder can pass or correct to 3S or bid game in NT or H/S)
5. 3S with game force H/S (responder can decide further course of action; bid game in 4H/4S/3NT, bid 4NT RKC for H or bid 5C RKC for S)
6. 3NT for 18-19hcp responder can use Gerber or bid 6NT/7NT

Opener re bid if there is interference:

1. Bid C
2. Pass
3. Bid 3D
4. Pass
5. Bid H or double for penalty
6. Bid 2NT, pass or double for penalty

Response sequences to 2D opening

Opener re bid after 2D → 2H sequence with 6 possible hand categories:

1. 3D with strong single suited D
2. Pass with weak H
3. 3H with singleton/void in H
4. 2S with weak S/C (responder can pass or correct to 3C)
5. 3S with game force S/C (responder can decide further course of action; bid game in 5C/4S/3NT, bid 4C RKC for C, bid 4NT as RKC for S)
6. 2NT for 20-21hcp after which transfer to major and Stayman applies

Opener re bid after 2D → 2NT sequence with 6 possible hand categories:

1. 3D with strong single suited D
2. 3H with weak H

3. 4H with singleton/void in H
4. 3C with weak S/C (responder can pass or correct to 3S or bid game in NT or S/C)
5. 3S with game force S/C (responder can decide further course of action; Bid game in 4S/5C/3NT, bid 4C RKC for C or bid 4NT RKC for S)
6. 3NT for 20-21hcp responder can use Gerber or bid 6NT/7NT

Opener re bid if there is interference:

1. Bid D
2. Pass
3. 3H with singleton/void in H
4. Pass
5. Bid S or double for penalty
6. Bid 2NT, pass or double for penalty

Response sequences to 2H opening

Opener re bid after 2H → 2S sequence with 6 possible hand categories:

1. 3H with strong single suited H
2. Pass with weak S
3. 3S with singleton/void in S
4. 3C with weak C/D (responder can pass or correct to 3D)
5. 3D with game force C/D (responder can decide further course of action; bid game in 5C/5D/3NT, bid 4C RKC for C or bid 4D as RKC for D)
6. 2NT for 22-23hcp after which transfer to major and Stayman applies

Opener re bid after 2H → 2NT sequence with 6 possible hand categories:

1. 3H with strong single suited H
2. 3S with weak S
3. 4S with singleton/void in S
4. 3C with weak C/D (responder can pass or correct to 3D or bid game in NT or C/D)
5. 3D with game force C/D (responder can decide further course of action; bid game in 5C/5D/3NT, bid 4C RKC for C or bid 4D RKC for D)
6. 3NT for 22-23hcp responder can use Gerber or bid 6NT/7NT

Opener re bid if there is interference:

1. Bid H

2. Pass
3. 3S with singleton/void in S
4. Pass
5. Bid C or double for penalty
6. Bid 2NT, pass or double for penalty

Response sequences to 2S opening

Opener re bid after 2S → 3C sequence with 6 possible hand categories:

1. 3S with strong single suited S
2. Pass with weak C
3. 4C with singleton/void in C
4. 3D with weak D/H (responder can pass or correct to 3H)
5. 3H with game force D/H (responder can decide further course of action; go game in 4H/5D/3NT, bid 4D as RKC for D or 4NT as RKC for H)
6. 2NT for 24-25hcp after which transfer to major and Stayman applies

Opener re bid after 2S → 2NT sequence with 6 possible hand categories:

1. 3S with strong single suited S
2. 3C with weak C
3. 4C with singleton/void in C
4. 3D with weak D/H (responder can pass or correct to 3H or bid game in NT or H/D)
5. 3H with game force D/H (responder can decide further course of action; bid game in 4H/5D/3NT, bid 4D as RKC for D or 4NT RKC for H)
6. 3NT for 24-25hcp responder can use Gerber or bid 6NT/7NT

Opener re bid if there is interference:

1. Bid S
2. Pass
3. 4C with singleton/void in C
4. Pass
5. Bid D or double for penalty
6. Bid 2NT, pass or double for penalty

Response sequences to 2NT opening

Opener rebid after 2NT → 3x bid

- With 26-27 hcp, bid 3NT
- With weak C/H or D/S
 - Pass if x is your suit
 - Bid your next suit up if x is not your suit
- With GF C/H or D/S
 - Raise x if x is your suit (if major to game)
 - Bid your major to game (responder to pass or correct to your minor)

Opener rebid after 2NT → 3S enquiry

- With 26-27hcp bid 3NT (grand slam is on, highly unlikely combination)
- With weak C/H or D/S bid your minor suit at 4 level
- With GF C/H or D/S hand bid your major at 4 level

SWINE

If opponents X our 1NT opening for penalty in sequences such as:

1NT – X or

1NT – P – P – X

we use **SWINE** defense as follows

- With 2 touching suits and at least 4-4 (or best 4-3 if our distribution is 4-3-3-3) we bid:
 - 2C = C/D
 - 2D = D/H
 - 2H = H/S
- With a long suit we redouble, partner will bid 2C
 - We pass with C being our long suit
 - We correct to our long suit
- We pass, requiring partner to redouble after which:
 - We pass if we are happy to play 1NT redouble contract
 - 2C shows C and a Major. Partner pass with Club support or bid 2H asking for the major

- 2D shows D and S. Partner selects
- We bid 2H/2S this shows 5+H/S with good values. This shows a better hand than redouble and then bidding 2H/2S

Signals

Reverse count: low-high = even, high-low = odd

Low encourage for attitude

Odd/even for discard (odd = like that suit), Even = McKenny (suit preference)

Bergen Raises

When your partner opens major and you have fit at 3 level or 4+ level, Bergen raise is a method of communicating your point range (in a modular form) and number of trump support (3 or 4+).

Dummy points when you have support

Sum off:

- High card points
- Long suit points (1 for 5 card suit, 2 for a 6 card suit etc)
- Short suit points
 - 1 point for each doubleton
 - For singleton add 2 points with 3 trumps and 3 points for 4+ trumps hand
 - For void value is the same as dummy's # of trumps

Bergen Responses

Partner opens major (say 1H), you will respond as follows:

- 2H with 7-10 dummy points and 3 H support (business as usual)
- 3C with 7-10 dummy points and 4+ H support
- 3D with 10-12 dummy points and 4+ H support
- 2S with 10-12 dummy points and 3 H support (if partner opens **1S, 3H** response)
- 3H with 2-7 dummy points and 4+ H support
- 3NT with 13-15 **hcp**, 3 H and 4-3-3-3 shape (non forcing)
- 2NT with 13+ dummy points and 4+ H support or 16+ & 3 H support

Notice overlap points. This is to apply judgment for good and bad points and to upgrade or downgrade.

Reasons to upgrade: Aces, honors in long suits, quality suits with 4+ cards and 3+ honors

Reasons to Downgrade: Queens and Jacks specially in suits with no honor, singleton K,Q,J, honor in short suits

Opener points revaluation after Bergen Raise (Bergen Points)

Sum off:

- Initial high card and length points (1 point for 5 card, 2 points for 6 card etc)
- Extra points if trump suit is 6+ cards (1 for 6 card, 2 for 7 card etc)
- One point for any side suit with 4+ cards
- Short suit points
 - 4 points for void
 - 2 points for singleton
 - No point for 1 doubleton, but 1 point (in total) if more than 1 doubleton

Total points and final contract

Total opener's Bergen points and responder points and aim for where contract belongs:

- If definitely 26 total points, bid game
- If may have 26 points, make a game try
- If may have 33 total points, investigate slam

Subsequent responses

After 1H – 2NT response (support & 13+ dummy points, 4+ trump), opener will use Jacoby responses as follows:

With singleton or void in C/D/S will bid 3C/3D/3S

With no singleton or void, opener describes his strength so partner can decide if look for slam or not.

4H with 12-14 Bergen points

3NT with 15-16 Bergen points

3H with 17+ Bergen points

Game tries after 3C & 3D responses.

After 3D response, opener will usually know what to do. With 3C response opener sometimes needs help from partner & needs to bid a suit at economical level. Following are game tries:

- 1H-3C opener invites by 3D
- 1H-3D no room to invite
- 1S-3C opener invites with 3D or 3H
- 1S-3D opener invites with 3H

After invite, responder goes to game with maximum or signs off at 3 level with minimum.

Bergen Raises after interference or partner overcall

After RHO Doubles: Yes, we ignore X and use Bergen Raises as usual

After RHO Overcalls

If overcall is at 1 level such as; 1H-1S or 1H/1S/1NT: Yes we use Bergen Raises

If overcall is at 2 level: No, we bid naturally including use of Cue bids

Partner Overcalls: No, if possible we use Drury or Cue bid (refer to competitive bidding)

Game try bidding sequences

After 1M-2M-3x is short suit game try

It shows a short suit and asks responder to make a judgment for game or sign off at 3H/3S (if maximum and values in other suits).

1M-2M-2NT by opener shows 15-17 typically a 5-3-3-2 hand, responses

- 3C Minimum, bad trump (5-7 pts)
- 3D Minimum, good trump
- 3H Max, bad trump (7-9 points)
- 3S Max, good trump
- 3NT AKQ of trump
-

1H-1NT-2NT shows 18-19 hcp forcing to 3C after that opener bids:

- 3H shows 6 card H and asks responder to bid 4H with 2 card support
- 3NT without 6 card

1S-1NT-2NT shows 18-19 hcp forcing to 3C (unless bids 3H as below) after that opener bids:

- 3S shows 6 card S and asks responder to bid 4S with 2 card support
- 3NT without 6 card
- 3H by opener showing 4 hearts (with 5 hearts sequence would be 1S-1NT-3H)
- If responder bids 3H rather than 3C, is showing 6 cards in H for an alternative game choice
 - Opener can bid game in H or still bid 3S showing 6 cards in S

1S-2H-3H is forcing with slam interest, inviting cue bids

1S-2H-2S-3S and 1H/1S-2x-2H/2S is forcing

Defence to Gambling 3NT opening

- 4C = both majors with preference for H or neutral
- 4D = both majors with preference for S

Lead ace against 3NT (if you have one), watch for dummy, partner to give signal if possible and look for continuation to defeat the contract.

Defence to artificial strong 1C opening such as Precision

After opponents 1C artificial bid we can immediately overcall with a single suited or double suited hands as follows:

- Pass = Weak or balanced 13+
- 1H/1S Natural, good suit 9+ points
- 2C/2D Natural, good suit 9+ points
- **X** = **Color – 2 suited**
- **1^{..}** = **Rank – 2 suited**
- **1NT** = **Odd - 2 suited**
- 3NT = Gambling 3NT (Pre-empt in a minor)
- Other jump overcall = pre-emptive

If partner bids X, 1D or 1NT indicating a 2 suited hand, we will bid the lowest rank suit that we have 3+ of that suit. Partner can pass if there is a match or bid his suit at lowest possible level. We can then pass or correct to the other suit.

Lionel Defence to any 1NT opening

Lionel convention can be used for overcalls over weak or strong 1 NT. It is very useful for competing when we have 4-4 fit and points are distributed.

Following bids are natural and can be made with less than opening hands.

- 2H/2S/3C/3D = Natural, 5+ and good suit
- 2NT = Minors, 5-5

With 11+ points and 4+-4+ in major and another suit

- X = S-another
- 2C = C-H
- 2D = D-H

A X followed by 2NT bid shows 18-20 points balanced hand (in particular over weak NT)

3H/3S bid after weak 1NT is natural, showing very strong hand requiring a bit of help from partner for game.

Responses after X

- Pass = 10+ hcp. Any double after that is for penalty.
- 2S Weak raise
- 3S Pre emptive
- 2NT S support, invitational
- 3C/3D/3H S support, invitational with singleton/void in bid suit
- 2C Pass or correct to 2nd suit
- 2D Natural non forcing, Doubler can bid H with H and less than 2D
- 2H Natural non forcing

Responses after 2C/2D

- Pass to play
- 2H Weak raise
- 3H Pre emptive
- 2NT H support, invitational
- 3C/3D Pre emptive
- 2S to play
- 2D/3C to play

2 Way Checkback

Main purpose of Checkback is to find fit in major and to distinguish between responder (with invitational hand) bidding a major with four cards or with five cards (remember that rebidding a suit promises six, rebidding with five is considered poor bridge).

Checkback is a bid by responder, similar to Stayman to determine if opener is holding a 4-card major or 3-cards in

responder's bid suit. It is used in a bidding sequence such as:

1 Minor - 1 Major – 1NT;

- 2C = Checkback (invitational)
- 2D = Checkback (game force)

Opener replies:

2D/2NT = No 3 card in the bid major or 4 in the unbid major

2H = 4 hearts (or 3 if responder suit is hearts)

2S = 4 spades (or 3 if responder suit is spade)

Reverse Drury

If partner overcalls a major or opens at 3rd or 4th seat, he may be weak. When we have an invitational hand and support for partner, to find out if partner was weak or has a genuine opening strength hand we use Drury by bidding **2C**. Opener/Overcaller responses are as follows:

Opener replies:

2D = Opening hand

2 of suit = Less than opening hand

Any other suit = Opening hand and 2nd suit

For Slam – 1430 RKCB asking for key cards

1430 RKCB asks for key cards

- 5C = 1 or 4 key cards
 - 5D = 0 or 3 key cards
 - 5H = 2 key cards without Q of trump
 - 5S = 2 key cards and Q of trump.
- After 5C or 5D, next suit up asks for Q of trump. Responses are:
- Return to trump suit = No Q of trump
 - Any other suit, yes I have Q of trump and this particular King.

In response to 5NT, we either show kings or bid grand slam with a source of tricks.

Minorwood - 1430 RKCB by bidding 4C or 4D

This is used for exploring slam in minors in situation when a minor suit fit is established (explicit or implicit) such as:

1C → 3C, 1H → 2C → 4C, 2C → 2D → 3C, 2H → 2NT → 3D

1D → 3D, 2H → 2NT → 4D

2NT opening (minors) → partner having good minor support and slam interest

A bid of 4C or 4D in these situations is a 1430 RKCB with agreement on C or D as trump. Responses are step up.

For example after 2NT → 4D or 1H → 2D → 4D, responses will be (for diamond trump):

4H → 1 or 4 key cards

4S → 0 or 3 key cards

4NT → 2 key cards but no Queen of diamond

5C → 2 key cards and Queen of diamonds

After above responses, partner can stop by bidding 5D, (4S or 4NT) (over 4H, 4S) to ask for Q of trump **or bid 5H** asking for kings. If we responded 4H or 4S with 3 or 4 key cards and partner stops (assuming 0 or 1), we should take it to slam.

Similarly after 1C → 2C or 1S → 2C, a bid of 4C is also RKCB (not CRO Gerber) with following responses:

4D → 1 or 4 key cards

4H → 0 or 3 key cards

4S → 2 key cards but no Queen of clubs

4NT → 2 key cards and Queen of clubs

After above responses, partner can stop by bidding 5C, (4H, SS) (over 4D, 4H) asking for Q of trump **or bid 5D** asking for kings. If we responded 4D or 4H with 3 or 4 key cards and partner stops (assuming 0 or 1), we should take it to slam.

1430 CRO Gerber asking for aces

By forfeiting 4C splinter bid, a bid of 4C (anytime except when it is obviously RKCB for C) ask for aces

Responses are:

- 4D = 1 or 4 aces
- 4H = 0 or 3 aces
- 4S = 2 aces of the same Color
- 4NT = 2 aces of the same Rank
- 5C = 2 Odd aces

After above response, bid of the next unbid suit (or NT) asks for number of kings.

Other slam asking tools – Jump to 5NT or raise to 5 level

Jump to 5NT after trump is established (grand slam interest, asking for number of top 3 trumps honors responses 6C, 6D, 6H, 6S for 0, 1, 2 or 3 top 3 trump honors)à

Raise to 5 of the agreed major (small slam interest, asking partner to bid 6 with 2 of the top 3 trump honors, otherwise pass)

DOPI – If interference over ace asking bids

Response after partner's 1NT opening is interfered - Lebensohl

This is a great convention. After a 2 level bid by opponents, responder's 2NT bid simply ask opener to bid 3C. With Lebensohl, you simply need to understand a few principals:

- Any immediate 2 level bid is weak, natural and sign off
- Any immediate 3 level bid is strong, natural and game force
- Any cue bid of opponents suit is Stayman
- Any immediate bid (Cue bid or NT bid) shows no stopper in opponents suit (fast arrival)
- Any delayed Cue bid or NT bid (after 2NT-3C Lebensohl sequence) shows stopper in opponent's suit (slow arrival)

When partner's 1NT is interfered with a bid, following bids by us are Lebensohl convention:

- X Penalty
- 2 level bid Natural, weak to play

- 3 level bid Natural, forcing to game
- Cue Bid opponents Stayman, **no stopper** in opponents suit
- 3NT Game force, **no stopper** in opponents suit
- 2NT Lebensohl – Forcing opener to bid 3C

In above sequences where Cue Bid or 3NT indicating no stopper, it is up to opener to change to appropriate suit or bid NT or leave it at 3NT with stoppers.

Purpose of the 2NT Lebensohl is to describe other situations not covered above such as:

- To sign off at 3 level (when it wasn't possible at 2 level) with a weak suit
- To bid Stayman and tell partner that we also **have stopper** at opponents suit
- To bid 3NT game force and tell partner we also **have stopper** for opponents suit
- To show a natural suit with invitational values

Responder's rebid after 3C by opener to describe above situations are as follows:

- Any bid below 3 level of opponents suit = sign off (if C is our suit, responder will simply pass)
- Any bid at 3 level above opponents suit = natural & invitational
- Cue bid opponents = Stayman with stopper
- 3NT = Game force with stopper

Notice difference between Cue Bid and 3NT bids when is done immediately after interference or after 2NT Lebensohl (slow bid). An immediate bid shows no stopper and a slow bid shows stopper.

Bids over opponent's weak 2s – including Lebensohl in response to partner X over opponents weak 2

When opponents open a Weak 2 (if 2D indicates long major, we should usually wait until they reveal their major suit. However we can use "double" to show a weak D hand, or bid 3D with opening and good D suit). Before looking at Lebensohl, with following hands we bid:

- With 15-17hcp, stoppers, we bid 2NT
- With Good 5 or 6 cards in a suit (in particular majors), 11-15 points we bid it
- With very strong hand or opening hand with shortage in their suit we use take out double.
- If 2D is weak major, we can double with weak hand and long D
- If 2D is weak major, 3D is opening hand and good D
- All jumps are constructive and show strong hands. Over 2H, 3S bid shows 6 cards suit, for example S AQJ1087 H 3 D K2 C AJ108
- Leaping Michael – Shows 5 cards in bid suit and 5 cards in other major. For example a bid of 4D over 2H, shows 5 Diamonds and 5 Spades
- Cue Bidding – asks partner to bid 3NT with stopper in the opponent's suit.

Over opponent's weak 2 in major when partner use take out double, Lebensohl convention enable us to find the optimum bid and communicate stoppers, fit, strength, and even try for slam with single suited or two-suited hands. Similar to Lebensohl with 1NT, a bid of 2NT in response to partner's take out X, asks doubler to bid 3C. Unlike 1NT variation, doubler is not forced to bid 3C after our 2NT bid. If doubler has **very strong hand**, she can refuse 3C bid and bid her own suit. In this case we should not pass (even with 0 point). After partner doubles a weak 2 bid, following are our choices:

If we have very weak hand (0-6 points):

- A bid at 2 level if possible is sign off (e.g. 2H-X-P-2S is weak and sign off)
- 2NT forces partner to bid 3C (Lebensohl). We pass with C as suit or bid of another suit at 3 level (that wasn't possible at 2 level above) is also weak and sign off
- If doubler decline to bid 3C after our 2NT and bids another suit, it is natural and indicates a very strong hand. This is forcing and we must bid again, even if we are very weak. Doubler with just a little help from us probably has game.

With medium strength 7-10 points, responding to partner's double:

- Our bid at 3 level is natural but not necessarily forcing. Doubler can pass with minimum or bid on with extra values.
- If our suit is higher than opener's suit we can show exactly 4 card or 5+ as follows:
 - If we bid at 3 level it shows 5+ card and medium strength (e.g. 2H-X-P-3S shows 5+S and 7-10 points)

- If we bid 2NT and after 3C by partner, bid the suit at 3 level. This shows exactly 4 card suit and medium strength hand (e.g. 2H-X-P-2NT-3C-P-3S shows 7-10 points and 4 spades)

With 11+ points

- We can simply jump to game or bid at 4 level (standard bidding) to show our strength.
- Immediate 3NT bid (e.g. 2H-X-P-3NT) shows good stoppers in the opponent's suit. Direct jump to 3NT usually denies 4 card in the other major.
- Looking for 3NT or slam try with single suited hand:
 - Immediate Cuebid (2H-X-P-3H) Asks doubler to bid 3NT with a stopper.
 - If after cuebid, we bid a suit at 4 level, we have one-suited hand with interest in slam (2H-X-P-3H-P-3NT-P-4S/or4Cor4D shows slam try values with one long suit)
- 2 suited majors or minors. Immediate jump cuebid:
 - If weak 2 is a major (2H-X-P-4H) = both minors
 - If weak 2 is weak D (2D-X-P-4D) = both majors
- Showing 4 cards in the other major, with & without stoppers:
 - 2NT and then cuebid (2H-X-P-2NT-P-3C-P-3H) = 4 cards in the other major but no stopper in the opponent's suit (partner's choice to play NT or suit)
 - 2NT and then 3NT (2H-X-P-2NT-P-3C-P-3NT) = 4 cards in the other major with one stopper in the opponent's suit (partner can select to play suit or NT)
- Use of Lebensohl for slam try with 2 suited hands
 - 2NT and then jump to 4C or 4D (2H-X-P-2NT-P-3C-P-4C or 4D) shows 2 suited hand in the other major (in this example S) and bid suit (with C or D) and slam interest
 - 2NT and then Cuebid opponent's major at 4 level (2H-X-P-2NT-P-3C-P-4H) shows both minors and slam interest

Points to remember:

Cue bid of opponent's suit always indicate 11+ hcp

- Immediate cue bid, asks for NT contract
- Jump cue bid indicates both majors or both minors
- Cue bid and then suit at 4 level, single suited slam interest
- 2NT and then cue bid, 4 card in other major & no stopper

Summary of bids to show other major

- 2 level = very weak suit
- 2NT and then 3 level below opponent's suit, very weak
- Immediate 3 level = 5 card and 7-10 points
- 2NT & then 3 level above opponent's = 4 card, 7-10 hcp
- 4 level bid = 5 card, 11+ hcp
- 2NT followed by cue bid = 4 card, 11+hcp, no stopper
- 2NT followed by 3NT = 4 card, 11+hcp, stopper

Special bids over 3 & 4 level pre-empts

Over opponents 3-level pre-empts:

- 4NT over 3H or 3S shows minor suits
- Cue bid over major shows 5 cards in the other major and 5 cards in a minor
- Cue bid over C or D shows 5/5 in majors

Over 4 S pre-empt:

- X = 3 suited take out with shortage in S
- 4NT shows any 2 suited hand (5/5 at least) Partner will assume suits are minors and give preference. However if you convert 5C to 5D, partner knows that your suits are D & H.

Voidwood

After trump is established for major, a jump to 5 level (or 4S if trump is Heart) shows void in that suit and at the same time asks for key cards. In response **The Ace of the void suit is not counted**. Example follows:

Opener	Responder	Meaning
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1S	3 NT	Bergen (Spade support and 13-15 hcp)
4NT		1430 RKCB
4C/D/H		Control show
5C		Voidwood – void in Clubs
5D		Voidwood – void in Diamonds
5H		Voidwood – void in Hearts
5NT		Asks for top 3 trump honors

Competitive bidding

Level of contract to compete to be strictly based on “Total Tricks”.

If partner overcalls H (e.g. LHO opens 1D, partner overcalls 1H and RHO passes), our bids in support of H are:

- 2H, bad raise with only 3 trumps
- 2D, good raise with 3 trumps
- 3H, bad raise with 4 trumps
- 3D, good raise with 4 trumps
- 4H, weak raise with 5 trumps or a hand that expect partner making

Doubles / Redoubles

Reopening Double

Reopen with double with a shortage in the opponents' suit and pass with length

Bid 2nd suit with 2 suited hands

Over pre-emptive jump overcall, your strong opening bid and shortage, double

Over 1 level overcall, double but bid 1NT with 1NT values and stoppers in overcaller's suit,

Snap-Dragon Double

Partner overcalls and RHO bids. Our double shows 2 cards in partners' suit and 5 cards in the unbid suit

Redouble by overcalling team

Partner overcalls and RHO doubles. A redouble by you shows a 2 card holding in partner suits with one honor and values such as 7-10hcp.

Support Double

You open the bidding & partner respond and RHO overcalls. Your X shows exactly 3 card support for partner's suit. Similarly if you open the bidding & partner responds & RHO doubles, a redouble by you shows 3 card support for partner's suit.

Game Try Doubles

In competitive bidding, if we feel there is potential for game:

- If there is no room at all to make a game invitation bid, then a X is “Game Try”
- If we have an available bid, then bid is “Game Try” and X is for penalty

Rescue Redouble

If partner's 1NT bid is doubled for penalty and we have very few points but a 5+ card suit:

- Transfer with 5 card major
- Redouble with 5 card minor. Partner to bid 2C. We pass with C or correct to 2D with D.

Modified Michaels

If opponents play short C, 1C – 2C is natural and 1C – 2D is Michaels

Unusual NT – As overcall shows 2 lowest unbid suit. – if opponents agree on a major contract, a Sudden bid of 2NT, 3NT or 4NT is indicating 2 suited minor hand and asks partner to bid best minor fit.

Recommended defense against Mini NT & Hexagon

Over 1C – Natural or any system used by you over weak or strong NT (such as DONT, Hamilton etc)

- This can be delayed until 1C opener reveals range (11-14 or 15-17) or immediate
- 1D/1H/1S overcall can be used as natural opening with 5+ card

1NT – X to show opening hand, 2C=minors, 2D=majors

2C, 2D, 2H, 2S, 2NT openings

- Overcalls are natural
- Double showing opening bid in the suit opened or 18+ balanced hand
- 2NT for 15-17hcp balanced and certain stopper in suit above opened suit
- Double 2NT with strong NT or strong suit that you can bid next

3C is game force unbalanced hand

- Natural overcall
- Lead directing

3D, 3H are transfer pre-empts

- Cue bid (4D,4H) are natural
- Bid of S after 3D opening is natural
- 3NT to play
- 4NT shows both minors
- Cue bid of higher suit shows 5 card in the other major and 5 card in a minor
- X for 3 way takeout with shortage in higher suit

3NT is minor suit preempt

- 4H or 4S natural
- 4C both majors with preference for H or neutral
- 4D both majors with preference for S

3S (similar to gambling 3NT) shows solid minor suit

- 4C = both majors with preference for H or neutral
- 4D = both majors with preference for S
- 4H or 4S natural
- X for 3 way takeout

Bidding after unusual 2NT interference

After 1H/1S and 2NT by opponents:

3C indicates H & 10+ points (if partner's suit is H, 3+H support & if S, 5 hearts)

3D indicates S & 10+ points (if partner's suit is H, 5 spades and if S 3+ S support)

Bidding over opponent's 2NT (weak minors)

- X = 16+ and a good minor, no 4-4 in majors, any subsequent X is penalty
- 3C = 11-15hcp 4+/4+ in majors
- 3D = 16+hcp 4+/4+ in majors
- 3H/3S 12-16hcp good 5+ card and denies the other major
- 3NT to play
- 4H/4S 8 to 9 playing tricks
- X and then 4H/4S 10+ playing tricks