

## (Hexagon) Multisix openings – by Bijan Assaee

Based on Myxo Twos introduced by Dr Bob Sebesfi & variations by Sean Bentley & John Sfinias

### Bidding Summary

2C 8 ½+ C, Weak D, 17+ 4441/5440 singleton/void D, H-S 5-10 or GF, **18-19\*** balanced

2D 8 ½+ D, Weak H, 17+ 4441/5440 singleton/void H, C-S 5-10 or GF, 20-21 balanced

2H 8 ½+ H, Weak S, 17+ 4441/5440 singleton/void S, C-D 5-10 or GF, 22-23 balanced

2S 8 ½+ S, Weak C, 17+ 4441/5440 singleton/void C, D-H 5-10 or GF, 24-25 balanced

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

3C Unbalanced GF

3D preempt transfer to H

3H preempt transfer to S

3S Gambling NT

3NT preempt in minors

### Overview

Designed to cover range of possibilities in an easy to remember and natural way.

Each 2 level suit opening covers 6 possible hands. Partner generally bids the next suit up (unless has strong hand that can enquire 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 4441 or 5440 with singleton/void 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 response sequence is very logical and makes it easy to remember.

· 2C

1. 8 ½+ tricks with C as predominant suit (**not game force**)
2. Weak D (**one level higher**)
3. 4-4-4-1 (or 5440) hand with 17+ hcp and singleton/void D
4. Weak H/S (5-10 hcp) (**the other 2 suits**)
5. Game force in H/S (**similar to 2C opening but 2 suited**)
6. 18-19 balanced hand (**2 point range**)

- 2D
  1. 8 ½+ tricks with D as predominant suit
  2. Weak H
  3. 4-4-4-1 (or 5440) hand with 17+ hcp and singleton/void H
  4. Weak S/C (5-10 hcp)
  5. Game force in S/C
  6. 20-21 balanced hand
- 2H
  1. 8 ½+ tricks with H as trump
  2. Weak S
  3. 4-4-4-1 (or 5440) hand with 17+ hcp and singleton/void S
  4. Weak C/D (5-10 hcp)
  5. Game force in C/D
  6. 22-23 balanced hand
- 2S
  1. 8 ½+ tricks in S
  2. Weak C
  3. 4-4-4-1 (or 5440) hand with 17+ hcp and singleton/void C
  4. Weak D/H (5-10 hcp)
  5. Game force in D/H
  6. 24-25 balanced hand
- 2NT
  - Weak 2 suited in C/H or D/S (5-10 hcp)
  - Game force in C/H or D/S
  - 26-27 balanced hand
- 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)
- 3C → single suited 100% game force, partner to bid 3D waiting and can't pass 2<sup>nd</sup> bid by opener until a game contract is bid. 5440 with solid major 5 card suit can be opened 3C.
- 3D preempt transfer to 3H

- 3H preempt transfer to 3S

### Advantages:

- Strong hands (that are usually opened 2C) are naturally bid, showing the predominant suit (2C/2D/2H/2S)
- All single suit weak hands including C & D minor suits are covered
- NT hands are defined precisely within 2 points
- 2 suited hands of the same color or rank (H/S, C/D, C/S, D/H) are precisely defined
- 2 Suited odd combinations are defined through 2NT bid
- Game force 2 suited hands are covered and defined (where 2 suited opening hands are not GF, bid higher ranked suit first naturally at 1 level)
- Any suit bid can effectively cover any suit and any strength (eg 2C can be strong C, weak D, weak or strong H & S, strong NT) so opponents will have difficulty to overcall and can get themselves into difficulty.
- Logical and 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 or bids 3NT to show GF values.

### 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

Note: Sometimes responder may have 13+ points, but would see if opener has any of the weak options, there is no prospect of game due to mismatch. In such cases, responder may decide to just bid the next suit up and not enquire with 2NT

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 → 3NT

- With 26-27hcp bid 7NT (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

## Recommended defense against Hexagon

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

## Considerations / Alternative options

### Bidding 2C and then 2NT with 18-19 points when partner has very few points

In most cases where opponents' points are distributed, they will not double and we may be able to get away with any major disaster. Opening at the 2 level also reduces frequency of overcall by opponents (as opposed to opening 1C/1D intending to bid 2NT).

When doubled for penalty, partner with a long suit can initiate an escape to limit the damage:

- With 5+ card in major, transfer

- With 5+ minor, redouble and either pass 3C bid by opener or correct to D
- With shortage in C and tolerance for all the other suits, responder can bid 3C Stayman and pass any bid by the opener
- With 5-5, 5-4 or 4-5 in major, responder can redouble and after opener's 3C bid, bid 3H to show such distributions and leave it to the opener to select between H or S

Alternatively some partnerships may select to go the traditional path for 18-19hcp balanced hands by opening 1C/1D and if partner responds, bidding 2NT as the 2<sup>nd</sup> bid.

### **Opening 2H, 2S and 2NT with weak 2 suited combinations**

These openings will take the partnership to the 3 level. It is recommended to open with points in the 2 suits, at least one top honor in each suit and when vulnerable at the higher point range.

**Slam;** partnership may use suggested RKCB or their own approach such as cue bid

**Opening at 1<sup>st</sup> or 2<sup>nd</sup> seat with weak minor and 4 card major** is not recommended.

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