

HexagonBridge | Complete System

Opening

1C 11+, 3+

1D 11+, 3+

1H 11+ 5CM

1S 11+ 5CM

1NT 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)

Signals

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

Low encourage for attitude

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

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 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 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 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

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

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 you 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

After RHO Overcalls

If overcall is at 1 level, 1H-1S or 1H/1S/1NT: Yes

If overcall is at 2 level: No, natural

Partner Overcalls: Yes

Also can use Drury

Short suit game tries after 1H-2H or 1S-2S sequences

Opener bids 2NT – asks responder to show any short suit (void, singleton, doubleton), otherwise go to 3H/3S.

Opener bid a suit – 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).

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) and partner to give signal if possible.

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 O'Call = pre-emptive

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

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

Stayman/Transfer

Stayman

Opener responses after 2C

- 2H 4 H not denying S

- 2S 4 S denying H
- 2D No 4 card major

Garbage Stayman & Modified Garbage Stayman

With little points shortage in Clubs, 4+ diamonds and 3+ Hearts & Spades we play Garbage Stayman, intending to pass opener's response to 2C. With few points and majors (4-4, 5-4, 4-5, 5-5) we play "Modified Garbage Stayman", if opener bids major, we pass. If opener bids 2D, we bid 2H. Opener to pass or correct to 2S with better spades.

Transfer & Super accepts

2D transfer to H, unless super accepts as follows:

- 3H 4H 15-16hcp
- 2NT 3+H 17hcp
- 3C/3D/2S 3+H 17hcp and doubleton in the bid suit

2H transfer to S, unless super accepts as follows:

- 3S 4S 15-16hcp
- 2NT 3+S 17hcp
- 3C/3D/3H 3+S 17hcp and doubleton in the bid suit

2S transfer to C, unless super accepts as follows:

- 2NT Good C support, responder can decide 3NT or 3C contract

2NT transfer to D, unless super accepts as follows:

- 3C Good D support, responder can select 3NT or 3D contract

1430 RKCB by bidding 4C or 4D

This is used for exploring slam in minors in situation when a minor suit fit is established such as:

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

1D → 2D, 2D → 2H → 3D, 2H → 2NT → 4D

2NT → 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.

Inverted Minors

When partner opens 1C or 1D (better minor) and responder **has no 4 card major**, you know that there is no chance of game in major. Possibility for game is either in NT or minor. In such cases "Inverted Minor" is a good convention.

This is how it works, if your partner opens minor, you don't have 4-card major, **with 5+ card support for partner's minor**, you respond as follows:

- 1C → 2C with 11+ points and 5+ club support
- 1C → 2D with 6-10 points and 5+ club support (jump shift other minor)
- 1C → 3C with =<5 points and 5+ club support

- 1D → 2D with 11+ points and 5+ diamond support
- 1D → 3C with 6-10 points and 5+ diamond support (jump shift other minor)
- 1D → 3D with =<5 points and 5+ diamond support

Opener then has a good picture of partner's hand (strength & distribution) and decides further course of action. Priority should be for NT game by **asking bid for stoppers**. Alternative options are:

- May decide on game in minor
- May push & compete in minor
- May look for slam in minor (using various conventions including following RKCB).

Checkback Stayman

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;
 1 NT - **2 Clubs** (Checkback Stayman)

Responder bids 2C when he/she:

- o Has interest in game
- o Has 5 card major or 4 card in the other major

Opener replies:

2D = 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 RKC & CRO Gerber

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.

1430 CRO Gerber – 4C bid (anytime except where it is RKC for C) asks for aces

Responses are:

4D = 1 or 4 aces

4H = 0 or 3 aces

- Any bid below 3 level of opponents suit = sign off (if C is our suit, 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 can wait until they reveal their major suit, double with weak D or bid 3D with opening and good D suit) 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
- 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.

Lebensohl convention after partner doubles, 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. 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
1 <input type="checkbox"/>	3 NT	Bergen (Spade support and 13-15 hcp)
4 <input type="checkbox"/>		CRO Gerber
5 <input type="checkbox"/>		Voidwood – void in Clubs
5 <input type="checkbox"/>		Voidwood – void in Diamonds
5 <input type="checkbox"/>		Voidwood – void in Hearts

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

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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 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