

# Hexagon (Multi 6) opening

Initially and in original form introduced in 1976 by Dr Bob Sebesfi as Myxo (Myxomatosis) Twos.

## Bidding summary

- 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 à 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.
- 3D preempt transfer to 3H
- 3H preempt transfer to 3S
- 3S à Gambling 3NT (responder to bid 3NT with stoppers or bid 4C/4D or 5C/5D)
- 3NT à 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 in conjunction with Bijan's Mini NT and Bijan's 1C Openings. It applies to the following hand categories which collectively cover about 16% 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 (80% of the time) and 4 strong opening hands (20% of the time):

- 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 is forced to bid and should assume partner has one of the two weak options, evaluating his hands accordingly, and responding as follows:

- Bid the suit above (such as 2C-2D)
- Bid 2NT enquiring, if prospect of game with any of the weak option
- Bidding any other suit, is natural, self-sufficient suit and interest in game.

### 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 or 5-4-4-0 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 normally bids next suit up the line until opener reveals his holding. If responder has interest in game or can compete with any of the opener weak options, responder enquires by bidding 2NT.

**Exception:** If responder doesn't bid suit up the line or 2NT and instead bids another suit, he is interested in game in that particular suit with self sufficient trump and looks for small support to go for game.

In response to 2NT opening, responder bids first suit (up the line from C) with 3+ card holding, or bids 3S enquiry, or bids 3NT to play.

## Opener rebid sequences after 2C opening (same structure applies to 2D/2H/2S)

Opener rebid after **2C à 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 4C as RKC for H or 4D as RKC for S)
6. 2NT for 18-19hcp after which transfer to major and puppet Stayman applies

Opener re bid after **2C à 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 4C RKC for H or bid 4D RKC for S)
6. 3NT for 18-19hcp responder can use Gerber or bid 6NT/7NT

Opener re bid if he has one of the strong options and there is an **interfering bid** by opponents:

1. Bid C with strong C hand
2. Pass with weak D
3. Bid 3D (or 4D if they bid D) with strong 3 suited and shortage in D
4. Pass with two suited weak in majors
5. Bid H or double for penalty with game force in majors
6. Bid 2NT, pass, or double for penalty if balance 18-19 points

## Response sequences to 2NT opening

Opener rebid after 2NT à 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 à 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

### **Responder bid after 2C/2D/2H/2S is interfered by right hand side.**

Responder can pass, X or bid 2NT, or bid another suit

- X: normally indicates partner can compete in any of the weak options. Opener can still pass for penalty if opposition have bid his suit
- 2NT: Usually stronger with interest in game, or to compete aggressively with any of the weak options. Opener should bid his suit or X for penalty if they interfere again and bid his suit
- Bid of a new suit is natural, self-sufficient suit with interest in game

### **Exception to 2D/2H Hexagon opening with 8-10 point range and good 6-4 shape in majors**

With a good 6-4 in majors, opposite a suitable hand, there is potential for game. In such cases we may choose not to open 2D/2H. If partner opens 1C our 2H or 2S response will show this shape hand.

If opponents open or partner doesn't open, we can now bid 2H/2S, showing exactly such hands.

### **Looking for slam (RKCB) when opener shows game in 2 suits**

When opener shows game force in 2 suits, bid of the other two suits at 4 level can be treated as RKCB. Lower rank suit for the lower rank and higher rank for the higher rank. As an example:

After 2C-2D-2S (showing game force in Heart and Spade), responder bids looking for slam could be:

- 4C (Heart suit agreed, RKCB for Heart)
- 4D (Spade suit agreed, RKCB for spade)

After 2D-2H-3S (showing game force in Club and Spade), responder bids looking for slam could be:

- 4D (Club suit agreed, RKCB for Club)
- 4H (Spade suit agreed, RKCB for spade)

After 2H-2S-3D (showing game force in minors), responder bids looking for slam could be:

- 4H (Club suit agreed, RKCB for Club)
- 4S (Diamond suit agreed, RKCB for Diamond)

After 2S-3C-3H (showing game force in Diamond and Heart), responder bids looking for slam could be:

- 4C (Diamond suit agreed, RKCB for Diamond)
- 4S (Heart suit agreed, RKCB for Heart)

After 2NT-3C-3S (showing game force in Diamond and Spade), responder bids looking for slam could be:

- 4C (Diamond suit agreed, RKCB for Diamond)
- 4H (Spade suit agreed, RKCB for spade)

And so on