

Bijan's Mini NT (8-10hcp) at 1st & 2nd seats

This convention, opening 1NT with 8-10hcp at first or 2nd seat was introduced by Australian Bijan Assaee (no 6 card D/H/S suit or no 5-5 two suited – these hand are opened Hexagon 2s). Hand can be unbalanced and even have singleton or void (e.g. 5-4-4-0 or 4-4-4-1).

This typically cause a lot of problems for opposition as it is preemptive, disruptive and is taking the bidding space from them. Traditional conventions such as DONT or Cappelletti are not very effective against it. Unless opponents are using a well-structured defence system such as FuN, they may miss their partial game, game, even slam contract or get into trouble.

Disruptive benefits of this system is obvious but there are two major challenges:

1. By opening 1NT, we are also preempting our partner. So we need a well thought and structured continuation to find our correct partial game, game or slam contracts
2. If opponents X us for penalty, we need a mechanism to escape or sometimes turn the table, converting their X to a makeable 1NTx or 1NTxx!!

The core of this convention to find our correct contract when there is no x or interfering bid by opponents is an **artificial 2C** bid which asks partner to bid 2D, after which we will describe our hand, typically an opening hand with 5 cards in the bid suit. So after 2D by partner, 2H/2S/3C/3D all show opening hands. A 2NT bid after 2D shows a balanced 15-17 points hand. If we have a weak hand in D, we simply pass the 2D bid.

As we have a path (through 2C/2D/2Major) to show an opening hand in Majors, an immediate bid of 2H/2S shows a weak hand with 5 or 6 Hearts or Spades and no interest in game. This typically will be passed by partner unless partner has a maximum 10 point hand and a super fit with our major.

We can then use an immediate bid of 3C/3D/3H/3S to indicate a very strong opening hand, often requiring little help for game. Also an immediate 2NT bid now shows a stronger 18-19 balanced hand.

As an immediate 2D bid is not used, we can now use it to show an opening hand with both Majors (it can be 4-4).

There are other bids at the 4 level and above that are not as frequently used. So if it all looks like too much, just learning the first 5 lines and responses to the 2C overall to benefit over 95% of the time.

Response sequences to 1NT openings

If there is no interference:

- Pass to play
- **2C** is relay to 2D (Showing an opening hand which will be revealed after partner 2D relay or we may pass if we have long D and a weak hand)
- **2D** shows an opening hand with both majors 4+-4+
- 2H/2S to play (typically weak with no interest in game and to make it difficult for opponents)
- 2NT 18-19 balanced (15-17 hands are described after 2C-2D-2NT sequence). Transfer to major and puppet Stayman are used for continuation as appropriate
- 3C/3D/3H/3S natural **Very Strong** game force
- 3NT to play (usually 17+ without 4 card major, or long suit with source of tricks)
- After 2C-2D relay, responder bids are:
 - Pass with very weak hand and 6+ D
 - 3C opening hand in C
 - 2H opening hand in H (or 1-4-4-4 with good quality 4 card H)
 - 2S opening hand in S (or 4-1-4-4 with good quality 4 card S)
 - 2NT 15-17 balanced (occasionally with 4-4-4-1 and no quality major), transfer to majors and puppet Stayman can be used for continuation if applicable.
 - 3D opening hand in D
 - 3H strong hand with 5H and 4S
 - 3S strong hand with 5S and 4H
 - 4H Game in C or H, pick one
 - 4S Game in S or D, pick one (D stronger suit)
- 4C Game in C or S (same color), pick one
- 4D Game in D or H (same color), pick one
- 4H Game in H or S, pick a major partner
- 4S Game in S or D, pick one (S stronger suit)
- 5C Game in minor, pick a minor
- 5H good chance of slam in majors, with a bit of help pick one or sign off at 5H or 5S
- 6C slam in minors, pick one
- 6H slam in majors, pick on

If there is interference:

If opponents bid we can pass or overcall with good suit

If opponents X, we can use any of our 3 level bids as above if applicable

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

1NT – X or

1NT – P – P – X

we use modified **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
- Exception – after; 1NT – P – P – X, opener with a 4-3-3-3 shape can pass. This gives partner with balance of power to pass the X for penalty or if no bid by opponents and weak, bids his/her 5 or good 4 card suit.

Exception to 1NT opening with 8-10 point range

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 1NT. If partner opens 1C our 2H or 2S response will show this shape hand.

If opponents open and we were already passed, we can bid 2H/2S, showing exactly such hands.