

One who logically dares, interferes and preempts wins

3X Forcing Pass opening

3X Forcing Pass is a one level aggressive and pre-emptive opening convention that compliments Hexagon a 2/3 level opening convention. They are elegantly simple and logical, with focus on shape of the hand and give any player a competitive edge even against experts.

3X Forcing Pass apply to the following hand categories:

- Opening hand with 5+ card suit
- Opening hand, 3 suited
- Opening hand, 2 suited
- Balanced hands 11-17 hcp
- Hands with less than 11hcp and no singleton/void

3X Forcing pass bids

Pass balanced 11-17; If no interference partner is forced to bid

1C = 5+C 11+ or 3 suited* D shortage 11-16 or H-S 10+** not game force

1D = 5+D 11+ or 3 suited* H shortage 11-16 or S-C 10+** not game force

1H = 5+H 11+ or 3 suited* S shortage 12-16 or C-D 10+** (also H-C) not GF

1S = 5+S 11+ or 3 suited* C shortage 11-16 or H-D 10+** (also S-D) not GF

1NT 0-10hcp no singleton or void

* If 3 suited hand is 5-4-4-0 and 5 card suit is a major, open 1M

** With 10hcp only open if all points are in the 2 suits, otherwise open Hexagon weak two

Principal of 3X Forcing Pass opening

When we open 1 of a suit (say 1C), we have an opening hand and it promises one of 3 possibilities (hence name 3X) which combined cater for 25% of all hands:

- 5+ cards in C or
- 3 suited hand, with shortage being in the suit above (in this case D) or
- 2 suited hand in the 2 suit above (in this case H and S)

Responder initially communicates point range (10+ or less) after which, next bid by the opener will reveal his shape.

With 11-17 balanced hand (no 5 card major), we pass which forces our partner to bid (hence Forcing Pass). Partner's first bid describes his point range. This combination occurs in about 16% of all hands. Passing partner in response will reveal his point range

(11-14 or 15-17). Soon a clear picture of strength and distribution appears to decide the optimum contract in the subsequent bids.

We open 1NT with 0-10 points (yes this is not a misprint), balanced, semi balanced and 3 suited hands which combined cover over 42% of the situations. While this is very disruptive for opponents, when partner has a strong hand, it allows optimum contract to be reached. If opponents have strong hand there is effective mechanism for escape, while in many cases our bid has made enough damage and disruption.

Remaining 17% of hands (weak hands, game force, strong single suit/2 suited/3 suited/balance hands) are covered by Hexagon bidding convention.

Response sequences to 3X Forcing Pass openings

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

Pass 11-17 Balanced (16% of all hands) – Partner requires to bid

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

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

1C = <8 points after which passed hand responses are as follows:

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

1D = 8-9 points

- With 15-17 points passed hand bids 1NT after which Stayman & Transfers are on
 - o If opponents interfere with a bid, passed hand 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 passed hand to bid 3C after which
 - o Pass to play in 3C contract
 - o Any bid that was not possible at minimum level is natural and shows one stopper

- o Bid of a Major at 3 level that could have been made initially is invitational
- o Cue bid is Stayman and shows stopper in opponent's suit
- o 3NT is to play and shows 2 stoppers in opponent's suit
- With 11-14 points passed hand bids 1H or if he has 4 spades bids 1S
 - o If opponents interfere with a bid, passed hand passes
 - partner can pass or bid as follows:
 - Any bid at minimum level (including 1NT) is natural & sign off
 - 2NT asks passed hand to bid 3C after which
 - o Pass to play in 3C contract
 - o Any bid that was not possible at minimum level is sign off
 - o Bid of a Major at 3 level that could have been made initially is invitational

1H = 10-11 points

- With 15-17 points, passed hand bids 2NT after which Stayman & Transfers are on
 - o If opponents interfere with a bid, passed hand 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 passed hand to bid 3C after which
 - o A bid at 3 level is natural, forcing and shows stopper in opponent's suit
 - o Cue bid is Stayman and shows stopper in opponent's suit
 - o 3NT is game values and shows stopper in opponent's suit
- With 11-14 points, passed hand bids 1NT after which Stayman & Transfers are on
 - o If opponents interfere with a bid, opener passes
 - 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 passed hand to bid 3C after which
 - o A suit bid is natural and shows stopper in opponent's suit
 - o Cue bid is Stayman and shows stopper in opponent's suit
 - o Bid of a Major at 3 level that could have been made initially is invitational

1S = 12+ points

- With 15-17 points, opener bids 2NT after which Stayman & Transfers are on
 - o If opponents interfere with a bid, passed hand 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 passed hand to bid 3C after which
 - o A bid at 3 level is natural, forcing and shows stopper in opponent's suit
 - o Cue bid is Stayman and shows stopper in opponent's suit
 - o 3NT is game values and shows stopper in opponent's suit
- With 11-14 points, passed hand bids 1NT after which Stayman & Transfers are on
 - o If opponents interfere with a bid, passed hand with 11-14hcp passes

- 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 passed hand to bid 3C after which
 - o A suit bid is natural and shows stopper in opponent's suit
 - o Cue bid is Stayman and shows stopper in opponent's suit
 - o Bid of a Major at 3 level that could have been made initially is invitational

If after pass, there is an immediate bid by opponents; partner of passed hand will bid as follows:

- Pass = with <8 points
 - X = with 8+ points
- Passed hand bid 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

1C 11+ 5C or 3 suited with D shortage or H-S 10+

After 1C opening, responder bids and subsequent bids are as follows:

1NT with 10+ points (also applies to 1 level interference)

- Opener rebids after 1NT are as per below
 - o 2C 5+C (11-14hcp)
 - o 3C 5+C (15+hcp)
 - o 2D 3 suited hand with D shortage (11-14hcp)
 - o 3D 3 suited hand with D shortage (15-16hcp)
 - o 2H 2 suited H-S (10-14hcp)
 - o 2S 2 suited H-S (15+hcp)

1D with <10 points

- Opener rebids after 1D
 - o 2C 5+C (if responder change suit after 2C bid, he is denying 2+C and has a 6 card or good 5 card of his own)
 - o 2D 3 suited hand with D shortage
 - o 2H 2 suited H-S

If opponents interfere with a bid at 2 level or higher, responder with 10+ points "Double" and with less than 10hcp pass.

1D 11+ 5D or 3 suited with H shortage or S-C 10+

After 1D opening, responder bids and subsequent bids are as follows:

1NT with 10+ points (also applies to 1H/1S interference)

- Opener rebids after 1NT are as per below
 - o 2D 5+D (11-14hcp)
 - o 3D 5+D (15+hcp)
 - o 2H 3 suited hand with H shortage (11-14hcp)
 - o 3H 3 suited hand with H shortage (15-16hcp)
 - o 2C 2 suited S-C (10-14hcp)
 - o 2S 2 suited S-C (15+hcp)

1H with <10 points

- Opener rebids after 1H
 - o 2D 5+D (if responder change suit after 2D bid, he is denying 2+D and has a 6 card or good 5 card of his own)
 - o 2H 3 suited hand with H shortage
 - o 1S 2 suited S-C

If opponents interfere with a bid at 2 level or higher, responder with 10+ points "Double" and with less than 10hcp pass.

1H 11+ 5H or 3 suited with S shortage (12-16hcp) or C-D 10+

After 1H opening, responder bids and subsequent bids are as follows:

1NT with 10+ points (also applies to 1S interference)

- Opener rebids after 1NT are as per below
 - o 2H 5+H (11-14hcp)
 - o 3H 5+H (15+hcp)
 - o 2S 3 suited hand with S shortage (11-14hcp)
 - o 3S 3 suited hand with S shortage (15-16hcp)
 - o 2C 2 suited C-D (10-14hcp)
 - o 3C 2 suited C-H
 - o 2D 2 suited C-D (15+hcp)

1S with <10 points

- Opener rebids after 1S
 - o 2H 5+H (if responder change suit after 2H bid, he is denying 2+H and has a 6 card or good 5 card of his own)
 - o 2S 3 suited hand with S shortage
 - o 2C 2 suited C-D
 - o 3C 2 suited C-H

If opponents interfere with a bid at 2 level or higher, responder with 10+ points "Double" and with less than 10hcp pass.

1S 11+ 5S or 3 suited with C shortage or D-H 10+

After 1S opening, responder bids and subsequent bids are as follows:

1NT with 10+ points

- Opener rebids after 1NT are as per below
 - o 2S 5+S (11-14hcp)
 - o 3S 5+S (15+hcp)
 - o 2C 3 suited hand with C shortage (11-14hcp)
 - o 3C 3 suited hand with C shortage (15-16hcp)
 - o 2D 2 suited D-H (10-14hcp)
 - o 3D 2 suited D-S
 - o 2H 2 suited D-H (15+hcp)

2C with <10 points

- Opener rebids after 2C
 - o 2S 5+S (if responder change suit after 2S bid, he is denying 2+S and has a 6 card or good 5 card of his own)
 - o 3C 3 suited hand with C shortage
 - o 2D 2 suited D-H
 - o 3D 2 suited D-S

If opponents interfere with a bid at 2 level or higher, responder with 10+ points "Double" and with less than 10hcp pass.

1NT (0-10hcp) 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
- After 2C-2D relay, responder bids are:
 - o 3C opening hand in C
 - o 2H opening hand in H
 - o 2S opening hand in S
 - o 2NT 15-17 balanced
 - o 3D opening hand in D
 - o 4H Game in C or H, pick one
 - o 4S Game in S or D, pick one

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

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.