

6MIA, TIM and Mazzilli

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Introduction

6MIA stands for the 6M Intermediate Approach, where 6M stands for 6 or longer in a major. TIM stands for The Intermediate Multi, where a 2♦ opening shows 6 or longer in either major, but instead of a weak hand it shows intermediate values, about 12 to a poor 16.

There are three key elements to the recommended 6M Intermediate Approach:

- 1) With 6M and a second suit usually open 1 of the major and, over a 1NT response, show the second suit;
- 2) With 6M and either no second suit or a very good M suit, open on the two level;
- 3) With 6+♥s & 4+♠s, open 1♥, and over 1NT response, rebid 2♥ to show 5+♥s & secondary ♠s.

It is not necessary to use TIM (The Intermediate Multi) to follow the 6M Intermediate Approach. If one used regular Multi (opening 2♦ with a weak two in either major), combined with 2♥ and 2♠ to show intermediate bids with 6 or longer in the major (usually with no second suit), then one would be using the 6MIA with its considerable advantages. Note that most of the benefits of TIM do not come from opening it, but from the many collateral advantages that are made available to the one level major suit openings. One of the advantages of the 6MIA is the ability to play Mazzilli, a majors-oriented version of the Gazzilli convention.

Showing a second suit with 6 in the opening major

While there is no set answer to bidding with 6 in a major and 4 cards in a second suit, the common way is that if holding minimum opening values, then open the major, and, over a 1NT response, rebid the major; the exception to this is if the major is ♠s and the secondary suit is ♥s, then if the heart suit is decent rebid ♥s (so 1♠-1NT—2♥). With 6 in a major, 4 cards in a minor, and extra values, after 1M-1NT, many partnerships have opener rebid the minor suit, intending to next rebid the major, on the third round of bidding, to show 6 in M and extra values.

In the January 2007 Bridge World, Larry Cohen discussed his partner's approach (*italics in the original*):

Welcome to the world of David Berkowitz, who has never met a four-card suit he didn't want to introduce. After his one-of-a-major opening (on six cards) and partner's one notrump, David *always* introduces his lower-ranking four-card suit (yes, even if it is a minor and his hand is minimum).

As we will discuss in examples to follow, this is a very good approach but with two tweaks to the style. First if the major is a very good suit then it should be rebid instead of a second four card minor suit. Second, if the opening is dead minimum consider it for a weak two.

Before we get to the examples, let's look at the situation where there is a major suit opening and minor suit rebid:

1M-1NT—2♣/♦:

Playing a “forcing notrump” style, the 2♣/♦ can be rebid on a three card suit (even if not playing the forcing notrump, there are hands which are best rebid 2♣/♦ in a three card minor, then described on the next bid, if given the chance). Since 2♣/♦ can be a three card suit, responder is expected to continue bidding without a good fit for the minor, if a rebid is available. With a doubleton in M and 6-10, responder usually selects 2M as the rebid, even if 4 or sometimes 5 in the minor suit (Max Hardy, in writing about the forcing notrump, says responder should consider rebidding 2M even if 5 in the minor at matchpoint scoring). This 2M rebid by responder is sometimes termed a “false preference”, since it is a preference to opener's major but can be bid with a better fit for opener's minor.

With a singleton in M, and 4 or longer in the minor, and not enough values to bid above 2M, responder will often pass a 2♣ or 2♦ rebid by opener. Thus if opener rebids 2♣ or 2♦ with 6 in M, and 4 in the minor, if responder passes, opener will usually be in this situation:

- a) 4-4 or better fit in the minor, and a 6-1 fit in M;
- b) 5-4 or better fit in the minor, and a 6-2 fit in M.

In either of these cases rebidding the minor when 6-4 will still land one in a great spot. However if the M suit is very good, and can play well even opposite a singleton, then it usually pays to ignore the minor suit and focus solely on the major.

There is a special situation to look at. If responder has a singleton in M, and only 3 in the minor, and less than game invite values, then responder will usually rebid a five card suit, if available on the two level. However after 1♠-1NT—2♦, if responder has 1-4-3-5 exactly, then responder cannot rebid ♣s on the two level; if one rebids 2♦ on most 6-4s (not just with extra values), it makes sense for responder to rebid 2♠ even with a singleton, to attempt to improve the contract, since 2♦ could be just 3♦s. However after 1♠-1NT—2♥, responder does not mind passing with just 3♥s, since opener's 2♥ rebid promises 4 or longer ♥s.

If responder invites on the second bid, bidding 2NT or 3 of the minor, opener can bid 3M when 6-4 unless the hand is dead minimum for an opening bid. With anything but a dead minimum the 3M bid will be okay, since the 6-4 will deliver sufficient playing value to make 4 of the minor or a game somewhere feasible.

If responder bids a new suit on the two level below 2M, then with 6-4 when opener next rebids 2M, opener has described the hand well. If responder bids a new suit on the three level, without jumping, then this shows a long suit, to play, and the 6-4 can pass this without extra values.

Here are some examples:

a)	b)	c)	d)
♠ KQJT76	♠ KQ9762	♠ A2	♠ A2
♥ 2	♥ 2	♥ QJ8542	♥ QJ8542
♦ A874	♦ A874	♦ A	♦ 2
♣ Q4	♣ K4	♣ K932	♣ KJ32

With a) you want to rebid 2♠ over 1NT, since the suit plays very well opposite a singleton. With b) rebid 2♦, and now if responder invites with 3♦ or 2NT, rebid 3♠. With c), rebid 2♠ over 1NT, and if responder bids 2♦, bid 2♥ now. With d), consider opening a heavy weak-two, as is discussed next.

Light or Heavy Weak Twos

All the good opponents you will face know how to bid over your weak twos. They will stretch a little for games since they will be well-armed in knowing the layout of the hand. They will employ a Lebenshol 2NT over their takeout doubles so they can separate their weak and constructive ranges. They pass weak twos with length in the suit opened, knowing that their partner will come in with shortness there.

Light weak twos, in the 4 to poor 7 point range, do not pose much of a problem for the opponents. The problem with the light weak two is it usually has no outside entry (a high card in an outside suit), or it is does, the weak two suit is pitifully. This has seven problems:

- If the opponents play 3NT, they can hold up in the weak two suit, and the suit usually cannot be set up and cashed (no entry or suit too hard to set up);
- If the weak two side ends in 3NT, the opponents can often prevent the weak two suit being used as a source of tricks, since there is no outside entry to it, or it is too weak to set up.
- If the weak two side ends up playing the contract in the major, the lead will go through strength in dummy to the bad hand of opener.
- When opener is light, the opponents, if they enter the bidding, will usually have sufficient points to make 2NT or the three level safe for them.
- If the opponents play the contract, declarer will play responder (partner of the weak two bidder) for all high cards outside of the weak two suit, and will usually be right.
- If the weak two bidder can also have a hand around 9-10 points, then investigation for game will often get the opening side too high.
- Light weak two bids can go for large numbers if doubled.

In recent years, the Italian World Championship pair of Fantoni-Nunes have shown that light weak twos do not need to part of one's bidding arsenal, and, that by passing these bids (or opening them at the three level if appropriate) one can have far better results.

As well the two bid styles of Fantoni-Nunes (9-12 points or so), and the Trent weak-two bidders have shown that the heavy weak twos bring some decent artillery to the table. The heavy weak-two style poses these problems for the opponents:

- If the opponents play 3NT, the weak two suit can often be set-up and cashed.
- If the weak two side ends in 3NT, the weak two suit can usually be used as a source of tricks to make the contract.
- The opponents cannot play responder (partner of the weak two bidder) for all high cards outside of the weak two suit.
- Responder can investigate for game, knowing that the three level will offer decent play for a contract.
- When opener is a heavy weak two, the opponents can find themselves entering the bidding without sufficient total points between them to make 2NT or the three level safe for them.
- If the opponents step in at the wrong time, responder can double for penalties knowing the weak two bidder will deliver some help.
- Heavy weak two bids can often make the contract if doubled.

Now sometimes light weak-twos will direct the correct lead against a suit contract, or will allow responder to raise and obstruct the opponents' bidding. Against that, heavy weak-twos help one-level bidding as it takes out some hands that would open at the one level.

1M-1NT—2M without Multi

So if not playing Multi, the recommended approach is to:

- Open heavy weak-twos with distributional hands such as 6-4s and 6-5s (second suit a minor) without 12 or more HCPs – with 6-5s be willing to bid second suit if given the opportunity to do so on the three level.
- Rebid 1M-1NT—2M either without a second suit, or if M is a seven card suit or a great 6 card suit (quite playable opposite a singleton) and a 4 card minor, of if 4-6 exactly in the majors.

6M Intermediate Approach

The 6MIA is to open all of the above 1M-1NT—2M hands, except for 4-6 in the majors, on the two level. So open on the two level with Intermediate values, 12 to a poor 16, and either:

- a) 7 or longer in the major; or
- b) 6 in the major and no second suit (so a 6-3-3-1 or 6-3-2-2 type hand); or
- c) 6 in the major and a 4 card minor second suit, but the major is great, playable opposite a singleton.

This then frees up the 1M-1NT—2M sequence for other duties. It also frees up the 2M rebid for additional work on other sequences as well.

Below, The Intermediate Multi (TIM) will be discussed, but you don't need to play it to use the 6MIA. Instead just open 2♦, Multi, with heavy weak twos, and open 2♥/2♠ with 12 to a poor 16-, and the a), b), c) hand types discussed above.

6MIA Upshots

Using the 6MIA has lots of upshots for the one level major suit openings. Here's a look at the key ones:

1) Showing ♠s after 1♥ opening

Using the 6MIA, 1♥-1NT—2♥ now shows 5+♥s, 4+♠s, up to 16. This allows for a ♠ second suit to be shown after a 1♥ opening. Bidding after this is natural.

This allows the 1♥-1NT response to be bid with 4♠s. It is suggested to play the 1NT response as "semi-forcing", so opener is allowed to pass if 11 to a poor 13 with flat distribution (usually some 5-3-3-2). 1♥-1♠ is now 5 or longer ♠s, or can have 4♠s & 3♥s if game invitational values – opener assumes 5♠s and makes appropriate rebid, including raising to 2♠ or 3♠ with just 3♠s.

So instead of playing a 2♦ opening as Flannery, it is better to play 2♦ as Multi or TIM, follow the 6MIA, and have delayed Flannery via 1♥-1NT—2♥.

2) Range showing with both majors after 1♠ opening

Using the 6MIA, there are a number of options for opener's 2♠ rebid over 1NT, and we will introduce a straight-forward one here (see Mazzilli below for another option):

1♠-1NT—2♥ is natural, shows 10-15, 15 only if just 4♥s.

1♠-1NT—2♠ shows 15-18 with 5+♠s & 4+♥s, if 15 then 5+♥s and if 18 then just 4♥s.

This approach allows for the 2♥ rebid to be limited, so responder is better placed to judge what to do. The 2♠ bid shows extras and both majors, which allows games to be reached where in standard the partnership might rest in 2♥.

3) Bidding above M shows extras in 2/1

With the 6MIA, if responder makes a 2/1 response, opener's rebid above 2M shows extra values. If the 2/1 could be based on just game invitational values, the rebid by opener above 2M establishes a game force. For example, 1♥-2♠(could be game invite if 6+♠s)—2♠ would establish a game force.

If opener does not have extra values opener selects a rebid of 2M or below. That makes 2M a catch-all for most minimums without a good bid. 2M can also be rebid with 16+ and 6 or longer in M; now if bidding continues 1M-2/1 bid—2M-2NT-3M, the 3M third bid shows this 16+ hand type – it denies a great suit, for with 6 or longer in M, 16+ and a great suit (playable for 1 trump loser opposite a small singleton, or better), jump to 3M directly over the 2/1.

One alternative is to use opener's 2NT rebid to artificially show the 16+ and 6 in M hand type. Then the sequence 1M-2/1 bid—2M will contain all the balanced flat hands – so the 2M rebid becomes a bid that shows minimum with no descriptive bid possible under 2M, or any flat balanced hand.

4) Bidding on the next level shows extras in competitive auctions

In competitive auctions where responder has made a bid (i.e. not pass), and 2M or 3M can still be bid by opener, a bid on the next level by opener shows extras. For example:

1♠=2♦(overcall)=Double=Pass—3♣ shows extras.

Without extras, opener can make the cheapest bid in M or in notrump. For example:

1♠=2♦(overcall)=Double=Pass—2♠ denies extras, and does not promise extra ♠ length.

Using this style, if the opponents make a simple overcall (i.e. a non-jump bid below 2M) responder can double with a hand that would have normally made a natural 2NT bid (game invitational with a stopper), planning on next rebidding in notrump, since if opener bids on the three level it shows extras, so responder would then have enough for 3NT. This then frees up the immediate 2NT response, where it can be used as natural and game forcing, or as a raise, or as a puppet to 3♣ to play in a three level contract. For example, after 1♠=2♥(overcall)=?, responder can double as negative or a natural 2NT game invite bid, and so can bid 2NT as the partnership agrees to use it, such as showing a raise with 4♠s and constructive or better values.

Examples:

a)	b)	c)	d)
♠ KQT763	♠ KQ962	♠ A2	♠ AQ2
♥ 2	♥ 2	♥ QJ8542	♥ QJ854
♦ A874	♦ A874	♦ A	♦ 2
♣ K4	♣ KT4	♣ K932	♣ KJ32

If opponents overcall 2♣, and partner doubles, bid 2M on all four hands. If partner responds 2♥ to 1♠ opening on a) and b), bid 2♠ to show a minimum. If partner responds 2♦ to 1♥ opening on c) and d), bid 2♥ to show a minimum.

The Intermediate Multi: TIM

To use the 6MIA, one has to open intermediate hands with a six card major and no second suit on the two level. This can be done by using 2♦ as Multi, to handle the weak two bids in the majors, and the 2♥ and 2♠ openings to show the intermediate hands. However the intermediate hands are rarer than the weak two hands, since the weak two bids can have second suits (they don't have the option of opening at the one level), and the intermediate hands are better defined. Thus it is a better to do a switch – open 2♥ and 2♠ on the weak two hands, and 2♦ with an Intermediate 6M bid.

As discussed before it is recommended to use 2♥ and 2♠ as heavy weak twos, passing or bidding on the three level with a light weak two hand type. For a structure to play over these bids, see, for example: <http://www.bridgematters.com/goldtwo.htm> Here the Goldilocks bids are slightly stronger, so modify the style to be 7/8-11 (or a poor 12).

Note that TIM is far better than standard Multi for adding a strong hand type into the opening, since responder has less need to be able to pass 2♦, and does not need to jump the bidding as much either. For simplicity, the version of TIM present here will be without a strong hand type.

TIM 2♦ shows:

Great 11 to a poor 16, and either:

- 7 or longer in either major; or
- 6 in either major and no second suit (so a 6-3-3-1 or 6-3-2-2 type hand); or
- 6 in either major and a 4 card minor second suit, but the major is great, playable opposite a singleton.

After Tim 2♦

Response	Style	Description
Pass	Diamonds	Long ♦s and weak. If 2♦ is doubled, pass by opener shows tolerance for ♦s.
2♥/♠	Pass or Correct	Pass or correct – pass if you hold the major, bid something if you don't hold that major. If opener has the major responder did not bid, opener can continue with descriptive bidding, using 2NT to show a maximum with no good bid. So 2♦-2♠(p/c)—3♣ is 6♥s & ♣s length/values.
2NT	Asks	With a good invite or better for either major.
3♣	A minor, game force	Asks opener to bid 3♥ with ♥s, 3♦ with ♠s. Now cheapest bid shows ♣s & game force, all other bids show ♦s & game force (3NT is not-forcing).
3♦	Artificial Game Invite+	Game invite or better in either major. Opener declines game invite by bidding 3♥ or 3♠, and accepts game invite by bidding 4♥ or 4♠. Responder can bid again as appropriate.
3♥, 3♠	Pass or Correct	Pass or correct – pass if you hold the major, bid something descriptive if you don't hold that major.
Games	To play	Games are to play, even 4♥ or 4♠ (responder has suit).
4♣	For me	Transfer me to your major – so responder always plays hand. 4♦=♥s, 4♥=♠s.
4♦	For you	Bid your major – so opener always plays hand.
4NT	Minors	Bid your best minor.

Note that responder can use 2 of a major holding six or longer in that major and not strong, knowing that if opener happens to be holding the very same major then the opponents, who are both short in that major, are almost certain to bid something. When opener does bid the other major, responder corrects back. So 2♦-2♥(p/c)—2♠(correct)-3♥ shows long ♥s, not forcing.

After 2♦-2NT, Opener rebids:

Rebid	Style	Description
3♣	Hearts	6♥s, not great suit, no second suit, no void. 3♦ asks if 3♠s (bid 3♣ or above 3NT, 4♣/♦ showing shortness) or min (3♥) or max (3NT). 3♥ over 3♣ is a good invite, non-forcing.
3♦	Spades	6♠s, not great suit, no second suit, no void. 3♥ asks if 3♥s (bid above 3NT, 4♣/♦ showing shortness) or min (3♣) or max (3NT). 3♣ over 3♦ is a good invite, non-forcing.
3♥	Natural	Great ♥ suit. 3♠ asks if second suit held, 3NT=no & no void. 4♣/♦ = shows suit.
3♠	Natural	Great ♠ suit and a minor second suit. 4♣ asks 2nd suit, 4♦=♦s.
3NT	Spades	Great ♠ suit and no second suit, no void.
4♣	Hearts	7+♥s, not void in ♠s.
4♦	Spades	7+♠s, not void in ♥s.
4♥, 4♠	Natural	7 or longer in the major, void in the other.

After opener's 3♣, 3♦, 3NT or 4♣ replies, responder's 4♦ asks opener to bid own suit. After opener's three of a suit reply, 4♣ is Roman Blackwood with opener's major as trumps.

General competitive rules for TIM 2♦

All bids retain meaning from 2♦-Pass.

Doubles by responder are for penalties, except if opponents overcall a major at two or three level, and then double asks opener to pass with that suit, and bid otherwise.

Doubles by opener shows suit if a major doubled, takeout if minor or notrump bid or major already known.

If 2♦ is doubled, redouble by responder asks opener to bid 2♥ (with or without them). Redouble says responder has own long major, both minors or own long ♣s. Over opener's 2♥, responder will pass with ♥s, bid 2♠ with spades, bid 2NT with both minors, or bid 3♣ with long ♣s.

2♦ TIM Examples

a)

♠ T3	♠ K6	2♦-2♣—	2♣ was pass or correct, 3♣ showed ♥s
♥ AKJT43	♥ Q872	3♣-4♥	and ♣s values and/or length.
♦ T	♦ Q8765		
♣ AJ42	♣ KT		

b)

♠ AQJ983	♠ K2	2♦-3♦—	3♦ was invite+, 4♠ accepted.
♥ 2	♥ QT8	4♠	
♦ AJ4	♦ Q632		
♣ Q32	♣ KT85		

c)

♠ AQJ932	♠ 5	2♦-2NT—	2NT asked, 3♦ showed ♠s, not great
♥ A42	♥ QJ873	3♦-3♥—	suit, 3♥ asked, 4♥ showed 4♥s and no
♦ J4	♦ K73	4♥	minor suit singleton/void.
♣ 42	♣ A983		

d)

♠ 83	♠ JT65	2♦-3♥	3♥ was pass or correct.
♥ AKQ982	♥ 643		
♦ T	♦ KJ764		
♣ QT43	♣ 9		

MAZZILLI

Mazzilli is a majors-oriented version of the Gazzilli convention, where opener can use the sequence 1M-1NT—2♣ to show ♣s & M or any 16/17+. In the Mazzilli version, the 2♣ rebids shows either any 16/17+ or the major with the other major. The 6MIA has to be employed in order to use Mazzilli, so that the 1M-1NT—2M sequences are available to show M & ♣s. 1♥-1NT can have 4♠s, so 1♥-1♠ promises either 5+♠s or 4♥s & 3♠s & game invite values.

After 1♥-1NT—?, opener rebids:

Rebid	Style	Description
Pass	Flat	Balanced hand, maximum of poor 13
2♣	♥s & ♠s OR 16/17+	Artificial, 5+♥s & 4+♠s OR 16/17 any
2♦	♥s & ♦s	5+♥s & 3/4+♦s, less than a good 16, not 5-5 if maximum.
2♥	♥s & ♣s	5+♥s & 3/4+♣s, less than a good 16, not 5-5 if maximum.
2♠	♥s & ♠s	6+♥s, 5+♠s, less than 16.
2NT	6-4, 16-18	6+♥s, 4 card minor, 16-18. 3♣ asks minor, 3♦=♦s, 3♥=♣s.
3♣/3♦	5-5+, 14-16	5-5+ in ♥s and the minor, 14-16.
3♥	6+♥s, 16-17	6+♥s, 16-17, very good suit, usually no second suit.

After 1♠-1NT—?, opener rebids:

Rebid	Style	Description
Pass	Flat	Balanced hand, maximum of poor 13
2♣	♠s & ♥s OR 16/17+	Artificial, 5+♠s & 4+♥s OR 16/17 any
2♦	♠s & ♦s	5+♠s & 3/4+♦s, less than a good 16, not 5-5 if maximum.
2♥	♠s & ♣s & 2/3♥s	5+♠s & 3/4+♣s & 2/3♥s, less than a good 16, not 5-5 if maximum.
2♠	♠s & ♣s & short ♥s	5+♠s & 4+♣s & singleton/void in ♥s, less than a good 16, not 5-5 if maximum.
2NT	6-4, 16-18	6+♠s, 4 card minor, 16-18. 3♣ asks minor, 3♦=♦s, 3♥=♣s.
3♣/3♦/3♥	5-5+, 14-16	5-5+ in ♠s and the second suit, 14-16.
3♠	6+♠s, 16-17	6+♠s, 16-17, very good suit, usually no second suit.

After 1M-1NT—2♣, responder rebids:

Rebid	Style	Description
Pass	♣s weak	Very rare, long ♣s, little points
2♦	7/8+	Artificial, 7/8+, establishes game force opposite 16/17+.
2M	Weak	Less than 7/8+, 2+ in M, fewer than 4 in OM.
2OM	Weak	Less than 7/8+, 4 in OM (4+ if OM=♥s) or 3 in OM and singleton/void in M.
2NT	Weak	Less than 7/8+, 5-5+ in the minors.
3♣/3♦	Weak	Less than 7/8+, six or longer card suit.

Over the “less than 7/8+” responses, bidding continues naturally, but opener has to jump in a suit below game to make a forcing bid.

Over responder’s 1NT, if opener shows the major and ♣s and less than 16/17, responder has no game invite with ♣s - 3♣ is to play, so responder will need to bid 2NT or 4♣ to invite.

After 1M-1NT—2♣-2♦, opener rebids:

Rebid	Style	Description
2♥	Majors	5+ in M , 4+ in OM , less than 16/17+.
2♠	5-4+	5+ in M , another 4 card suit, 16/17+. 2NT asks suit, 3♥ showing 4 in OM .
2NT	Natural	16/17+ balanced.
3 suit	Natural	5-5+, 17+.
3 M	Natural	18+, 6 or longer in M , no second suit.

Mazzilli - Examples

- a)
- | | | | |
|---------|---------|---------|-------------------------------------|
| ♠ AT832 | ♠ K6 | 1♠-1NT— | 2♣ was Mazzilli, 2♦ showed 7/8+, 2♠ |
| ♥ AK3 | ♥ Q872 | 2♣-2♦— | showed 16/17+ and a 4 card second |
| ♦ T | ♦ Q8765 | 2♣-2NT— | suit, 2NT asked, 3♣ was it. |
| ♣ AJ42 | ♣ KT | 3♣-3NT | |
- b)
- | | | | |
|---------|---------|---------|----------------------------------------|
| ♠ AQJ93 | ♠ T2 | 1♠-1NT— | 2♣ was Mazzilli, 2♥ was 4+♥s up to 7 |
| ♥ 2 | ♥ QT863 | 2♣-2♥— | points, 2♠ shows 16/17+ with no ♥ fit. |
| ♦ AJ42 | ♦ 63 | 2♠ | |
| ♣ AQ3 | ♣ KJ85 | | |
- c)
- | | | | |
|---------|---------|---------|---------------------------------|
| ♠ AQJ93 | ♠ KT | 1♠-1NT— | 2♣ was Mazzilli, 2♥ showed 4 or |
| ♥ AT42 | ♥ Q8753 | 2♣-2♥ | longer ♥s, 7 or less points. |
| ♦ J43 | ♦ 87 | | |
| ♣ 4 | ♣ J983 | | |
- d)
- | | | | |
|---------|----------|---------|-----------------------------------|
| ♠ AK8 | ♠ JT65 | 1♥-1NT— | 2♣ was Mazzilli, 3♦ showed 6+♦s, |
| ♥ AKJ93 | ♥ 63 | 2♣-3♦— | fewer than 8 points. Opener could |
| ♦ T | ♦ KQ7642 | 3NT | choose to pass 3♦ or bid 3NT. |
| ♣ AJ42 | ♣ 9 | | |
- e)
- | | | | |
|---------|----------|-------------|--------------------------------------|
| ♠ AT | ♠ KQJ6 | 1♥-1NT— | 2♣ was Mazzilli, 2♦ was 7/8+, 2♠ |
| ♥ AKQ92 | ♥ 63 | 2♣-2♦— | showed 16/17+ and a 4 card second |
| ♦ AQ32 | ♦ KJ8764 | 2♣-2NT— | suit, 2NT asked, 3♦ was ♦s, 3♠ |
| ♣ JT | ♣ 9 | 3♦-3♠— | showed values there, 4♥ was natural, |
| | | 4♥-4NT etc. | 4NT heads to slam. |
- f)
- | | | | |
|---------|---------|---------|-------------------------------|
| ♠ AT832 | ♠ K6 | 1♠-1NT— | 2♥ showed 2 or 3♥s with 3+♣s. |
| ♥ AK3 | ♥ Q8752 | 2♥ | |
| ♦ T | ♦ Q876 | | |
| ♣ QJ42 | ♣ T6 | | |
- g)
- | | | | |
|---------|--------|---------|--------------------------------------|
| ♠ AT | ♠ K63 | 1♥-1NT— | 2♣ was Mazzilli, 2♥ showed 2+♥s and |
| ♥ AK952 | ♥ 63 | 2♣-2♥— | fewer than 8 points. Opener can pass |
| ♦ J32 | ♦ K876 | 2NT | this but tries once more with 2NT. |
| ♣ AQ6 | ♣ JT82 | | |
- h)
- | | | | |
|---------|---------|---------|--------------------------------------|
| ♠ AQT42 | ♠ K | 1♠-1NT— | 2♣ showed ♠s & ♣s, singleton/void in |
| ♥ 2 | ♥ Q9653 | 2♠-3♣ | ♥s. Responder bids 3♣ to play. |
| ♦ J32 | ♦ K87 | | |
| ♣ AQ64 | ♣ JT82 | | |