



HEEMAN

Responding to INT



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0. Abbreviations and Special Terms

transfer	=	a bid showing, and urging partner to bid, a strain other than the one named
puppet	=	a bid requiring partner to make a specified other bid but not showing the strain
slammish	=	good enough to (at least) hope for slam
CONFIT	=	CON trols and FIT
4441	=	any 4441
4=4=4=1	=	exactly 4 spades, 4 hearts, 4 diamonds and 1 club
RKB	=	Roman Keycard Blackwood
better	=	the longer of two suits, or if equally long, the stronger suit
long suit	=	six-card suit or longer

1. Introduction

You, East, hold:

♠ K1032
♥ A5
♦ K1032
♣ 843

What suit do you lead after the following bidding sequence?

Bidding Sequence 1: North South
1NT 2♣
2♦ 3NT
pass

Most players would lead a spade. Declarer has denied a four-card major.

Bidding Sequence 2: North South
1NT 2♣
2♠ 3NT
pass

And now? Probably not an spade as declarer has shown four. This time a diamond looks more attractive. South was looking for a heart fit and used Stayman to investigate. But North has fewer than four hearts, and if South had known he would raised 1NT to 3NT directly. Stayman gave the opponents useful information.

Bidding sequence 3: North South
1NT 3NT* * I have four hearts and want to play 3NT or 4♥
pass

And now? With 3NT, South promised four hearts. As North passed, he has fewer than four hearts, but you know nothing about his other suits. He might have four, three or even two spades. Want to lead a spade? (By the way, this 3NT bid is not a part of Heeman, it is just an illustration to make my point).

Because of the 'strange 3NT bid' in the third bidding sequence North and South were able to find their best contact without revealing information about declarer's hand needlessly. This is the most important advantage that Heeman offers in many sequences. However, it is not the only advantage. Suppose responder has an invitational hand with four-card major and a long minor. Using Stayman, he starts with 2♣. All is well if a fit in a major suit exists, but if not, there is no way to invite game in responder's minor, as his 3♣ or 3♦ rebid is generally played as forcing. Heeman provides such a way, along with many ways to show strong responding hands.

Some distinctive features of Heeman:

- 2♣ is now a 'telling' bid instead of an 'asking' bid
- 2♦ and 2♥ transfer bids are based either on weak hands with five or more cards in the promised major or hands with four cards in the promised major and at least game-invitational strength
- responder starts with 2♣ to show a five-card major and at least game-invitational strength

- all good (game-invitational or better) hands with both majors (at least 4-4) begin with 2♦ and follow up with 2♠ (unless opener super-accepts hearts), even if spades is the longest suit

You may wonder why Heeman uses 2♦ or 2♥ for hands with four-card majors and 2♣ for *good* hands with five. It is not merely from iconoclasm, a desire to turn things upside down; there is a small technical reason. If you look at the symmetric sequels 1NT-2♣; 2♦-2♥; 2♠-*bid* (five spades) and 1NT-2♣; 2♦-*same bid* (five hearts), and the similar symmetric sequences starting with a 2♦ or 2♥ response (four cards in the major shown), you may see why. 1NT-2♦; 2♥-2♠ now becomes available to show both majors cheaply with invitational or better hands, allowing opener to stop in 2NT while guaranteeing responder another turn when he has better than invitational values.

I am aware that proposing to modify Stayman and Jacoby is almost blasphemy. After all, these are among the most popular conventions ever invented. However I think Heeman makes an improvement. After studying the next pages you may develop some ideas of your own. If you do, I shall be very happy. Just by giving you something to think about, I will have made my small contribution to our beautiful game.

Heeman was developed with the help of ideas by Lindkvist, Nilslund, Wirgren ("Notrump Bidding - the Scanian Way") and the Italian, Leandro Burgay.

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Bodegraven

2. *An extensive overview*

Responses to 1NT:

- | | |
|--------------------------------|---|
| 2♣ = puppet to 2♦ | <ul style="list-style-type: none"> a) weak with diamonds b) invitational or better with a five-card major c) slammish with a good long major suit d) weak or invitational with 5-4 or 5-5 in the minors e) slammish with a long minor |
| 2♦ = transfer, at least four ♥ | <ul style="list-style-type: none"> a) balanced with four hearts, invitational or better b) unbalanced with four hearts, invitational or better c) slammish with long, weak hearts d) mildly slammish 4=4=4=1 e) invitational or better with at least 4-4 in the majors |
| 2♥ = transfer, at least four ♠ | <ul style="list-style-type: none"> a) balanced with four spades, invitational or better b) unbalanced with four spades, invitational or better c) slammish with long, weak spades |
| 2♠ = asks strength | <ul style="list-style-type: none"> a) weak with clubs b) balanced and invitational with no four-card major c) slammish with 5-4 or longer in the minors d) balanced, slammish (CONFIT) |
| 2NT = asks weak doubleton | <ul style="list-style-type: none"> a) invitational with a long minor b) slammish with a long minor c) a game hand with a long solid major (rare) |
| 3♣ = puppet to 3♦ | <ul style="list-style-type: none"> a) weak with diamonds b) slammish 4441 (very slammish if 4=4=4=1) hand |
| 3♦ = "multi-invitational" | long major with game-invitational values |
| 3♥ = splinter | 3=1=4=5 or 3=1=5=4 |
| 3♠ = splinter | 1=3=4=5 or 1=3=5=4 |
| 3NT = natural | to play |
| 4♣ = Gerber | ace-asking |
| 4♦ = Texas Transfer | long hearts |
| 4♥ = Texas Transfer | long spades |
| 4♠ = choice of minors | at least 5-5 in the minors |
| 4NT = natural | slam-invitational |
| 5♣ or 5♦ = natural | to play |

2.1 1NT - 2♣

West	East	
1NT	2♣ = puppet to 2♦	<ul style="list-style-type: none"> a) weak with diamonds b) five-card major, invitational or better c) good long major, slammish d) 5-4 or 5-5 in the minors, weak or invitational e) long minor, slammish

2♣ encompasses, among other hands, all hands with a five-card major and at least invitational strength (but without four cards in the other major). The sequences with hearts and spades are symmetric. Opener must bid 2♦. Responder passes with weak diamonds (of course). Responder shows spades by rebidding 2♥ (transfer). Responder shows a weak or invitational hand with both minors, or a slammish minor one-suiter, by rebidding 2♠. All of responder's rebids beyond 2♠ show hearts.

West	East																																		
1NT	2♣																																		
2♦	2♥ *	* transfer, at least five spades																																	
2♠	???																																		
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">2NT</td> <td style="width: 15%;">=</td> <td>five spades, no shortness, invitational</td> </tr> <tr> <td>3♣</td> <td>=</td> <td>five spades, at least four clubs, invitational</td> </tr> <tr> <td>3♦</td> <td>=</td> <td>five spades, at least four diamonds, invitational</td> </tr> <tr> <td>3♥</td> <td>=</td> <td>five spades, at least four clubs, slammish</td> </tr> <tr> <td>3♠</td> <td>=</td> <td>five spades, at least four diamonds, slammish</td> </tr> <tr> <td>3NT</td> <td>=</td> <td>five spades, no shortness, choice of games</td> </tr> <tr> <td>4♣</td> <td>=</td> <td>splinter, good long spades</td> </tr> <tr> <td>4♦</td> <td>=</td> <td>splinter, good long spades</td> </tr> <tr> <td>4♥</td> <td>=</td> <td>Roman Key-Card</td> </tr> <tr> <td>4♠</td> <td>=</td> <td>good long spades, slam-invitational</td> </tr> <tr> <td>4NT</td> <td>=</td> <td>five spades, balanced, slam-invitational in spades or notrump</td> </tr> </table>			2NT	=	five spades, no shortness, invitational	3♣	=	five spades, at least four clubs, invitational	3♦	=	five spades, at least four diamonds, invitational	3♥	=	five spades, at least four clubs, slammish	3♠	=	five spades, at least four diamonds, slammish	3NT	=	five spades, no shortness, choice of games	4♣	=	splinter, good long spades	4♦	=	splinter, good long spades	4♥	=	Roman Key-Card	4♠	=	good long spades, slam-invitational	4NT	=	five spades, balanced, slam-invitational in spades or notrump
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4NT	=	five spades, balanced, slam-invitational in spades or notrump																																	

West	East	
1NT	2♣	
2♦	2♠ *	*one long minor (slammish) or both minors (weak or invitational)
???		

- 2NT = minimum
- 3♣ = maximum, better clubs than diamonds
- 3♦ = maximum, better diamonds than clubs

West	East	
1NT	2♣	
2♦	2♠	
2NT	???	
	3♣	= five clubs and four or five diamonds, no game interest; opener must pass or correct to 3♦

West	East
1NT	2♣
2♦	2♠
3♣ or 3♦	???

pass = weak 5-4 or 5-5 in the minors

West	East
1NT	2♣
2♦	2♠
2NT, 3♣ or 3♦	???

3♥ = long clubs, slammish
3♠ = long diamonds, slammish

After 3♥ or 3♠, opener's 3NT discourages slam, but responder can set trump by bidding four of his minor. 4NT, whether direct or delayed, as opener has already shown (by bidding 2NT or three of a minor) whether he is minimum or maximum.

3NT = to play

West	East
1NT	2♣
2♦	???

(all rebids by responder beyond 2♠ show hearts)

2NT = five hearts, no shortness, invitational
3♣ = five hearts, at least four clubs, invitational
3♦ = five hearts, at least four diamonds, invitational
3♥ = five hearts, at least four clubs, slammish
3♠ = five hearts, at least four diamonds, slammish
3NT = five hearts, no shortness, choice of games
4♣ = splinter, good long hearts
4♦ = splinter, good long hearts
4♥ = good long hearts, slam-invitational
4♠ = Roman Key-Card
4NT = five hearts, balanced, slam-invitational in hearts or notrump

2.2 1NT-2♦/2♥

West	East
1NT	2♦
2♥*	???

*denies four good hearts

pass = to play
2♠ = at least 4-4 in the majors, one-round force (invitational or better)
2NT = four hearts, balanced, invitational
3♣ = four hearts, longer clubs, invitational
3♦ = four hearts, longer diamonds, invitational
3♥ = four hearts, longer clubs, slammish
3♠ = four hearts, longer diamonds, slammish
3NT = four hearts, balanced, choice of games
4♣ = splinter, long weak hearts

- 4♦ = splinter, long weak hearts
- 4♥ = long weak hearts, slam-invitational
- 4♠ = undefined
- 4NT = 3=4=3=3, slam-invitational

West	East	
1NT	2♥	
2♠*	???	*denies four good spades

- pass = to play
- 2NT = four spades, balanced, invitational
- 3♣ = four spades, longer clubs, invitational
- 3♦ = four spades, longer diamonds, invitational
- 3♥ = four spades, longer clubs, slammish
- 3♠ = four spades, longer diamonds, slammish
- 3NT = four spades, balanced, choice of games
- 4♣ = splinter, long weak spades
- 4♦ = splinter, long weak spades
- 4♥ = splinter, long weak spades
- 4♠ = long weak spades, slam-invitational
- 4NT = 4=3=3=3, slam-invitational

After responder transfers to a four-card major and shows a slammish hand with a longer minor, opener can:

- ... attempt to sign off in four of responder's major
- ... bid four of responder's minor to set it as trump
- ... cue bid one of the other two suits to encourage slam in responder's major
- ... attempt to sign off in 3NT. However, responder can invite slam by raising to 4NT or force with four of a long minor (a subsequent 4NT being 6-key RKB).

West	East	
1NT	2♦	
???		
2♥		= denies good four-card support for hearts
2NT		= four good hearts, minimum
3♥		= four good hearts, maximum
2♠, 3♣ or 3♦		= four good hearts, maximum, two small or doubleton ace or king in suit bid

West	East	
1NT	2♥	
???		
2♠		= denies good four-card support for spades
2NT		= four good spades, minimum
3♠		= four good spades, maximum
3♣, 3♦ or 3♥		= four good spades, maximum, two small or doubleton ace or king in suit bid

Note. This is just one way of many possible ways to super-accept a 2♦ or 2♥ transfer. A lot depends on the strength of the 1NT opening. Another popular approach is just to skip one step

with good four-card support and give responder the opportunity to make a game try or just retransfer. Using this approach you would bid:

West	East	
1NT	2♦	
???		
2♥		= denies good four-card support for hearts
2♠		= four good hearts

West	East	
1NT	2♥	
???		
2♠		= denies good four-card support for spades
2NT		= four good spades

West	East	
1NT	2♦	
2♥*	2♠**	*denies four good hearts **at least 4-4 in the majors, one-round force
???		
2NT		= minimum, no four-card major
3♣		= maximum (game-forcing), may or may not have a four-card major
3♥		= minimum, four hearts; a subsequent 4NT is 6-key RKB
3♠		= minimum, four spades; a subsequent 4NT is 6-key RKB

Opener has a minimum without a four-card major

West	East
1NT	2♦
2♥	2♠
2NT	???

pass = 4-4 in the majors, not enough for game
 3♣ = undefined

Opener has a minimum without a four-card major or any maximum

West	East
1NT	2♦
2♥	2♠
2NT or 3♣	???

3♦ = transfer (five hearts, four or five spades, invitational or better); note that a 2NT bidder must jump-accept to ensure reaching game
 3♥ = transfer (five spades, four hearts, invitational or better); note that a 2NT bidder must jump-accept to ensure reaching game
 3♠ = mildly slammish 4=4=4=1
 3NT = 4-4 in the majors, choice of games
 4♥ = to play (six hearts, four spades)
 4♠ = to play (six spades, four hearts)

West	East
1NT	2♦
2♥	2♠
2NT or 3♣	3♦
3♥	???

pass = five hearts, four or five spades, less than game values (only after 2NT)
 3♠ = 5-5 in the majors, forcing
 3NT = five hearts, four spades, game values
 4♣ = cue bid, implying six hearts and four spades
 4♦ = cue bid, implying six hearts and four spades
 4♥ = six hearts, four spades, slammish
 4NT = 6-key RKB (♥)

West	East
1NT	2♦
2♥	2♠
2NT or 3♣	3♥
3♠	???

pass = five spades, four hearts, less than game values (only after 2NT)
 3NT = five spades, four hearts, game values
 4♣ = cue bid, implying six spades and four hearts
 4♦ = cue bid, implying six spades and four hearts
 4♠ = six spades, four hearts, slammish
 4NT = 6-key RKB (♠)

2.3 1NT - 2♠

Responder may have any of several types of hands:

- weak with clubs
- balanced and invitational with no four-card major
- slammish with 5-4 or longer in the minors
- balanced, slammish (CONFIT)

Opener's reply tells whether he has a minimum or maximum.

West	East
1NT	2♠
???	

2NT = minimum
 3♣ = maximum

With a club bust, responder bids 3♣ over 2NT or passes 3♣.

With an invitational balanced hand he passes 2NT or bids 3NT over 3♣.

Responder may also sign off in 3NT over opener's discouraging 2NT reply.

All of responder's other rebids show slam interest.

West	East
1NT	2♠
2NT	???

pass = 'I was invitational'
 3♣ = weak with clubs

West	East
1NT	2♠
2NT or 3♣	???

3♦ = CONFIT (strong and balanced, to be explained in Chapter 4)
 3♥ = five or six clubs, four or five diamonds, slammish
 3♠ = five or six diamonds, four or five clubs, slammish
 3NT = to play

CONFIT is used with strong balanced and will be explained in chapter 4.

West	East
1NT	2♠
2NT or 3♣	3♥ or 3♠
???	

3NT = attempt to sign off. However, responder can continue to seek slam by bidding four of a six-card minor; a subsequent 4NT is 6-key RKB.

2.4 1NT – 2NT

This response (published in *Notrump Bidding, the Scanian Way* by Nilstrand et al) asks opener to bid a weak doubleton (jack-high or worse) if he has one. Its main use is for invitational responding hands with a long minor, so that responder can pass opener in three of his minor when opener has the worst support but reach 3NT when opener has three cards, a doubleton queen or better in his suit.

However, responder might also bid 3NT with a long solid major in order to decide whether to play game in his major or risk 3NT.

West	East
1NT	2NT
3 any	???

pass = to play
 any game bid = to play
 4♣ or 4♦ = forcing if a raise of opener's weak doubleton or over 3NT, else invitational.
 4NT = natural and slam-invitational

2.5 1NT - 3♣

West	East
1NT	3♣
3♦	???
	pass = weak with diamonds
	3♥ = slammish 4=1=4=4
	3♠ = slammish 1=4=4=4
	3NT = slammish 4=4=1=4
	4♣ = very slammish 4=4=4=1

Opener may choose to play game in notrump without a fit, but with a fit he sets the trump suit by bidding it at the lowest level. Then responder can make the cheapest bid to ask opener to show the number of controls he has. An ace counts as 2 controls, a king in any of responder's three suits counts as 1 control. Opener replies to a control ask using the first step to show 2 controls (or fewer), with each succeeding step showing 1 additional control.

Note that responder cannot show a mildly slammish 4=4=4=1 hand by starting with 3♣, but he may be able to show it via:

West	East
1NT	2♦
2♥	2♠
2NT or 3♣	3♠ = 4=4=4=1

2.6 1NT - 3♦

This shows a game-invitational hand with a long major. Opener replies using the customary scheme for replying to a Multi 2♦.

West	East
1NT	3♦
???	
3♥	= rejecting game opposite hearts
3♠	= rejecting game opposite spades but accepting game opposite hearts
3NT	= accepting game opposite either major. Responder may transfer to hearts via 4♣ or bid 4♥ directly, transfer to spades via 4♦ or bid 4♠ directly.
4♣	= accepting game opposite either major, and insisting that responder transfer to his major.
4♦	= accepting game opposite either major, and insisting that responder bid his major.

West	East
1NT	3♦
3♥	3♠
???	

pass	= high enough
3NT	= choice of games
4♠	= let's try it

2.7 1NT - 3♥

Responder shows values for 3NT with a 3=1=5=4 or 3=1=4=5 pattern.

West	East
1NT	3♥
???	
3NT	= to play
4♣ or 4♦	= non-forcing with four or five cards in the suit
4♥	= asks responder to bid game in his longer minor
4♠	= to play

2.7 1NT - 3♠

Responder shows values for 3NT with a 1=3=5=4 or 1=3=4=5 pattern.

West	East
1NT	3♠
???	
3NT	= to play
4♣ or 4♦	= non-forcing with four or five cards in the suit
4♥	= to play
4♠	= asks responder to bid game in his longer minor

2.8 1NT – 3NT or higher

West	East
1NT	???
3NT	= to play
4♣	= Gerber (1430 replies)
4♦	= Texas Transfer (long hearts)
4♥	= Texas Transfer (long spades)
4♠	= 5-5 or longer in the minors (choice of minor-suit games)
4NT	= natural and slam-invitational, usually 3=3=3=4 or 3=3=4=3
5♣ or 5♦	= to play

3. How to bid with various hand types: a short summary

A. Weak hands

<u>Type</u>	<u>Action</u>
balanced	Pass
five or more hearts	Bid 2♦ (transfer), then pass 2♥.
five or more spades	Bid 2♥ (transfer), then pass 2♠.
long clubs	Bid 2♠. Opener will bid 3♣ (maximum), which you'll pass, or 2NT (minimum) over which you'll sign off in 3♣.
five or more diamonds	Puppet to diamonds by bidding 2♣ or 3♣, then pass.
5-4 in the majors	Transfer to your longer major suit, then pass. Sorry, no way to find a 4-4 fit in the other major.
4-card major, longer minor	Sign off in your minor. Sorry, no way to look for a 4-4 fit in your major on the way.
at least 5-4 in the minors.	Now you have a chance to play in your best fit. Start with 2♣ and rebid 2♠. After 2NT (minimum) bid 3♣, which opener may correct to 3♦. After 3♣ or 3♦ (maximum, better minor) pass.

B. Invitational hands

<u>Type</u>	<u>Action</u>
balanced, no 4-card major	2♠; pass over 2NT (minimum) or bid 3NT over 3♣ (maximum).
balanced, one 4-card major	Transfer to the major and rebid 2NT (or go to game in your major if opener super-accepts).
balanced, 4-4 in majors	Start with 2♦ and rebid 2♠ showing at least 4-4 in the majors (or go to game in hearts if opener super-accepts). With a minimum, opener will bid 2NT (no 4-card major) or three of a 4-card major, which you will pass. With a maximum, opener will bid 3♣, over which you will bid 3NT (opener will bid a 4-card major if he has one).
one long major	Bid 3♦, a 'Multi invite'.
balanced, one 5-card major	Start with 2♣, and bid 2NT later: directly with hearts, but after bidding 2♥ (transfer) with spades.
one long minor	Bid 2NT, asking for a weak doubleton. If opener replies in your minor to show a weak doubleton, let him play there, as your minor won't run; else rebid 3NT.

4-card major, long minor	Transfer to the major (promising four), then bid your minor.
5-card major, 4-card or longer minor	Start with 2♣, and bid your minor later: directly with hearts, but after bidding 2♥ (transfer) with spades.
at least 5-4 in the majors	Start with 2♦ and rebid 2♠ (or go to game in hearts if opener super-accepts). Whether opener bids 2NT or 3♣ next, transfer to your better major by bidding 3♦ or 3♥.
at least 5-4 in the minors	Start with 2♣ and rebid 2♠. After opener's 2NT (minimum), bid 3♣ (which opener may pass or correct to 3♦); after 3♣ or 3♦ (maximum, better minor), choose between 3NT and game in a five-card minor.

C. Game-going hands

<u>Type</u>	<u>Action</u>
balanced, no 4-card major	3NT
balanced, one 4-card major	Transfer to the major and rebid 3NT.
balanced, two 4-card majors	Start with 2♦ and rebid 2♠ (or go to game in hearts if opener super-accepts) then make sure to reach game in notrump or a major.
one long major	Use a Texas Transfer (4♦ with hearts or 4♥ with spades).
balanced, one 5-card major	Start with 2♣, and bid 3NT later: directly with hearts, but after bidding 2♥ (transfer) with spades.
at least 5-4 in the majors	Start with 2♦ and rebid 2♠ (or go to game in hearts if opener super-accepts). Whether opener bids 2NT or 3♣ next, transfer to your better major by bidding 3♦ or 3♥, then make sure to reach game in notrump or an 8-card fit in a major.
5431 with 5-4 in the minors	Jump to three of your major-suit singleton (splinter).
1=4=4=4 or 4=1=4=4	Start with 3♣ (puppet to 3♦), then bid your major-suit singleton.
4=4=1=4	Start with 3♣ (puppet to 3♦), then bid 3NT.
4=4=4=1	Start with 2♦ and rebid 2♠ (or go to game in hearts if opener super-accepts). Then bid 3♠, which shows this hand-pattern.

D. Slammish hands

<u>Type</u>	<u>Action</u>
balanced	Bid 4♣ (Gerber), 4NT (natural) or CONFIT (2♠-then-3♦).

one long major	With a bad suit, transfer (2♦ or 2♥) then splinter or bid four of your major. With a good suit, start with 2♣, and splinter or bid four of your major later: directly with hearts, but after bidding 2♥ (transfer) with spades.
one long minor	Start with 2♣, rebid 2♠, and then bid 3♥ to show a slammish club hand or 3♠ to show a slammish diamond hand. As an alternative, you might start with 2NT to check for a weak doubleton, then force by bidding four of your minor.
4-card major, long minor	Transfer to your major and rebid 3♥ (clubs) or 3♠ (diamonds).
5-card major, 4-card or longer minor	Start with 2♣, and bid 3♥ (clubs) or 3♠ (diamonds) later: directly with hearts, but after bidding 2♥ (transfer) with spades.
at least 5-4 in the minors	Start with 2♠ then bid 3♥ (better clubs) or 3♠ (better diamonds).

Note: when you have shown two suits, 6-key RKB applies!

4. CONFIT: controls and fit with strong balanced hands

With a balanced hand and no interest in a major suit, responder can always invite slam by raising 1NT to 4NT. However, this 4NT raise may miss a good slam in a suit when a fit exists and opener passes 4NT, or lead to a poor 6NT when a superior suit slam can be made. There is too little room to investigate efficiently if you must start showing suits at the five-level.

For this reason the Mexican international George Rosenkranz developed a convention to investigate slam at a lower level. Opener's first duty is to tell how many controls he has (ace=2, king=1), so that if too many controls are missing responder can sign off in 3NT or 4NT.

When there enough aces and kings, responder starts looking for a fit. Heeman starts with a 2♠ response to 1NT, then triggers CONFIT with a 3♦ rebid. Along the way, if opener shows a minimum by rebidding 2NT, responder can give up on slam and sign off in 3NT. The CONFIT rules are:

- a) Over 3♦, opener shows how many controls he has.
- b) Any time responder returns to notrump, opener must pass.
- c) Opener must never raise the level except to reply to the CONFIT 3♦ itself or to confirm a fit for a suit that responder has shown.
- d) Both players bid suits up the line
- e) Rebidding a suit shows a fifth card in it.
- f) When opener fits a suit that responder has shown, he raises.

The following assumes a weak (12-14 HCP) 1NT, but can be adapted easily to other ranges. For example, after a strong (15-17 HCP), opener's 3♥ reply to CONFIT shows 3 or 4 controls.

West	East
1NT	2♠
2NT or 3♣	3♦ = CONFIT
???	
3♥ = 2 or 3 controls	
3♠ = 4 controls	
3NT = 5 controls	
4♣ = 6 controls	

If opener has bid 3♥, then opener must bid notrump next unless he has the maximum number of controls (3). Although that may leave the partnership in 3NT or 4NT when a 4-4 fit exists in a major, the partnership will have an excess of high-card points (about 30) and the same number of tricks will usually be made in notrump as in the major. Bidding four of a suit guarantees an extra control.

Some examples (still assuming a range of 12-14 HCP for 1NT):

West	East	West	East
A94	QJ5	1NT	2♠
Q83	AJ94	2NT	3NT
QJ4	K9	pass	
K1083	AQJ2		

West	East	West	East
A94	QJ5	1NT	2♠
KQ3	AJ94	3♣	3♦
Q84	K9	3♠ ¹⁾	3NT ²⁾
K1083	AQJ2	pass ³⁾	

- 1) = 4 controls
- 2) = 9 controls is not enough;
6♣ is bad, 6NT is hopeless!
- 3) = forced

West	East	West	East
A94	K75	1NT	2♠
KQ3	AJ94	3♣	3♦
Q84	K9	3♠ ¹⁾	4♣ ²⁾
K1083	AQJ2	5♣ ³⁾	6♣
		pass	

- 1) = 4 controls
- 2) = looking for slam
- 3) = fit! 6♣ is fine, 6NT is very bad

West	East	West	East
A94	K75	1NT	2♠
KQ3	AJ94	3♣	3♦
Q843	K9	3♠ ¹⁾	4♣ ²⁾
K108	AQJ2	4♦	4♥
		4NT	pass ³⁾

- 1) = 4 controls
- 2) = looking for slam
- 3) = no fit, at most 32 HCP

Stronger hands make it even easier:

West	East	West	East
A94	K5	1NT	2♠
Q832	AJ94	2NT	3NT
QJ4	A9	pass	
K108	AQJ72		

3NT is better than 4♥ by West; 6♥ by East is best.

West	East	West	East
A942	K5	1NT	2♠
K83	AJ94	3♣	3♦
KJ4	A9	3♣	4♣
K108	AQJ72	4♠	5♣ ¹⁾
		6♣	pass

- 1) = fifth club
- 6NT is okay, but 6♣ is better:
West can ruff a heart

West	East	West	East
KJ42	AQ	1NT ¹⁾	2♠
QJ32	K9	2NT	3♦
K5	QJ94	3♥ ²⁾	4♣
QJ3	AK1072	4NT ³⁾	pass

- 1) West might pass!?!)
- 2) = 2 or 3 controls
- 3) = with only 2 controls opener *must* bid 3NT

West	East	West	East
KJ42	AQ	1NT	2♠
QJ32	K9	3♣	3♦
A5	QJ94	3♥	4♣
QJ3	AK1072	4♥ ¹⁾	5♣
		6♣	pass

¹⁾ guarantees 3 controls (with only 2 controls, opener must bid 4NT)