

ALLAN DeSERPA

SIXPACK

ADVENTURES WITH KEYCARDS AND QUEECARDS



AN HONORS EBOOK FROM MASTER POINT PRESS

Chapter Outlines

Part I: Foundations

Chapter 1: Introduction	3
A. Culbertson's Rule	4
B. Statement of Purpose	6
C. Sixpack versus Roman Keycard.....	6
1. <i>Announcement and launch</i>	7
2. <i>The level of inquiry</i>	8
3. <i>Intervention</i>	9
4. <i>Overview</i>	10
D. Summary.....	11
Appendix: Losers and Cover Cards.....	13
Chapter 2: Launch and Relays	15
A. The Launch.....	16
1. <i>Signoffs at the four-level</i>	16
2. <i>To relay or not to relay</i>	17
B. Relays for Queecards (Queelay).....	19
1. <i>General rules</i>	19
2. <i>Special relay for "features"</i>	19
C. Asking about Side-Suit Kings.....	20
1. <i>General rules</i>	20
2. <i>Reasons for asking</i>	21
D. Example Deals.....	22

Chapter 3: Intervention Transfers.....27

- A. Launch and Intervention Space.....28
- B. Intervention: Specific Suit Pairs.....29
 - 1. *Hearts and spades*.....29
 - 2. *Diamonds and a major*31
 - 3. *Clubs and a major*.....34
- C. Practical Matters.....37
 - 1. *Refusing transfers*37
 - 2. *Uniformity*38
 - 3. *Borderline decisions*39
- D. More Example Deals.....41

Chapter 4: Standard Sixpack.....43

- A. Basic Rules.....44
 - 1. *The Launch Mode*.....44
 - 2. *The Intervention Mode*.....45
- B. Super-acceptances47
 - 1. *Requirements*.....47
 - 2. *The four-card super-acceptance*.....48
 - 3. *The three-card super-acceptance*49
- C. Syncopated Announcements.....52
 - 1. *The non-game-forcing two-suiter*.....52
 - 2. *Reciprocal fits*55

Chapter 5: Easy Applications	57
A. Two Cheers and a Prayer for Stayman.....	60
B. Tinkering with Minor Suits.....	63
1. <i>Jumps to three clubs</i>	64
2. <i>Jumps to three diamonds</i>	65
3. <i>Jumps to three Hearts</i>	66
4. <i>Examples</i>	68
C. Rebids of One Notrump.....	73
1. <i>Launch and intervention</i>	73
2. <i>The “impossible transfer”</i>	75

Part II: Advanced Applications

Chapter 6: Notrump Adventures.....	83
A. Barnacle Transfers and Sixpack Stayman	84
1. <i>Smolen auctions</i>	85
2. <i>Unraveling spade fits</i>	85
3. <i>Bergen super-acceptances</i>	86
B. Barnacle in Action	87
C. Minor Suit Auctions.....	90
1. <i>Some asterisks</i>	90
2. <i>Chunk removal</i>	91
3. <i>Example deals: Advantages of purity</i>	92
D. Barnacle Spectacle	94

Chapter 7: Kickback Sixpack.....	97
A. Mechanics and Substance	99
B. Basic Examples	100
1. <i>Reciprocal fits: hearts and spades</i>	100
2. <i>Reciprocal fits: clubs and diamonds</i>	103
3. <i>The “three notrump glitch”</i>	104
4. <i>Bergen super-acceptances of spades</i>	105
5. <i>Flip-flopping suits</i>	106
C. Minor Suit Inventions.....	107
1. <i>Reassessment</i>	107
2. <i>The flexible path</i>	109
3. <i>The super path</i>	109
4. <i>The chunky hand types</i>	112
D. Other opportunities for Kickback.....	114
Chapter 8: Reverse Sixpack.....	117
A. Laying the Groundwork.....	118
1. <i>Hand evaluation</i>	118
2. <i>The captaincy problem</i>	118
B. The Launch: Specialized rules.....	120
C. Intervention Transfers	122
1. <i>Continuations</i>	122
2. <i>Super-acceptances</i>	124
3. <i>The spade path</i>	128
D. Permission to Launch.....	130
E. Hedging over Voids	133
Appendix: Responder’s Suit.....	137

Chapter 9: Sixpack Flannery.....	139
A. The Two Notrump Relay.....	140
1. <i>Size and pattern</i>	140
2. <i>Applicability to Sixpack</i>	141
B. Systemic Modifications.....	141
C. Comparison with Barnacle Auctions.....	143
1. <i>The double fit</i>	144
2. <i>The single fit</i>	145
3. <i>Launch by responder</i>	146
 Chapter 10: Exclusion Sixpack	 147
A. The “Ostrich” Approach.....	148
1. <i>Two missing keycards</i>	148
2. <i>One missing keycard</i>	148
B. Deep Six: Showing voids	149
C. Continuations.....	151
1. <i>Pure and impure cover cards</i>	152
2. <i>Super-acceptances</i>	152
3. <i>Signoffs</i>	154
D. Perspectives	154
1. <i>Relative frequencies</i>	155
2. <i>Simulation: A small sample</i>	157
3. <i>Appraisal</i>	163
 Appendix: Simulation results	 164

Chapter 11: Epilog	165
A. Launch Requirements.....	167
B. How to Super-accept	169
1. <i>Major suits</i>	170
2. <i>Major-minor combinations</i>	170
3. <i>Minor suits</i>	171
4. <i>Reverses</i>	172
C. Playability	171
1. <i>Overload</i>	171
2. <i>Gadgetry</i>	175
Glossary.....	177

Part III: Challenge the Champs

Set #1: High-Level Team Events.....	182
Set #2: Minor-Suit Inventions.....	192
Set #3: Reverses.....	202
Set #4: Potpourri.....	212

SIX KEYCARD RKCB HAS COME OF AGE!

As soon you identify a double fit, don't ask for keycards... just "launch" and tell. You can find out about all six keycards — and two "queecards" — below the game level. Part I of the book lays out a set of basic rules for any casual partnership to apply quickly and easily. Part II gets more advanced and complex, but operates along the same principles. Apply Sixpack throughout your notrump structure and expand it to a wide range of standard bidding situations.

With many examples and four extensive quizzes for partners to practice the convention together, *Sixpack* gives the reader the experience and confidence to use the convention effectively at the table.



ALLAN DeSERPA is a professor of economics at Arizona State University. He continually dabbles in bridge bidding theory and, every ten years or so, he writes a book. Other titles include *The Mexican Contract* (1980) and *Principles of Logical Bidding* (1997). His motivation for writing *Sixpack*? He woke up one morning and decided that the sixth keycard deserved more respect.