

Defensive and Competitive Bidding
Overcalls
Solid 1NT=bi- or tricolor Reopening: 1 color: 8-10 HP; dbl. from 11 HP, after that one-over-one weak
1NT overcall
2 nd hand: bi-of tricolor, 8-13 HDP 4 th hand: 8-10 HP, with or without guard
Jump overcall
6 card, no opening Reopening: intermediate, 6 card, 12-15 HP
Bicolor bids
1NT: bi- or tricolor with the 2 highest 2NT: 2lowest cue-bid: highest + lowest
Bidding after 1ZT opening
2 nd hand: MultiDefence 4 th hand: MultiDefence
Bidding against pre-empts
Take-out double till (inclusive) 4♥
Bidding after artificial openings
1♣: MultiDefence
Over opponents takeout double
1ZT: misfit + weak Redouble: 9+ HP

Leads and signals			
Opening leads			
	Lead	In partner's suit	
Suit	4 ^{de} best	count	
NT	4 ^{de} best	count	
Subsequent	4 ^{de} best	count	
Other : Kantar: 9 or 10 promises respect. 10 or J and one higher Ace asking, King: count			
Leads			
Lead	Color	NT	
Ace	AK AKxx	AK AKxx	
King	AKxx KQxx KQ	AKxx KQxx KQ	
Queen	QJ	QJ	
Jack	JTx Jx	JTx Jx	
Ten	T9x AJTx KJTx	T9x AJTx KJTx	
Nine	9xx KT9x AT9x QT9x	9xx KT9x AT9x QT9x	
Signals in order of priority			
	Partner's lead	Declarer's lead	Discard
Color 1	H-L	count	H-L
Color 2			Lavinthal
Color 3			
NT 1	H-L	count	H-L
NT 2			circular
NT 3			
Other signals			
Lavinthal – circular			
Doubles			
Take-Out Double			
17+ HDP			
Special doubles			
Negative Responsive			



BRIDGE
CLUB
LIER

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System summary
General approach
Major 5, T-Walsh, Inverted Minor, Bergen 1NT opening: 14-16(17) HP MultiDefence Drury after opening in 3 th and 4 th hand Smolen transfer
Special biddings
2♣: weak 2♦ or 19-20 or 25-26 balanced or semiforcing or game forcing with at least 1 long major 2♦: weak 2♥ or 21-22 of 27-28 HP balanced or game forcing 2♥: weak 2♠ or 23-24 or 29+ HP balanced or tricolor 19-23 HP 2♠: Muiderberg Splinter Moderateur Double Deux
Special forcing pass-sequences
Important notes
Opening in 3 th hand can be weaker

Open	Artif.	#	Neg.	Description	Answers	Subsequent bidding
1♣		2		10-22 HP	T-Walsh: 1♦: transfer ♥, 1♥: transfer ♠, 1♠: denies ♥ and ♠/ Inverted Minor	4♣=RKC
1♦		4		10-22 HP	Natural	4♦=RKC
1♥ 1♠		5		10-22 HP	1♥-1♠: denies 4k ♠ / 1♥-INT: forcing, with 4c ♠ / 1♠ - INT: forcing (in 1 th and 2 nd hand) 1♥/♠- 2♥/♠: 8-10 HP (in 1 th and 2 nd hand)	
1NT				14-16(17) HP, balanced	2♣: weak Stayman, not necessary with Major(s) 2♦/2♥: Jacoby transfer - 2♠: transfer Minors 3X: 6c, 2 top honnors, nothing else 4ZT: quantitative	After Stayman, 2♠ or 3♣: Minor Suit Aftertransfer: break transfer promises 4c
2♣	C			Weak in ♦ OR 19-20 or 25-26 HP, balanced OR 8+ tricks OR game forcing with at least 1 long Major	2♦: relais, 2♥: asking distribution, 2NT: asking strenght	
2♦	C			Weak in ♥ OR 21-22 or 27-28 HP, balanced OR game forcing	2♥: relais, 2♠: asking distribution, 2NT:asking strenght	
2♥	C			Weak in ♠ OR 23-24 or 29+ HP, balanced OR tricolor 19-23 HP	2♠: relais, 2NT: asking distribution, 3♣: asking strenght	When tricolor, short color in transfer
2♠	C	5		5c ♠ + 4c minor 5-10 HP	3♣: Pass or Correct - 3♦: Invite or better 2NT: forcing, asking	After 2NT: 3♣ ♦: 4k ♣ ♦, 3♥ ♠: 5k ♣ ♦, 3ZT: 5/4/4, 4♣ ♦: 6k ♣ ♦
2ZT	C			Bicolor minor, no opening	3♣/♦: preference – other bids: natural	
3♣ ♦				Pre-empt: 7(6)c		
3♥ ♠				Pre-empt: 7(6)c		
3ZT	C	7		Gambling no guard	4♣: Pass or Correct - 4♦: forcing, asking	
4♣ ♦	C	7		South-African: pre-empt in ♥ ♠	4♦ ♥: asks for singleton or void	Color = single/void / 4 in suit=7222
4♥ ♠				Pre-empt		

Slem biddings

Roman Keycard Blackwood: 4NT with Major as suit, 4♣ | ♦ when ♣ | ♦ is suit
antwoorden: 4/1-3/0-2-2 with Q of suit - 0/2 with void – 1/3 with void
DOPI-ROPI
Exclusion Blackwood
Splinters