

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 <sup>nd</sup> hand: bi-of tricolor, 8-14 HDP	
4 <sup>th</sup> 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: 2 lowest	
cue-bid: highest + lowest	
Bidding after 1ZT opening	
2 <sup>nd</sup> hand: MultiDefence	
4 <sup>th</sup> hand: MultiDefence	
Bidding against pre-empts	
Take-out double till (inclusive) 4♥	
Bidding after artificial openings	
1♣: MultiDefence on 1 and 2 level	
Over opponents takeout double	
Redouble: 9+ HP	
After 1♥ opening: 1NT/♣/♦: transfer, 2♥: 4-7 HP	
After 1♠ opening: 1NT/♣/♦/♥: transfer, 2♠: 4-7 HP	
Over opponents double after 1NT opening	
Pas: forcing, rdbl.: 5+ card, other biddings: 4-4 bicolor	
Over opponent 1ZT overcall	
After 1♣/♦ opening: Multi-Landy	

Leads and signals			
Opening leads			
	Lead	In partner's suit	
Suit	3-5 <sup>th</sup> best	3-5 <sup>th</sup> best	
NT	4 <sup>th</sup> best	3-5 <sup>th</sup> best	
Subsequent	3-5 <sup>th</sup> best	3-5 <sup>th</sup> best	
Other : Kantar: 9 or 10 promises respect. 10 or J and one higher			
Ace asking, King: count			
Smith call			
Leads			
Lead	Color	NT	
Ace	AK AKxx	AK AKxx	
King	AKxx KQxx KQ	AKxx KQxx KQ	
Queen	AKQ, QJ	AKQ,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	L-H	reverse count	H-L
Color 2			Lavinthal
Color 3			
NT 1	L-H	reverse 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 <sup>th</sup> and 4 <sup>th</sup> 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	
Bart / 3th Color Forcing	
Muppet-Stayman after 2ZT rebid	
Special forcing pass-sequences	
Important notes	
Opening in 3 <sup>th</sup> 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♥-1NT: forcing, with 4c ♠ / 1♠ - 1NT: forcing (in 1 <sup>th</sup> and 2 <sup>nd</sup> hand) 1♥/♠- 2♥/♠: 8-10 HP (in 1 <sup>th</sup> and 2 <sup>nd</sup> 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 After transsfer: 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  
 answers: 4/1-3/0-2-2 with Q of suit - 0/2 with void – 1/3 with void  
 if asking for K: K or 2Kings without this one  
 DOPI-ROPI  
 Exclusion Blackwood / Josephine  
 Splinters