

Defensive and Competitive Bidding
Overcalls
Solid
1NT=bi- or tricolor
Reopening: 1 color: 8-11 HP; dbl. from 12 HP, after that one-over-one weak
1NT overcall
2 nd hand: bi-of tricolor, 8-14 HDP
4 th hand: 8-11 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 nd hand: Multi-Landy, X: 4Maj,5Min
4 th hand: Multi-Landy, X: 4Maj,5Min
Bidding against pre-empts
Take-out double till (inclusive) 4♥
Bidding after artificial openings
Over opponents takeout double
Redouble: 9+ HP
Truscott
Over opponents double after 1NT opening
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 th best	3-5 th best	
NT	3-5 th best	3-5 th best	
Subsequent	3-5 th best	3-5 th best	
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	AKQ, QJ	AKQ,QJ	
Jack	JTx Jx	JTx Jx	
Ten	T9x AJTx KJTx	T9x AJTx KJTx	
Nine	KT9x AT9x QT9x	KT9x AT9x QT9x	
Signals in order of priority			
	Partner's lead	Declarer's lead	Discard
Color 1	H-L		
Color 2			Lavinthal
Color 3			
NT 1	H-L		Lavinthal
NT 2			
NT 3			
Other signals			
Lavinthal			
Doubles			
Take-Out Double			
17+ HDP			
Special doubles			
Negative			
Responsive			



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System summary
General approach
Acol
Drury after opening in 3 th and 4 th hand
Special biddings
2♦: Multi
2♥/2♠: Muiderberg
Splinter
3th Color Forcing
Special forcing pass-sequences
Important notes
Opening in 3 th hand can be weaker

Open	Artif.	#	Neg.	Description	Answers	Subsequent bidding
1♣		4		10-22 HP	Natural	4♣=RKC
1♦		4		10-22 HP	Natural	4♦=RKC
1♥ 1♠		4		10-22 HP	Natural	
1NT				15-17 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 transfer: break transfer promises 4c
2♣	C			8+ tricks/ NT: 23+	2♦: negative	
2♦	C			Weak in ♥/♠ OR 21-22 or MF in a minor	2♥: relay, 2♠: invite till 4♥, 2NT: F asking, 3♣: F nat, 3♦: preempt in M, 3M: NF, 4♣: transfer ♦	
2♥	C	5		5c ♥ + 4c minor 5-10 HP	3♣: Pass or Correct - 2NT: forcing, asking	After 2NT: 3♣ ♦: 4k ♣ ♦, 3♥ ♠: 5k ♣ ♦, 3ZT: 5/4/4, 4♣ ♦: 6k ♣ ♦
2♠	C	5		5c ♠ + 4c minor 5-10 HP	3♣: Pass or Correct - 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♣ ♦				Pre-empt		
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