

Strong Club Defense

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1 How the strong club works:

- 1.1 1♦, 1♥, 1♠ and 2♣ are limited, usually 11-15 high-card points. Responses may be natural, or they may be conventional.
- 1.2 1NT could be very weak but is always less than 16 hcp.
- 1.3 1♣ is used for any strong hand (16+).
 - 1.3.1 Responder's first bid describes strength. 1♦ is used for 7 or fewer hcp.
 - 1.3.2 Subsequent bids may be natural or may be asking or telling shape and location of strength.
 - 1.3.3 Without interference this is extremely effective at finding good contracts.

2 Interference is absolutely necessary, especially when not vulnerable.

- 2.1 The worst plan is no plan.
- 2.2 The next-to-worst plan is natural bidding.

3 When to interfere:

- 3.1 After 1♣ opener or 1♦ response.
- 3.2 My rule is any hand with seven or fewer losers, less if not vulnerable.
- 3.3 The objective is to use up bidding space without unnecessary risk.
- 3.4 Many good players use systems that disguise actual holdings.

4 Commonly used interference systems:

- 4.1 Mathe: Double for majors, 1NT for minors.
- 4.2 CRaSh: 1NT=same color; 2♣=majors or minors; 2♦=same shape.
- 4.3 Suction: Bidding a suit implies suit above bid the suit OR both suits above that.

5 WavaDONT:

- 5.1 Agree on precise rules for interference using hcp or loser count.
- 5.2 Double shows a very strong hand; pass shows one too weak to interfere. These can be reversed if desired.
- 5.3 One-level and three-level bids of suits are natural overcalls.
- 5.4 1NT is used for a six-card suit. It is a relay to 2♣. Pass or correct.
- 5.5 Two-level bids are for two-suited hands using DONT principles. Always bid the lower of the two suits.
- 5.6 Use losing trick count and the LAW to determine when to quit.
- 5.7 Can be used against other conventional 1♣ openings.

6 If their responses to opening other suits are conventional, interference is more important.

Next week: Introduction to bidding balanced hands