


DEFENSE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		GENERAL INFORMATION	
OVERCALLS (Style, Responses, reopening)		OPENING LEAD STYLE		Prussian Club	
1 <sup>st</sup> level, nat, up to 17, seldom 4 cards / aggressive (NV)		2 <sup>nd</sup> / 4 <sup>th</sup> / 6 <sup>th</sup> in all situations			
2 <sup>nd</sup> level, (very) sound, likely 6 cards		Subsequent Leads 2 <sup>nd</sup> / 4 <sup>th</sup> / 6 <sup>th</sup> from original holding			
Responses: Transfers starting with CUE whenever possible other suit bids nat and forcing, jumps = fit jumps		LEADS			
Reopen can be weaker or 4 cards more often		We don't change our methods between NT and suit contracts		December 2019	
1NT Overcall (also in sandwich position)		A	AK... (A.. only in cash out situations to ask att. signal)		Thomas Gotard PZBS: 15040-16135 <i>Bundesliga – BC Wiesbaden</i>
15-18, may be as creative as our opening		K	KQ...; AK double (AK.. in cash out to ask for count signal)		
Responses as if we open 1 NT		Q	QJ...; AQJ... (AQx if we expect dummy or pd to have the K)		
Reopen: 10-14, same responses...		J	JT...; [A/K]+JT...		
JUMP OVERCALLS		T	[A/K/Q]+T9... or Tx but not from T9... with no inner seq.		Jānis Ilziņš DBV: 30270-38942
Suits: Preemptive but relatively sound		9	Hx leads H, 9x may chose, xx leads lower x		
2NT: two lower unbid suits		3cards	Hxx/xxx are normal, Hxx if we might need the middle		
2NT in reopening is natural		4cards	Hxxx, xxxx we may choose to show count or att		
(JUMP) CUEBIDS		5cards	Hxxxx, xxxxx (seldom xxxxx)		SYSTEM SUMMARY (Category: RED)
1x-2x: highest and any other suit		6cards	Hxxxxx, (seldom Hxxxxx), xxxxxx, xxxxxx		
Responses: cheap bids; P/C; 2NT: constructive relay; Jumps: shapely; Cue= strong		We try to avoid high cards from even and low from odd count			
AGAINST YOUR NT		SIGNALS AND PRIORITY			
X: Points, next X is T/O, very aggressive in reopen vs. str. NT		We use UDCA and std. suit pref signals			We upgrade and downgrade frequently following the <u>KNR</u> adjustments in shape are also possible on judgment
2♣: both majors, 2♦ asks for the better		1 <sup>st</sup> priority for us is <b>count</b> , low = even, high = odd			
2♦: one major in direct, natural in reopening		Only exceptional att (low=enc.) or std. suit pref is given			
2M: 5M+4m direct, natural in reopening		We play low: xx, xxxx, Hxxx, xxxxxx, Hxxxxx			
2NT: both minors		We play high: xxx, xxxxx			1♣: 12-14 bal, should not but might have 5♦/♥/♠ Natural 4+♣ but not 6+♣ 10-14 or 15-17bal Any (18+) strong hand (border variable, judgment)
AGAINST PREEMPTS		We play medium: Hxx, Hxxxx			
T/O doubles to 4H		Few exceptions: xxxx(xx) to disc. or Hxxxx to show clear count			
Transfers in many situations, 4m = m+M whenever possible		We show the original count!			
AGAINST ARTIFICIAL STRONG OPENINGS		We use the remaining spot cards to show suit preference			1♦: 12-14 bal. with 5♦ or 12-21 unbal. 1♥/♠: 12-17 with 5+, unbal. hands may be stronger 1NT: 15-17 5M, (6M), 6m, (7m), single honor, 5-4, (5-5) ok <b>We are allowed but not forced to judge ANY hand into or out of 1NT if we feel it's right based on general strength, location of honors or tactical reasons.</b>
Per default we treat “modern”/“polish” etc. systems as natural but might agree to change this at the table before each session in your presence		Exceptions: <b>Smith in NT, low = positive if needed</b>			
1 <sup>st</sup> level suit overcalls natural, maybe 4 cards and light		1 <sup>st</sup> discard in NT suit pref. if we can afford such a discard			
Higher suit bids: either natural or the next two ranking suits		DOUBLES			
All NT bids: two untouched suits		T/O Doubles may be aggressive with classic shape			2♣: natural, 6+ and no 4cM (exceptions possible) 10-14 2♦: natural but creative preempt, depending on position, vulnerability, state of the match and tactical reasons we are allowed to open with as few as 4 cards. If no 6 cards then usually unbalanced, longer suits possible 2♥/♠: classic preempt, vuln. solid, non vuln. more aggressive. 2NT: both minors, STRONG
AGAINST OPPONENTS TAKE OUT DOUBLES		Modern doubles on 1m openings even with flat hands			
Rdbl: strong with no support, next dbl = T/O		We treat (1♣) – x – (p) basically as if we opened 1♣ ourselves			
Transfers starting with 1NT		1M response to partners double can be very sound, 2M=inv			
Fitjumps, preemptive jumps		Competitive doubles are <b>very rarely</b> penalty. Cooperative (DSIP) doubles apply whenever our combine strength and possible fits are not clear.			Other special bids and forcing pass sequences 1♥/♠-2♣: 3+ fit, inv+ (Drury) in all positions Frequent use of transfers in constructive auctions Competitive 2NT are seldom natural whenever we are forced to a certain level, pass is F and stronger Principle of fast arrival applies whenever possible <b>Psychic bids: We may open 2♦ and 1NT creatively other psychics are seldom but still possible</b> We might open light 3rd seat/non vul but respect the applying rules Thank you for reading all this, we hope you enjoy the game
Transfers after 1♣ – X		Support doubles after 1♦/♥, lightner / conventional doubles			
3NT after 1/2/3M and double = gf raise, creates forcing pass		SOS Redoubles whenever possible			

OPE- NING	ART	# OF CDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣	X	0	4♥	(11) 12-14 (15), bal or 11-14,nat, 4+♣4M or 15+, 5+♣ or (18) 19+, any	1♦: 0-6 hcp, any or 7-11 hcp, unbal w/o 4M or 16+(13+) hcp, bal w/o 4M, F 1♥/♠: 7+hcp, nat, 4(3)+♥/♠, may have 5m, F 1/2/3NT: 7-11/11-12/13-15, nat, bal, limit,NF 2♣ 11+ hcp, nat, 5+♣, fg 2♥/♠: 9-11, inv. 3♣/♦: good m to 3NT, NF; 3♥/♠: 13-15 hcp, random transfer to 3NT, bal, FG	1/2NT: 18-20/21-23, bal; 1♥/♠:nat, 4+(3),NF; 2♣:nat, NF; 2♦:art,fg; 2♥/♠/3♣/♦:nat,S-F; 3♥/♠:6+♥/♠,FG 1♠: nat, 4, F; 2♠: nat, 5+, FG; 1NT: nat, NF; 2♣: nat, NF; 2♦:16+ hcp, relay w/3+♥/♠, FG; 2♥/♠ and 3♥/♠: L/R 2♦:18+ hcp, relay, FG 2♦:relay; 2♥/♠: nat, 4(5)+♥/♠ unbal; 2NT: bal w/o 4M; 3♣: fit; 3NT: bal w/o 4M 1♣ - 1♥/♠ - 1♠/1NT – 2♣: relay F1 1♣ - 1♥/♠ - 2♣ - 2♦: relay, F1	2♣/♦:nat 5+,NF
1♦		4+	4♥	11-21, 5+♦ or 11-21 4441, 1444	1♥/♠: 6+ hcp, nat, 4+♥/♠, may have 5♣, F; 1/2/3NT: nat, bal, NF; 2♥/♠: 9-11, inv, 6+; 2♦: 10+, inv min, F1, 3♦: not invit, fit	1♦ - 1♥/♠ - 1NT – 2♣: relay, F1 1♦ - 1♥/♠ - 2NT: inv+, semibalanced	2♣: nat 5+, NF
1♥		5	4♦	11-18, nat, 5+♥	1NT:any distr.F1; 2♣: 10+ hcp, 3+ card fit in pds M	1♥/♠-2♣-2♥/♠: min and bal, -2♦: no min or unbal,	2♦: nat 5+, NF
1♠		5	4♦	11-18, nat, 5+♠	2♦:nat, 5+♦, FG; 2NT/3♣; GF/invit hands w/♣ 1♥-2♠: nat, inv.; 1♠-3♥: inv, 6+♥; 2/3♠: 7-9/3-6, 3+ fit; 3♦: inv, 4+ fit; 3NT to play 2♣: Stayman, F1; 2♦/♥: trf; 2♠/3♣: trf, (or inv) 2NT: asking shape, 3♦: majors fg, 3♥/♠:single, 3oM 4♣/♦: trf; 4NT: inv, NF	1♥/♠-2♣-2X-2NT , FG; 1♥/♠-2♦-2♥/♠: waiting, -2NT: max, -3NT: med 1♥/♠-2♥/♠-2♠/3X: trial bids, showing values	2♦/♥:nat 5+,NF
1NT	see front		3♠	15 -17, bal, 5M, 6m, 5-4, single up/down- grade possible	2♣: Stayman, F1; 2♦/♥: trf; 2♠/3♣: trf, (or inv) 2NT: asking shape, 3♦: majors fg, 3♥/♠:single, 3oM 4♣/♦: trf; 4NT: inv, NF	1NT-2♣-2♦-2♥: nat, weak, NF; 1NT-2♦/♥- 2NT: 4(3)cd fit max bal, other nat, values with 4cd 1NT-2NT-3♣ = no 5M, 3♦/♥= 5♥/♠, following = no fit	
2♣		6+	3♠	10-14, 6+♣, no 4M	2♦/♥/♠/NT: transfer; 3♣, 3NT, 4♣/♥/♠: to play	break transfer in new suit = superaccept, break in clubs = no fit and longer clubs	
2♦	see front 4+		----	5-11, 4+♦ W2	2♥/♠: nat, 5+♥, NF; 2NT: relay, F1; 3♣: Stayman, FG	Transfers after 2NT, 3♥/♠ reversed after 3♣	
2♥		5+	—	5-11, 6+(5)♥, W2	2♠: relay, ask, F1; 2NT: relay w/ 5+♠, FG; 3♣: relay; 3♦: nat, 5♦, F; 3♥: pre, NF	Shortnesses after 2♠	
2♠		5+	—	5-11, 6+(5)♠, W2	2NT, F1; 3♦/♥: nat, 5+, F; 3♠: pre, NF	Shortnesses after 2NT	
2NT	X		—	9+tricks, 5+-5+, ♣+♦	3♣/♦: to play, 4♣/♦: Tomiwood		
3♣		6	—	preemptive	3♦: relay; 3♥/♠: nat, 5+♥/♠, F; 4♦: Tomiwood	HIGH LEVEL BIDDING  RKCB 41/30 Cue-bids (1st/2nd round controls), Splinter, placed kings After we established a M fit and slam interest 3NT asks for quality of partners hand – answers do not promise or deny control in the suit bid MinorRKCB 4♣/♦ if fit is clear and the bid is forcing. 5NT: pick a slam whenever it's possible and it is no further relay Last step before 4/6Mor3/6NT may be “last train” if no other logical bid available We try to avoid bidding fast in judgement situations since our general tempo is slow. Our aim is to bid in same pace in all those situation regardless of our hand	
3♦		6	—	preemptive	4♣: Tomiwood; 3♥/♠: nat, 5+♥/♠, F		
3♥		7	—	preemptive	3♠: nat, 5+♠, FG		
3♠		7	—	preemptive	4♥: to play		
3NT	X		—	gambling	4/5/6 m: pa/co		
4♣			—	preemptive			
4♦			—	preemptive			
4NT	X		—	6+/5+, (♣+♦)			