| DEFENSE AND COMPETITIVE BIDDING | LEADS AND SIGNALS | GENERAL INFORMATION |
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## DEFENSE AND COMPETITIVE BIDDING

### OVERCALLS (Style, Responses, reopening)

1st level, nat, up to 17, seldom 4 cards / aggressive (NV)

2nd level, (very) sound, likely 6 cards

Responses: Transfers starting with CUE whenever possible other suit bids nat and forcing, jumps = fit jumps

Reopen can be weaker or 4 cards more often

### 1NT Overcall (also in sandwich position)

15-18, may be as creative as our opening

Responses as if we open 1 NT

Reopen: 10-14, same responses…

### JUMP OVERCALLS

Suits: Preemptive but relatively sound

2NT: two lower unbid suits

2NT in reopening is natural

### (JUMP) CUEBIDS

1x-2x: highest and any other suit

Responses: cheap bids; P/C; 2NT: constructive relay;

Jumps: shapely; Cue= strong

### AGAINST YOUR NT

X: Points, next X is T/O, very aggressive in reopen vs. str. NT

2♣: both majors, 2♦ asks for the better

2♦: one major in direct, natural in reopening

2M: 5M+4m direct, natural in reopening

2NT: both minors

### AGAINST PREEMPTS

T/O doubles to 4H

Transfers in many situations, 4m = m+M whenever possible

### AGAINST ARTIFICAL STRONG OPENINGS

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

1st level suit overcalls natural, maybe 4 cards and light

Higher suit bids: either natural or the next two ranking suits

All NT bids: two untouching suits

### AGAINST OPPONENTS TAKE OUT DOUBLES

Rdbl: strong with no support, next dbl = T/O

Transfers starting with 1NT

Fitjumps, preemptive jumps

Transfers after 1♣ – X

3NT after 1/2/3M and double = gf raise, creates forcing pass

## LEADS AND SIGNALS

### OPENING LEAD STYLE

2nd / 4th / 6th in all situations

Subsequent Leads 2nd / 4th / 6th from original holding

### LEADS

We don't change our methods between NT and suit contracts

| | |
|---|---|
| A | AK… (A.. only in cash out situations to ask att. signal) |
| K | KQ…; AK double (AK.. in cash out to ask for count signal) |
| Q | QJ…; AQJ… (AQx if we expect dummy or pd to have the K) |
| J | JT…; [A/K]+JT… |
| T | [A/K/Q]+T9… or Tx but not from T9… with no inner seq. |
| 9 | Hx leads H, 9x may chose, xx leads lower x |
| 3cards | Hxx/xxx are normal, Hxx if we might need the middle |
| 4cards | Hxxx, xxxx we may choose to show count or att |
| 5cards | Hxxxx, xxxxx (seldom xxxxx) |
| 6cards | Hxxxxx, (seldom Hxxxxx), xxxxxx, xxxxxx |

We try to avoid high cards from even and low from odd count

### SIGNALS AND PRIORITY

We use **UDCA** and std. suit pref signals

1st priority for us is **count**, low = even, high = odd

Only exceptional att (low=enc.) or std. suit pref is given

We play low: xx, xxxx, Hxxx, xxxxxx, Hxxxxx

We play high: xxx, xxxxx

We play medium: Hxx, Hxxxx

Few exceptions: xxxx(xx) to disc. or Hxxxx to show clear count

**We show the original count!**

We use the remaining spot cards to show suit preference

*Exceptions: Smith in NT, low = positive if needed*

*1st discard in NT suit pref. if we can afford such a discard*

### DOUBLES

T/O Doubles may be aggressive with classic shape

Modern doubles on 1m openings even with flat hands

We treat (1♣) – x – (p) basically as if we opened 1♣ ourselves

1M response to partners double can be very sound, 2M=inv

Competitive doubles are **very rarely** penalty. Cooperative (DSIP) doubles apply whenever our combine strength and possible fits are not clear.

Support doubles after 1♦/♥, lightner / conventional doubles

SOS Redoubles whenever possible

## GENERAL INFORMATION

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*Bundesliga – BC Wiesbaden*

### SYSTEM SUMMARY (Category: RED)

**We upgrade and downgrade frequently following the KNR adjustions in shape are also possible on judgment**

| | |
|---|---|
| 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) |
| 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 |

*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.*

| | |
|---|---|
| 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 |

### 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

**Psychic bids: We may open 2♦ and 1NT creatively other psychics are seldom but still possible**

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

| 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 | 1/2NT: 18-20/21-23, bal; **1♥/♠:nat, 4+(3),NF**; 2♣:nat, NF; **2♦:art,fg**; 2♥/♠/3♣/♦:nat,S-F; 3♥/♠:6+♥/♠,FG | 2♣/♦:nat 5+,NF |
| | | | | | 1♥/♠: 7+hcp, nat, 4(3)+ ♥/♠, may have 5m, F | 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 | |
| | | | | | 1/2/3NT: 7-11/11-12/13-15, nat, bal, limit,NF | 2♦:18+ hcp, relay, FG | |
| | | | | | 2♣ 11+ hcp, nat, 5+♣, fg | 2♦:relay; 2♥/♠: nat, 4(5)+♥/♠ unbal; 2NT: bal w/o 4M; 3♣: fit; 3NT: bal w/o 4M | |
| | | | | | 2♥/♠: 9-11, inv. | | |
| | | | | | 3♣/♦: good m to 3NT, NF; | 1♣ - 1♥/♠ - 1♠/1NT – 2♣: relay F1 | |
| | | | | | 3♥/♠: 13-15 hcp, random transfer to 3NT, bal, FG | 1♣ - 1♥/♠ - 2♣ - 2♦: relay, F1 | |
| 1♦ | | 4+ | 4♥ | 11-21, 5+♦ or 11-21 4441, 1444 | 1♥/♠: 6+ hcp, nat, 4+♥/♠, may have 5♣, F; | 1♦ - 1♥/♠ - 1NT – 2♣: relay, F1 | 2♣: nat 5+, NF |
| | | | | | 1/2/3NT: nat, bal, NF; 2♥/♠: 9-11, inv, 6+; | 1♦ - 1♥/♠ - 2NT: inv+, semibalanced | |
| | | | | | 2♣: 10+, inv min, F1, 3♦: not invit, fit | | |
| 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♣-2X-2NT , FG; | 2♦/♥:nat 5+,NF |
| | | | | | 1♥-2♣: nat, inv.; 1♠-3♥: inv, 6+♥; | 1♥/♠-2♦-2♥/♠: waiting, -2NT: max, -3NT: med | |
| | | | | | 2/3♠: 7-9/3-6, 3+ fit; 3♦: inv, 4+ fit; 3NT to play | 1♥/♠-2♥/♠-2♠/3X: trial bids, showing values | |
| 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) | 1NT-2♣-2♦-2♥: nat, weak, NF; | |
| | | | | | 2NT: asking shape, 3♣: majors fg, 3♥/♠:single, 3oM | 1NT-2♦/♥- 2NT: 4(3)cd fit max bal, other nat, values with 4cd | |
| | | | | | 4♣/♦: trf; 4NT: inv, NF | 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; | Shortnesses after 2♠ | |
| | | | | | 3♣: relay; 3♦: nat, 5+♦, F; 3♥: pre, NF | | |
| 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 | |
| 3♦ | | 6 | — | preemptive | 4♣: Tomiwood; 3♥/♠: nat, 5+♥/♠, F | RKCB 41/30 Cue-bids (1st/2nd round controls), Splinter, placed kings | |
| 3♥ | | 7 | — | preemptive | 3♠: nat, 5+♠, FG | 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 | |
| 3♠ | | 7 | — | preemptive | 4♥: to play | MinorRKCB 4♣/♦ if fit is clear and the bid is forcing. | |
| 3NT | X | | — | gambling | 4/5/6 m: pa/co | 5NT: pick a slam whenever it's possible and it is no further relay | |
| 4♣ | | | — | preemptive | | Last step before 4/6Mor3/6NT may be "last train" if no other logical bid available | |
| 4♦ | | | — | preemptive | | 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 | |
| 4NT | X | | — | 6+/5+, (♣+♦) | | | |