


DEFENSE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	GENERAL INFORMATION																	
OVERCALLS (Style, Responses, reopening)	OPENING LEAD STYLE	Precision 2019																	
Weak overcalls are possible if the suit quality(length) is adequate. Rubens Transfer at 1lvl Transfer after 1M-(X), (1x) – 1M – (X)	3 rd / 5 th vs. suit and in partner's suit 2 nd / 4 th vs. NT , high from xxx vs NT Subseq.: count (original length); 2 nd / 4 th through declarer																		
1NT Overcall (also in sandwich position)	LEADS																		
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Lead</th> <th style="width: 35%;">Vs. Suit</th> <th style="width: 50%;">Vs. NT</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>AK..., A...</td> <td rowspan="4">Top of (inner-)sequence. Second highest of sequence asks for unblock.</td> </tr> <tr> <td>K</td> <td>KQ..., AK... sec or short</td> </tr> <tr> <td>Q</td> <td>QJ..., AQJ..., AQ10...</td> </tr> <tr> <td>J</td> <td>JT..., (A)/K+JT...</td> </tr> <tr> <td>10</td> <td>109..., (A)/K/Q+109...</td> <td></td> </tr> <tr> <td></td> <td>Other</td> <td>High from 10x or better, low from 9x or worse. High from three small cards.</td> </tr> </tbody> </table>	Lead	Vs. Suit	Vs. NT	A	AK..., A...	Top of (inner-)sequence. Second highest of sequence asks for unblock.	K	KQ..., AK... sec or short	Q	QJ..., AQJ..., AQ10...	J	JT..., (A)/K+JT...	10	109..., (A)/K/Q+109...			Other	High from 10x or better, low from 9x or worse. High from three small cards.
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	SIGNALS AND PRIORITY	SYSTEM SUMMARY (Category: BLUE)																	
15-18, may be creative, system on Reopen: 11-14, system on	We use UDCA and standard suit preference signals. Low = even and encouraging. On our lead , if possible, we give an attitude signal if sensible. If not, we give a suit preference signal. 5lvl+: K asks count. On opponents lead we usually give count signals. 1 st discards: Direct [Suit], Lavinthal [NT]	We upgrade and downgrade frequently using the Kaplan&Rubens count as guideline																	
JUMP OVERCALLS		<p>1♣: 15+ unbalanced & 17+ balanced With 15HCP we are allowed to go either way. Very strong 14HCP are permissible.</p> <p>1♦: 10-15, 0+♦; any hand that does not fit elsewhere</p> <p>1♥/♠: 10-15 with 5+suit; weaker hands allowed if unbal.</p> <p>1NT: 14-16 5M, (6M), 6m, (7m), single honor, 5-4 allowed We are allowed 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.</p> <p>2♣: 9-14, natural 6+suit; 5c Major possible</p> <p>2♦: 9-14, natural 6+suit; usually no 4c Major</p> <p>2♥/♠: standard preempt, usually 6cards; constructive vul.</p> <p>2NT: both minors, variable strength</p> <p>3NT: solid Major (at least AKQ), side values possible</p>																	
Suits: Preemptive 2NT: two lowest unbid suits 3♣ (3♦ after 1♦): two highest unbid suits		Other special bids and forcing pass sequences																	
(JUMP) CUEBIDS		Pass/Double inversion after 1C opening and positive response. If an artificial bid at low level is doubled, pass may be for penalty. Frequent use of transfers in competitive auctions. We don't play cuebids below RKCB.																	
1x-2x: highest and lowest unbid suit	We use the remaining spot cards to show suit preference. We show the original count. Plays in the trump suit are typically meaningless.	Psychic bids: Very rare. 3rd seat openers may be below our standards, but sensible.																	
AGAINST YOUR NT	DOUBLES																		
X: Points, next X is T/O [direct seat] 2♣: both Majors, 2♦ asks for the better [direct seat] 2♦: one Major [direct seat] 2M: 5M+4m [direct seat] DONT [passout seat]	T/O doubles may be aggressive with classic shape. Competitive doubles are T/O oriented.																		
AGAINST PREEMPTS																			
T/O doubles up to 4H; Transfer-Lebensohl Leaping and non-leaping Michaels	Snap-dragon double, Support doubles, Lead directing doubles, Business redoubles whenever sensible X vs 7NT asks partner to lead the 2 nd most attractive suit																		
AGAINST ARTIFICIAL STRONG OPENINGS																			
vs. strong club: Crash (CRO), rest natural vs polish club and variants: natural																			
AGAINST OPPONENTS TAKE OUT DOUBLES																			
Rdbl: strong, next double= T/O Fitjumps, preemptive jumps																			

OPE- NING	ART	# OF CDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣	X	0	4♥	15+ unbalanced 17+ balanced Upgrades possible, but at least 14HCP.	1♦: 0-8 any 1♥,2♣: Transfer, GF, 5+suit 1♠: (a) 9-12 bal. (b) 5+♣, GF 1NT: 13+bal. 2♦: Transfer, GF, usually exactly 5♥ 2♥: GF, 6+♥	1M 4+ forcing; 1NT 17-19; 2♣ 20-21bal. or natural; 2♦ natural NF; 2♥ 24+bal. or GF minor Accepting the transfer typically shows fit, but may be a hand that does not want to take the NT. 1NT relay, then: 2♣ 9-10 bal., 2♦ clubs, 2♥+ 11-12 bal. + scheme; other bids natural 2♣ relay, then: 2♦ 15+bal., 2♥+ 13-14 bal. + scheme 2♥: Likely fit, but not necessarily, then: 2♠ default rebid Natural	Slightly less strength needed for positive response.
1♦	X	0	4♥	10-15, no 5cM, not 6♣, 6♦ only if 4cM	1♥/♠: nat 4+, may be weak; 1/2/3NT: nat 2♣: GF, nat or bal., 2♦: 5+GF 2♥/♠: weak; 3♣/♦: invit.	Two-way checkback 1♦-1♠-2♣: 8+ minor cards, 4+♣, unbalanced 1♦-1♠-2♥: 2-3♠,4♥,5 cards in one minor	
1♥ 1♠		5	4♦	10-15, 5+suit Weaker, distributional hands possible. Weak 10 may be passed.	1♠: nat 4+; 1NT: constructive NF 2♣: any GF 1♠-2♦: 5+♥, at least invit. 2M-1: Invitational with fit or 5+♦ GF 2NT: minisplinter; 3m: invitational 3M preemptive; 3NT, 4M: to play	Natural, Two-way checkback 2♦: default rebid, then 2♥: default no fit, 2♠: fit 2M: 6+; 2NT: natural, stoppers; 3m: 55 2♥/♠: NF, 3♣: default positive Next suit above 2M: default positive 1M - 2NT - 3♣: Asks shortness, then down the line	Drury, 2lvl natural NF
1NT	see front		3♠	14 -16 bal., 5M, 6m, 5-4, up/down-grade possible	2♣: Stayman; 2♦/♥: transfer; 2♠/3♣: trf, (or inv) 2NT: Transfer Puppet, 3♥/♠: Splinter 4♣/♦: transfer to 4♥/♠	1NT-2♣-2♦-2♥: weak, both M 1NT-2♦/♥- 2NT: default super-accept 1NT-2NT-3♣: waiting	
2♣		6+		9-14(15), 6+♣ possible	2♦: Inquiry, 2M: nat, forcing; 2NT: invit	2♣-2♦-2♥: Default max or min with 4+♦ 2♣-2♦-2♠: 4c Major	Could be 5cards
2♦		6+		9-14(15), 6+♦	3♣: Inquiry, 2M: nat, forcing; 2NT: invit	After 2♦-3♣: 3♦ min, 3♥ max, 3♠ max and values here	Could be 5cards
2♥		6/5		5-9, 6(5)♥, W2	2NT: Ogust		More flexible
2♠		6/5		5-9, 6(5)♠, W2	2NT: Ogust		More flexible
2NT	X			both minors, at least 5-5	3♣/♦: to play; 3♥/♠ positive for corresponding m		
3♣		6		preemptive	3♦: RKCB	HIGH LEVEL BIDDING strength bidding below RKCB - from both sides: (i) 3NT: natural (ii) 1st free step: slam interest, (iii) higher free bids: shortness and slam-interest Kickback RKCB 41/30, then Spiral Scan 5NT: pick a slam / interest in playing in a different strain 6 trumpsuit -1: grand-slam invitation	
3♦		6	preemptive	4♣: RKCB			
3♥		6	preemptive	4♠: RKCB			
3♠		6	preemptive	4♣: RKCB			
3NT	X		Solid Major (AKQ+), variable strength	4♣: transfer your suit; 4♦: bid your suit; 4M: to play			
4♣		7	preemptive	4♦: slam-try			
4♦		7	preemptive	5♣: slam-try			
4M		6	to play				