



DEFENSE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	GENERAL INFORMATION
<b>OVERCALLS (Style, Responses, reopening)</b>	<b>OPENING LEAD STYLE</b>	Swabian Club <span style="float: right;">January 2020</span>
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	<b>LEADS</b>	Marie Eggeling <span style="float: right;">Thomas Gotard</span>
Reopen can be weaker or 4 cards more often	We don't change our methods between NT and suit contracts	DBV: 5564 - 30270 <span style="float: right;">PZBS: 16135 - 15040</span>
<b>1NT Overcall (also in sandwich position)</b>	A AK... (A.. only in cash out situations to ask att. signal)	<b>SYSTEM SUMMARY (Category: RED)</b>
15-18, may be as creative as our opening	K KQ...; AK double (AK.. in cash out to ask for count signal)	<b>We upgrade and downgrade frequently following the <u>KNR</u> adjustments in shape are also possible on judgment</b>
Responses as if we open 1 NT	Q QJ...; AQJ... (AQx if we expect dummy or pd to have the K)	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)
Reopen: 10-14, same responses...	J JT...; [A/K]+JT...	1♦: 12-14 bal. with 5♦ or 12-21 unbal.
<b>JUMP OVERCALLS</b>	T [A/K/Q]+T9... or Tx but not from T9... with no inner seq.	1♥/♠: 12-17 with 5+, unbal. hands may be stronger
Suits: Preemptive but relatively sound	9 Hx leads H, 9x may chose, xx leads lower x	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>
2NT: two lower unbid suits	3cards Hxx/xxx are normal, Hxx if we might need the middle	2♣: natural, 6+ and no 4cM (exceptions possible) 10-14
2NT in reopening is natural	4cards Hxxx, xxxx we may choose to show count or att	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
<b>(JUMP) CUEBIDS</b>	5cards Hxxxx, xxxxx (seldom xxxxx)	2♥/♠: classic preempt, vuln. solid, non vuln. more aggressive.
1x-2x: highest and any other suit	6cards Hxxxxx, (seldom Hxxxxx), xxxxxx, xxxxxx	2NT: (20)21-22 bal
Responses: cheap bids; P/C; 2NT: constructive relay;	We try to avoid high cards from even and low from odd count	<b>Other special bids and forcing pass sequences</b>
Jumps: shapely; Cue= strong	<b>SIGNALS AND PRIORITY</b>	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
<b>AGAINST YOUR NT</b>	We use UDCA and std. suit pref signals	
X: Points, next X is T/O, very aggressive in reopen vs. str. NT	1 <sup>st</sup> priority for us is count, low = even, high = odd	
2♣: both majors, 2♦ asks for the better	Only exceptional att (low=enc.) or std. suit pref is given	
2♦: one major in direct, natural in reopening	We play low: xx, xxx, Hxxx, xxxxx, Hxxxx	
2M: 5M+4m direct, natural in reopening	We play high: xxx, xxxxx	
2NT: both minors	We play medium: Hxx, Hxxxx	
<b>AGAINST PREEMPTS</b>	Few exceptions: xxx(xx) to disc. or Hxxx to show clear count	
T/O doubles to 4H	<b>We show the original count!</b>	
Transfers in many situations, 4m = m+M whenever possible	We use the remaining spot cards to show suit preference	
<b>AGAINST ARTIFICIAL STRONG OPENINGS</b>	<b>Exceptions: Smith in NT, low = positive if needed</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	<b>1<sup>st</sup> discard in NT suit pref. if we can afford such a discard</b>	
1 <sup>st</sup> level suit overcalls natural, maybe 4 cards and light	<b>DOUBLES</b>	
Higher suit bids: either natural or the next two ranking suits	T/O Doubles may be aggressive with classic shape	
All NT bids: two untouched suits	Modern doubles on 1m openings even with flat hands	
<b>AGAINST OPPONENTS TAKE OUT DOUBLES</b>	We treat (1♣) – x – (p) basically as if we opened 1♣ ourselves	
Rdbl: strong with no support, next dbl = T/O	1M response to partners double can be very sound, 2M=inv	
Transfers starting with 1NT	Competitive doubles are <b>very rarely</b> penalty. Cooperative (DSIP) doubles apply whenever our combine strength and possible fits are not clear. Penalty doubles in balancing.	
Fitjumps, preemptive jumps	Support doubles after 1♦/♥, lightner / conventional doubles	
Transfers after 1♣ – X	SOS Redoubles whenever possible	
3NT after 1/2/3M and double = gf raise, creates forcing pass		

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;	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			---	(20) 21-22 (semi)bal	3♣ :Puppet 3♦/♥ : trf, 2-under trf 4 <sup>th</sup> level.		
3♣		6	---	preemptive	3♦ : relay; 3♥/♠ : nat, 5+♥/♠, F; 4♦ : Tomiwood	HIGH LEVEL BIDDING	
3♦		6	---	preemptive	4♣ : Tomiwood; 3♥/♠ : nat, 5+♥/♠, F	Tomiwood (4NT w/♠;4♠w/♥) responses see below, with minors: 4NT 30-41	
3♥		7	---	preemptive	3♠ : nat, 5+♠, FG	Cue-bids (1st/2nd round controls), Splinter, placed kings	
3♠		7	---	preemptive	4♥ : to play	TomiWood: [(0/2/4) (1+Q v 3-Q v 5+Q) (1-Q v 3+Q v 5-Q) (intersting hand that does not want to respond to TW)]	
3NT	X		---	gambling	4/5/6 m: pa/co	MinorTomiwood 4♣/♦ if fit is clear and the bid is forcing.	
4♣			---	preemptive		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	
4NT	X		---	6+/5+, (♣+♦)			