



DEFENSE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	GENERAL INFORMATION
OVERCALLS (Style, Responses, reopening)	OPENING LEAD STYLE	Swabian Club January 2020
1 st level, nat, up to 17, seldom 4 cards / aggressive (NV)	2 nd / 4 th / 6 th in all situations	 
2 nd level, (very) sound, likely 6 cards	Subsequent Leads 2 nd / 4 th / 6 th from original holding	
Responses: Transfers starting with CUE whenever possible other suit bids nat and forcing, jumps = fit jumps	LEADS	Marie Eggeling/ Paul Grünke Thomas Gotard
Reopen can be weaker or 4 cards more often	We don't change our methods between NT and suit contracts	DBV: 5564 - 30270 PZBS: 16135 - 15040
1NT Overcall (also in sandwich position)	A AK... (A.. only in cash out situations to ask att. signal)	<i>2nd international Mixed –Teams tournament Frankfurt 2020</i>
15-18, may be as creative as our opening	K KQ...; AK double (AK.. in cash out to ask for count signal)	SYSTEM SUMMARY (Category: RED)
Responses as if we open 1 NT	Q QJ...; AQ... (AQx if we expect dummy or pd to have the K)	We upgrade and downgrade frequently following the <u>KNR</u> adjustments in shape are also possible on judgment
Reopen: 10-14, same responses...	J JT...; [A/K]+JT...	1♣: 12-14 bal, should not but might have 5♦/♥/♠
JUMP OVERCALLS	T [A/K/Q]+T9... or Tx but not from T9... with no inner seq.	Natural 4+♣ but not 6+♣ 10-14 or 15-17bal
Suits: Preemptive but relatively sound	9 Hx leads H, 9x may chose, xx leads lower x	Any (18+) strong hand (border variable, judgment)
2NT: two lower unbid suits	3cards Hxx/xxx are normal, Hxx if we might need the middle	1♦: 12-14 bal. with 5♦ or 12-21 unbal.
2NT in reopening is natural	4cards Hxxx, xxxx we may choose to show count or att	1♥/♠: 12-17 with 5+, unbal. hands may be stronger
(JUMP) CUEBIDS	5cards Hxxxx, xxxxx (seldom xxxxx)	1NT: 15-17 5M, (6M), 6m, (7m), single honor, 5-4, (5-5) ok
1x-2x: highest and any other suit	6cards Hxxxxx, (seldom Hxxxxx), xxxxxx, xxxxxx	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.
Responses: cheap bids; P/C; 2NT: constructive relay;	We try to avoid high cards from even and low from odd count	2♣: natural, 6+ and no 4cM (exceptions possible) 10-14
Jumps: shapely; Cue= strong	SIGNALS AND PRIORITY	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
AGAINST YOUR NT	We use UDCA and std. suit pref signals	2♥/♠: classic preempt, vuln. solid, non vuln. more aggressive.
X: Points, next X is T/O, very aggressive in reopen vs. str. NT	1 st priority for us is count , low = even, high = odd	2NT: (20)21-22 bal
2♣: both majors, 2♦ asks for the better	Only exceptional att (low=enc.) or std. suit pref is given	Other special bids and forcing pass sequences
2♦: one major in direct, natural in reopening	We play low: xx, xxxx, Hxxx, xxxxxx, Hxxxxx	1♥/♠-2♣: 3+ fit, inv+ (Drury) in all positions
2M: 5M+4m direct, natural in reopening	We play high: xxx, xxxxx	Frequent use of transfers in constructive auctions
2NT: both minors	We play medium: Hxx, Hxxxx	Competitive 2NT are seldom natural
AGAINST PREEMPTS	Few exceptions: xxx(xx) to disc. or Hxxx to show clear count	whenever we are forced to a certain level, pass is F and stronger
T/O doubles to 4H	We show the original count!	Principle of fast arrival applies whenever possible
Transfers in many situations, 4m = m+M whenever possible	We use the remaining spot cards to show suit preference	Psychic bids: We may open 2♦ and 1NT creatively other psychics are seldom but still possible
AGAINST ARTIFICIAL STRONG OPENINGS	Exceptions: Smith in NT, low = positive if needed	We might open light 3rd seat/non vul but respect the applying rules
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 discard in NT suit pref. if we can afford such a discard	Thank you for reading all this, we hope you enjoy the game
1 st level suit overcalls natural, maybe 4 cards and light	DOUBLES	
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	
AGAINST OPPONENTS TAKE OUT DOUBLES	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 very rarely 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 th 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+, (♣+♦)			