


DEFENSE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	GENERAL INFORMATION
<b>OVERCALLS (Style, Responses, reopening)</b>	<b>OPENING LEAD STYLE</b>	<b>Prussian Club</b> <span style="float: right;">2024</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>	Thomas Gotard <span style="float: right;">Florian Alter</span>
Reopen can be weaker or 4 cards more often	We don't change our methods between NT and suit contracts	PZBS: 16135 - 15040 <span style="float: right;">DBV: 38942 - 30270</span>
<b>1NT Overcall (also in sandwich position)</b>	A AK... (A.. only in cash out situations to ask att. signal)	<i>Bundesliga, DM, EM, WM – BV WALDSOLMS</i>
15-18, may be as creative as our opening	K KQ...; AK double (AK.. in cash out to ask for count signal)	<b>SYSTEM SUMMARY (Category: RED)</b>
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...	<b>We upgrade and downgrade frequently following the <u>KNR</u> adjustments in shape are also possible on judgment</b>
<b>JUMP OVERCALLS</b>	T [A/K/Q]+T9... or Tx but not from T9... with no inner seq.	
Suits: Preemptive but relatively sound	9 Hx leads H, 9x may chose, xx leads lower x	1♣: 12-14 bal, should not but might have 5♦/♥/♠
2NT: two lower unbid suits	3cards Hxx/xxx are normal, Hxx if we might need the middle	Natural 4+♣ but not 6+♣ 10-14 or 15-17bal
2NT in reopening is natural	4cards Hxxx, xxxx we may choose to show count or att	Any (18+) strong hand (border variable, judgment)
<b>(JUMP) CUEBIDS</b>	5cards Hxxxx, xxxxx (seldom xxxxx)	1♦: 12-14 bal. with 5♦ or 12-21 unbal.
1x-2x: highest and any other suit	6cards Hxxxxx, (seldom Hxxxxx), xxxxxx, xxxxxx	1♥/♠: 12-17 with 5+, unbal. hands may be stronger
Responses: cheap bids; P/C; 2NT: constructive relay;	We try to avoid high cards from even and low from odd count	1NT: 15-17 5M, (6M), 6m, (7m), single honor, 5-4, (5-5) ok
Jumps: shapely; Cue= strong	<b>SIGNALS AND PRIORITY</b>	<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>
<b>AGAINST YOUR NT</b>	We use UDCA and std. suit pref signals	2♣: natural, 6+ and no 4cM (exceptions possible) 10-14
X: Points, next X is T/O, very aggressive in reopen vs. str. NT	1 <sup>st</sup> priority for us is <b>count</b> , low = even, high = odd	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♣: both majors, 2♦ asks for the better	Only exceptional att (low=enc.) or std. suit pref is given	2♥/♠: classic preempt, vuln. solid, non vuln. more aggressive.
2♦: one major in direct, natural in reopening	We play low: xx, xxxx, Hxxx, xxxxxx, Hxxxxx	2NT: both minors, STRONG
2M: 5M+4m direct, natural in reopening	We play high: xxx, xxxxx	<b>Other special bids and forcing pass sequences</b>
2NT: both minors	We play medium: Hxx, Hxxxx	1♥/♠-2♣: 3+ fit, inv+ (Drury) in all positions
<b>AGAINST PREEMPTS</b>	Few exceptions: xxx(xx) to disc. or Hxxx to show clear count	Frequent use of transfers in constructive auctions
T/O doubles to 4H	<b>We show the original count!</b>	Competitive 2NT are seldom natural
Transfers in many situations, 4m = m+M whenever possible	We use the remaining spot cards to show suit preference	whenever we are forced to a certain level, pass is F and stronger
<b>AGAINST ARTIFICIAL STRONG OPENINGS</b>	<b>Exceptions: Lavinthal in Smith Positions</b>	Principle of fast arrival applies whenever possible
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 maybe suit pref. if clear cashout situation</b>	<b>Psychic bids: We may open 2♦ and 1NT creatively other psychics are seldom but still possible</b>
1 <sup>st</sup> level suit overcalls natural, maybe 4 cards and light	<b>DOUBLES</b>	We might open light 3rd seat/non vul but respect the applying rules
Higher suit bids: either natural or the next two ranking suits	T/O Doubles may be aggressive with classic shape	Thank you for reading all this, we hope you enjoy the game
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.	
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 1NT: 7-11 2NT, nat, bal, GF, major(s) poss 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 1♣ - 2NT - 3♣ ask 5M => 3♦ =no => 3♥/♠/NT = 4♠/♥/♥+♠	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	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	
3♦		6	---	preemptive	4♣: Tomiwood; 3♥/♠: nat, 5+♥/♠, F	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♥		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+, (♣+♦)			