

COMPETITIVE AND DEFENSIVE BIDDING		LEADS NAD SIGNALS				CONVENTION CARD	
OVERCALLS: light on 1 level, sound on 2 level; 2♣ response - Drury with fit; One over one response – forcing;		Against suit: honours - natural; spots – natural; Against NT: honours - sophisticated; Against 6 level contracts: Rusinow;				Mirek MIŁASZEWSKI - Marek WÓJCICKI	
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after 1♣ opening;		Under a honour: third – middle, fourth or longer – fourth best;					
1NT overcall: 16-18 PC; Re open: 10-14 PC, can be without stopper in open-er’s suit;		Bold first leads against NT, <u>underlined</u> – first leads against suit if different then against NT; AK KD DW W10 10x AKx KDx DWx W10x 109 AKWx KDxx DW109 W1098 109x AKW10x KDWx KD10x KW109 98x xx ADWx KW10x KD109x K109x xxx AWxx Kxx Dxx Wxx 10xx xxxx KWxxx Kxxx Dxxx Wxxx 10xxx xxxxxx Kxxx Kxxx D109x Wxxx 10xxxx xxxxxxx					
JUMP OVERCALLS: preemptive;							
TWSUITERS: Cue bid – with highest unbid suits; 2NT – two lowest unbid suits (after natural (3+) 1♣ – 2♦=♦+♥) ;						BASIC SYSTEM: short club with artificail gadgets	
						1♣ opening: short with artificial 1♦ response	
						1NT response – semiforcing after 1♥/♠ opening	
						Major suits preference: Only in competitive and defensive bidding, without intervention only with hands up to 11PC;	
AGAINST 1NT (14-15-18) OPENING: Direct: dbl. – twosuit 5+-4+ with 5 in a major; 2♣/♦ - 5+♣/♦ i 4 in a major; at re-open: 2♣ - majors; 2♦ - one major suit; 2♥/♠ - 5+♥/♠ with 4+ in minor; After weak 1NT – like after strong at re-open		DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: 1 – count odd; 2 – even; D – discouraging; E –encouraging; L – Lavinthal;				OPENINGS WHICH CAN REQUIRE DEFENCE	
			Card:	LOW	HIGH		
		SUIT	To partner’s lead	2,E	1,D	1♣ - 12-14 or 18-19 PC, balanced or 10-22 PC, natural	
			To declarer’s lead	2	1	2♣ - Acol – game forcing, any distribution	
			When not follow the suit	2,L	1,L	2♥ - 6-10 PC, 5+-5+ hearts and minor;	
AFTER STRONG PASS AND STRONG 1♣: dbl. – good hand; 1NT – any twosuit; overcall – light, suit (3)4+; 2 level – preemptive		NO TRUMP	To partner’s lead	2,E	1,D	2♠ - 6-10 PC, 5+-5+, spades and minor;	
			To declarer’s lead	L,2	L,1	2NT – 20-22 balanced;	
			When not follow the suit	L,2	L,1	3NT – solid minor without side stopper	
LEBENSÖHL – after jump overcall on 2 level; after 1NT opening and overcall on 2 level; after take out double against weak two in major; after overcall of second defender on 2 level;							
AFTER OPPONENT’S TAKE OUT DOUBLE: After 1♣ - dbl.: pass – negative, 1♦/♥ - transfers, 7+PC, 1♠ - 5+♣, 6-9 PC, After natural openings – 1/2/3NT – raise with defensive values; Jump in a new suit after 1♥/♠ - suit + fit		IN TRUMP SUIT – leads an discards – usually Lavinthal					
		SPECIAL DOUBLES					
		Opener’s double after RHO overcall				3 rd hand openings can be only lead-directing	
		Lightner double, lead directing doubles				PREEMPTS ON 4332 RULE	
		Optional double when fit was found				PSYCHICS: RARE	

OPENING	TICK IF AR-TIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	3♠	11-14 PC or 18-20 PC, balanced; 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC, balanced GF without 4 in major; 2♣/♦ - 5+♣/♦, GF; 3♥/♠ - 6-9 PC, 6+ /♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣ - 1♦ - 1NT = 18-10 PC, bal;	1NT = 9-11 PC; major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♦		4	3♠	10-22 PC, 5+♦ (4 when 4441)	2♦ - 10+PC with ♦ fit; 3♦ - weak' 3♥/♠, 4♣ - Splinter;	1♦-1NT-2♥/♠ = GF, mat be a stopper only; 1♦-1♥/♠ - 2NT = GF, may be unbalanced	major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♥/♠		5	3♠	10-22 PC, 5+♥/♠, possible longer minor;	1NT – semiforcing, 6-11(12) PC, no fit; 2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 1♥-2NT – inv with fit; 3♠/NT – 10-12 PC, fit and singleton in a side suit; Splinter – 13+ PC;	1♥/♠-1NT-2♣ = nat. or 5332 1♥-1NT-2NT = invitational; 1♥-1NT-2♠=GF without 4♣/♦ 1♠ – 1NT-2NT = GF 1♥-1♠-2NT = GF without side suit, can be unbalanced	Major suits preference; 1NT not forcing; 2♣ - by passed hand - Drury with fit; jump – suit + fit; 2 in a suit (not jump) not forcing;
1NT				15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥ – transfer; 2♠ transfer to ♣; 3♠ - transfer to ♦, 3♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative double on 3 level;
2♣	x	0		Game forcing, any distribution	2♦ - no A and K or 3K; 3♥/♠, 4♣/♦ - one looser suit; 3NT – any solid suit 6+ cards		
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT – relay; 3♥ - preempt with fits in majors; 4♣/♦ - asking for suit;	2♦-2NT - 3♣ - ♥, good hand 3♦ - ♠, good hand 3♥ - ♥, bad hand 3♠ - ♠, bad hand	
2♥	x	5		6-10 PC, 5+♥ i 5+ minor	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	SLAM BIDDING Roman Key Card Blackwood; Hoyt; Cue bids; Trump 5NT with non typical responses	
2♠	x	5		6-10 PC, 5+♠ i 5+♣/♦	2NT – relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;		
2NT				20-22 HCP balanced	Stayman Puppet		
3NT	x			Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay		