DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Natural style, 5+ cards, strength 8-15.

2. Drury without fit, cue bid is with fit and 10+HCP.

New suit is forcing only at level 1.

After overcall at level 2 we use Ruben's transfers.

We use convention suit + fit

1NT OVERCALL

Direct 1NT is natural 15-17. After openings 1♣/♦ bid 2♣ is Stayman, all others bids at level 2 are transfers (transfer to opener's suit means at least inv with $4 \checkmark / \spadesuit$).

In balance position 1NT is natural, 11-14.

JUMP OVERCALLS

2 ♦ / ♥ / ♠ after 1 ♣ show distribution like opening with strength depended on vulnerability (6-10/7-10/11-13/13-15) except 2 ♦ which is always week.

After others opennings jumps are week, 2 ♠ or 2NT are relays.

2NT always shows 2 lower suits with strength depended on vulnerability. We use aggressive preempts at level 3.

DIRECT CUE BID

Two suiters 5+5+ except 2 lower suits, strength depends on vulnerability (6-10/7-10/11-13/13-15) or 16+.

Subsequent bidding: new suit for correction, 2NT relay at least invitation. Special meanings has direct cue bid 2♣ which means 5+4+♥♠ 10+.

VS. 1NT

Vs. strong: 2♥ and higher natural, if no vulnerable could be weak.

Dbl - $4 \checkmark / \spadesuit$ and $5 + \clubsuit / \spadesuit$ or $5 + 4 + \checkmark \spadesuit$. $2 \clubsuit / \spadesuit$ - 4 + in shown suit and $5 + \checkmark / \spadesuit$. After opponent's pass bidding is usually for correction, but after dbl/rdbl partner shows own suit. In balance position dbl is takeout 10+, 2* is two suiters weak with at least one major. Partner's bids for correction.

Vs weak:

dbl - takeout, responses 2♣/♦ for correction, 2NT - two suiters, GF;

2♣ - 5+4+ ♥/♠; 2♦/♥/♠ - distribution like openings; 3♣/♦ - constructive.

VS. PREEMPTS

2NT natural 15-18; takeout dbl, Lebensohl.

4♣/♦ are strong two suiters with ♣/♦ and major.

Opponent's suit is asking for stopper with full suit.

After openings 3♥/♠ bids 4♣/♦ are two suiters with ♣/♦ and major.

VS. ARTIFICIAL STRONG OPENINGS

After 1♣ dbl like 1♠: 1NT 5+4+♠ ♥: 1♠ means 0-8 any distributon, but not obligatory; 2♣ natural; others no change, but may be more aggressive if no vulnerable.

After 2. dbl with . 2NT two suiters, others natural.

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble strong. After 1♣ one-over-one is one round forcing, jump at level 2 is preemptive and shows distribution like openings. After others openings new suit is not forcing if natural. After 1 ♥/♠ bids below raise are transfers except 1 . bids 2NT/3NT with fit. Raise opening suit is preemptive.

LEADS AND SIGNALS

OPENING LEAD STYLE

	LEAD	IN PARTNER'S SUIT	
SUIT	4th	the same	
NT	4th	the same	
SUBS.	the same	the same	

LEADS

LEAD	SUIT	NT
Ace	AKx(+)	AK(+)
King	AK; KQ(+)	KQ(+); AKJ10; AKJxx(+)
Queen	QJ(+); AQJ(+)	QJ(+), $KQ10xx(+)$; $AQJ(+)$
Jack	J10(+); KJ10(+); AJ10(+)	the same
10	109; 10x; F10x; F109(+)	the same
9	109x(+); F9x	the same
High Low	HXx; HxxXx(+); HHxXx(+); 10Xx(+); xXx(+)	the same
Low High	xX; HxxX; HHxX	the same

SIGNALS IN ORDER OF PRIORITY

			Partner's lead	Declarer's lead	Discarding	
		1	Hi-Lo = odd	Hi-Lo = odd	suit preference*	
	Suit	2	suit preference suit preference		Hi-Lo = odd	
		3 Lo = encoura				
		1	Hi-Lo = odd	as above	as above	
	NT	2	Lo = encouraging			
ĺ		3	suit preference			

Smith's signal against NT (small encouraging) if declarer took first trick.

A kind of suit preference in trumps (Lo can show lower suit or nothing)

*Low card shows lower suit, high card higher one.

DOUBLES

TAKEOUT DOUBLE

Classical takeout dbl or 16+HCP.

Herbert's negative bid after 1., after others openings limited bids. Opponent's suit is one round forcing.

After opening 1 \clubsuit and double bids $2 \diamondsuit / \blacktriangledown / \spadesuit$ show distribution like openings with 4-7 HCP.

SPECIAL. ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative double to 2♠, after openining 1NT too.

Double invitation, support indication, cooperative, re-open, lead indication, Lightner's.

Redouble SOS, transfer.

CONVENTION CARD



Rafał Jagniewski POLAND **Bogusław Pazur POLAND**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural RED category, version of Polish Club.

Openings to 21 HCP. 5 card major, artificial 1.

Nonvul. Opening 1NT 10+13 BAL.

Vul. opening 1NT 14⁺-17, can be untypical distribution without shortage

(5422, 6♣/♦, 5♥/♠). Subsequent bidding could be untypical.

Opening 2 + 11-15, 5+ + without $4 \vee /$ could be 4 +.

Untypical bidding after openings 1 ♥/♠.

Gadgets: 2♣, 2♦ i 3♣, relays, forcing 2NT.

After overcall new suit at level 2 is not forcing.

Lebensohl after overcalls in some sequences.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:

1♣ nonvul.: 14-19⁻/21⁺-23 BAL or NAT or GF without BAL

1. vul.: 11+-14/18-19/22-23 BAL or NAT or GF without BAL

1NT nonvul.: 10⁺-13 BAL

2 ♦: 4-10 (5)6+♥/♠ or 24+ BAL

2♥: 6-10 5+♥ 5+♣/♦

2**♠**: 6-10 5+**♠** 5+**♣**/**♦**

Responds:

1 - 2 ♥: 7-11 5+4+ - ♦

1 ♥/♠-2♣: 6-10 distribution like natural respond 1NT; 4-6 with

1 ♦ / ♥ - 3 ♣: 7 - 9 (3) 4 + ♦ / ♥

SPECIAL FORCING PASS SEQUENCES

The strongest bidding is forcing pass and then cancellation partner's double.

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We prefer aggressive style of preempts.

PSYCHIC BIDS

Rarely.

After $1 \diamondsuit / \diamondsuit - \langle dbl \rangle - 1 \diamondsuit / \diamondsuit$ and raise by opener responder's suit back to opening suit is sign off and means, that the respond $1 \checkmark / \spadesuit$ was a bluff.

Open ing	Artifi cial	Min no. car ds	Ng dou ble to	Description	Responses	Subsequent bidding	Passed hand bidding and modification over competition
1.	X	2 2 5 4 5 0	2♠	nonvul. 14-19 ⁻ /21 ⁺ -23 BA vul. 11 ⁺ -14/18-19/22-23 BA 11-15 5+ ♣ 4♥/♠ 11-21 4♣441 16-21 5+ ♣ 22+ GF without BAL	1 ♦: negative; 7-11 6+ ♣/ ♦; 16+BAL without 4 ♥/ ♠ 2 ♣/ ♦: 5+ ♣/ ♦, GF 2 ♥: 7-11 5+4+ ♣ ♦ 2 ♣/NT: invitation to 3NT 3 ♣/ ♦: good 6+ ♣/ ♦, invitation 3 ♠: transfer to 3NT	1♣-1 ◆-1 ▼/♠-1NT: negative, can be very weak without fit 1♣-1 ◆-2 ◆/♥/♠, 1♣-1 ◆-3♣: GF 1♣-1 ◆-1NT: nonvul. 14-19 BAL, vul. 18-19 BAL 1♣-1 ▼/♠-2♣: 11-15 5+♣ 4 in other major 1♣-1NT-3 ◆/♥/♠: autosplinters with 6+♣ 1♣-2 ▼-2♠: asking	1♣-<1♦>-dbl: 7+ 4/5♥ 4♠; 13+ 1♣-<1♥>-dbl: 7+ brak 4♠ i ręki na BA Jump 2♥/♠ means 5+♥/♠ 5+♣/♠, preemptive Single jump at level 3 is invitation Cue bid at level 2 shows stopper After 2♦/♥/♠ transfers from 2NT to opponent's suit
1•		5 4 4	2♠	11-21 5+ ◆ 11-21 4441 (singleton ♣) nonvul. 11-13 4 ◆ 441	2 ◆: 12+ 3+ ◆, GF 2 ♥: invitation with fit 2 ♠: 6+ ♣; invitation 3 ♣: 7-9, (3)4+ ♦ 3 ♦: preemptive	1 ◆ -1 ▼ / ★ -2 ★ : 15-21 6 + ♦ shortage ★ /other major 1 ◆ -1 ★ -2 ▼ : 16-21 4 ▼ ; 11-15 4 ★ 1 ◆ -2 ◆ -2 ▼ / ★ /3 ★ : shortage 1 ◆ -2 ▼ -2 NT : asking, GF 1 ◆ -2 ★ -2 NT : asking	1 ◆ -<1 ♥>-dbl: 7+ without 4 ♠ and no nt hand 1 ◆ -<1 ♥/ ♠/2 ♣>-3 ◆: invitation Single jump at level 3 is invitation Cue bid is GF with fit After 2 ◆/ ♥/ ♠ transfers from 2NT to opponent's suit
1♥/♠		5	2♠	11-21 5+♥/♠	1NT: 10-11 without suit 6+ and fit; 12+ 5+♣; 12+ BAL or fit 2♣: 6-10¹ no fit (natural 1NT); 4-6 fit 2NT: invitation with fit or limit to 4♥/♠ with bad hand to slam 3♣/♦/♥(after 1♠): invitation with suit 6+ 2♠ (after 1♥): invitation with 6+♣	1 ♥/♠-1NT-2♣: 11-13 any distribution; others 14+, GF 1 ♥/♠-1NT-2♣-2♠: relay, GF; others NF except 3♣ 1 ♥/♠-2♣-2♠: 11-17 5 ♥/♠ no 4 ♥, any distribution 1 ▼-2♣-2♠: 5+ ♥ and another 4 card suit, GF 1 ▼/♠-2NT-3♣: strong asking for shortage and fit quality 1 ▼/♠-2NT/3♣-3♠: invitation, nothing about ◆	pass-1 ♥ / ♣ - 2 ♣ : Drury pass-1 ♣ - 3 ♣ / ♦ / ♥ : suit+fit, invitation pass-1 ♥ - 2 ♠ / 3 ♦ : ♣ / ♦ with fit, invitation Single jump at level 3 is invitation Cue bid is GF with fit After 2 ◆ / ♥ / ♠ transfers from 2NT to opponent's suit
1NT	Х	2	24	nonvul. 10 ⁺ -13 BAL vul. 14 ⁺ -17 BAL, any 5332, can be: 6♣/♦, 5422 with 5♣/♦	Stayman, transfers (could be with 4 cards if invitation) 2♠: invit to 3NT; 5+4+♣♦; 6+♦ weak; 6+♣ strong no short. 2NT: 6+♦ at least invitation 3♣: invitation with 6+♣	1NT-2♣-2NT/3♣: 44♥♠ no surplus/surplus 1NT-2♣-2♦/♥-2♠: 5♠ invitation bidding after transfers and Stayman is often artificial 1NT-2♠-2NT/3♣/3♦: no surplus/surplus better minor 1NT-2NT-3♣/♦: surplus/no surplus	After weak 1NT doubled or strong 1NT penalty doubled: pas (after weak 1NT): required rdbl if opener has bottom rdbl: ♣ or 4+4+ ♦ and ♥/♠ 2♣: ♦ or 4+4+♥♠ 2♦/♥: transfers
2*	Х	5		11-15 5+♣ no others 4 11-15 5+♣ 4♦	2 ◆: relay 3 ★: 7-10 raise; 4 ★: preemptive 3 ◆/♥/ ★: invitation with suit 6+	2♣-2♦-2♥/♠: 3♥/♠ 2♣-2♦-3♣: 2245, 6+♣ 4♦ bottom; 2♣-2♦-3♦: 6+♣ 4♦ 2♣-2♦-3♥/♠/NT: 6+♣ bid shortage (NT-♦)	Double on 2 ♦ ♠ is for correction 2 ♣ -<2 ♦ / ♥ / ♠ >-2NT: weak with fit ♣; 12+ with suit New suit at level 3 after 2 ♦ ♠ is invitation
2♦	Х	0 0 2		6-10 good 5♥/♠ 4-10 6+♥/♠ 24+ NT	2♥: for correction; 2♠: for correction with ♥ support 2NT: asking forcing one round; 3♣/♦: 5+♣/♦, GF 3♥: for correction, preemptive; 3♠: invitation with ♠ 4♣: fits in ♥♠, required transfer; 4♦: 7+♥; 4♥: for correct	2 ♦ -2NT-3 ♣: no surplus 2 ♦ -2NT-3 ♦/♥: surplus adequately with 6+♥/♠ 2 ♦ -2NT-3 ♣/NT: surplus adequately with 5 ♥/♠ 2 ♦ -2NT-3 ♣-3 ♦: relay, GF	Double on 2 ♥/♠ is for correction Double on 3♣ is penalty Double on 3♠ and 3♠ after 3♣ are invitation with fits in ▼♠
2♥	Х	5		6-10 5+♥ 5+♣/♦	2NT: relay, at least invitation; 3♠: invitation with ♠ ♣/♦ suit bids for correction to 5♣ (4♣/♦ - preemptive)	2♥-2NT-3♣/♦: adequately 5+♥ 5+♣/♦ no surplus 2♥-2NT-3♥/♠: adequately 5+♥ 5+♣/♦ surplus	Double is penalty (can be guess opener's suit) ♣/♦ after overcall is for correction
2♠	Х	5		6-10 5+♠ 5+♣/♦	2NT: relay, at least invitation; 3 ♥: invitation with ♥ ♣/♦ suit bids for correction to 5♣ (4♣/♦ - preemptive)	2	Double is penalty (can be guess opener's suit) */* after overcall is for correction
2NT		2		nonvul. 19-21 BAL vul. 20-21 BAL possible 5♥/♠	3♣: kind of Stayman; 3♠/♥: transfers; 3♠: 5+4+♣♠, FK 4♣/♠: 6+♥/♠, strong; 4♥/♠: 4441, shortage in other major	2NT-3♣-3♦: 4♥/♠ (then transfers) 2NT-3♣-3♦-3BA/4♣: 6+♣/♦ strong 2NT-3♣-3♥: without 4+♥/♠; 2NT-3♣-3♠/NT: 5♠/♥	Double on overcall is optional (shows points) New suit after overcall is GF
3♣/♦		6		nonvul. weak preempt	3 ♦ /4 ♣: ask for shortage; new suit is invitation	HIGH LEVE	
3♣/♦		6		vul. constructive preempt	3 ♦ /4 ♣: ask for shortage, GF; new suit is GF	Direct and descriptive encouragement. Showing shortage is preferred.	
3♥/♠		6		6+♥/♠ weak preempt	3♠: natural, GF	Cue bids, splinters, double splinters after openings 1 ♥/♠, extended Josephine.	
3NT		0		gambling without stopper	4♣/5♣: for correction; 4♦: ask for shortage	Ask for key card with trumph queen after forcing 1NT and fit ♥/♠ at level 2.	
4♣/♦		7		7+♣/♦ weak preempt		Key card Blackwood with kings (resp. 5.4-1/4, 5.4-0/3), Exclusive Blackwood.	
						After Blackwood on minor suit and answer beneath 5♠ bidd	ding 5NT is sign off, and bid 5♠ is Josephine.
						4 ♦ is preparing to sign off after relay sequence.	