


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b> 1 <sup>st</sup> level 6-16 usually 5+ card suit, 2 <sup>nd</sup> level 10-16 usually sound CUE shows INV+ hand after 1♣, INV+ with SUPP else New suit at 2 <sup>nd</sup> is NF but CONSTR, jump in new suit is NAT with SUPP Jump in OPSS suit shows 4+ SUPP (mixed) in COMP
<b>INT OVERCALL (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)</b> 2 <sup>nd</sup> position => 15 – 17 bal, 4 <sup>th</sup> position => 11 – 14 bal, if balancing, responses Nat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> One suiter – weak, NV vs V can be very light
Reopen: jump new suit CONSTR, 2NT 19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b> Direct CUE – 5+ highest unbid and other Jump CUE – asking for stop, usually solid 7+ suit somewhere
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b> Vs Strong : dbl – 5+ maj and 4+ other, 2♣ - 4+♣ and 5+ maj, 2♣ - 4+♦ and 5+ maj, 2♥/♠ - NAT; Reopen : dbl – 4+ 4+ with at least 1 maj, 10+, 2♣ - 4+ 4+ with both maj, 5-9, 2♦ - 1 maj, 2M – maj + min Vs Weak : dbl – 13+, 2♣ - 5+ 4+ maj, 2♦ - 1 maj, 2M – maj + min Reopen unchanged
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> Dbl is T/O, Lebensohl if possible, CUE is stopper asking, 2/3 NT is NAT 4 min shows CONSTR 2 suiter, jump 4NT shows min 2 suiter, if possible Vs Multi : dbl is 13-15 T/O of ♣ or 17+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b> Vs Polish style – NAT Vs Strong – dbl is ♥, 1♦ - ♣, 1♥/♠NT – 2 suiters
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> RD shows 9+, 2NT usually shows SUPP and UNBAL In 1X – (DBL) – ? we use TRSF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
<b>Suit</b>	<b>Lead</b>		
<b>NT</b>	<b>In Partner's Suit</b>		
<b>Subseq</b>	<b>2<sup>nd</sup> / 4<sup>th</sup></b>		
<b>Other :</b>	<b>2<sup>nd</sup> / 4<sup>th</sup></b>		
Low from non-honour doubleton, K asks for UB Rushow vs 5+ M contracts			
<b>LEADS</b>	<b>Vs. NT</b>		
<b>Ace</b>	AK(x)		
<b>King</b>	AK, KQ(x), AKJ10(x)		
<b>Queen</b>	KQ, QJ(x), KQ10(x)		
<b>Jack</b>	J10, HJ10(x)		
<b>10</b>	10x, H109(x)		
<b>9</b>	109(x), H9x		
<b>Hi-x</b>	xXx or more (MDU)		
<b>Lo-x</b>	xX, HxxX or more		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
<b>1</b>	LOW => EVEN	LOW => EVEN	LOW => EVEN
<b>Suit 2</b>	LOW => ENC	LOW => ENC	LOW => ENC
<b>3</b>	Lavi, S/P	Lavi, S/P	Lavi, S/P
<b>1</b>	LOW => EVEN	LOW => EVEN	LOW => EVEN
<b>NT 2</b>	LOW => ENC	LOW => ENC	LOW => ENC
<b>3</b>	Lavi, S/P	Lavi, S/P	Lavi, S/P
<b>Signals (including Trumps):</b> Smith Signal vs NT (low both hands encourages), Lavinthal, UD count, S/P in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b> Might be light with classic shape ART negative 1♦ response in (1♣) – DBL – P – ? Lebensohl in (2X) – DBL – P – ? slow denies values, applies to reopening also Penalty Pass while sitting over the suit: dbl unless 1♣ opening			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b> SUPP dbles and rdles up to 2♥, NEG dbles up to 4♥, LIGHTNER vs hi-level, 3NT, and by preempting hand, 2-WAY, OPT vs PRE, MAX dble only when no other possibility			

CONVENTION CARD	
<b>EVENT:</b>	<b>ALL</b>
<b>NCBO:</b>	<b>POLAND</b> 
<b>PLAYERS:</b>	Rafal <b>JAGNIEWSKI</b> – Michal <b>KWIECIEN</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1♣ 2+ cards, including 5:332 in 1 <sup>st</sup> & 2 <sup>nd</sup> seat	
1♦ 5+ cards or 4♥41, denies 5332 in 1 <sup>st</sup> or 2 <sup>nd</sup> seat	
1M shows 5+ cards, INT response F, 2♣ ART relay or nat GF	
INT 14+ - 17 all seats	
Preempts disciplined unless vs passed partner	
Relay bidding might be applied in one way bidding	
Frequent use of non-PEN doubles	
2/I responses usually GF	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Responses to 1♣ opening (transfer structure) :	
1♦/♥/♠ - transfers, INT – GF relay, 2♣ - inv both min, 3♣ TRSF to NT	
Responses to 1♦ opening :	
2♦ GF, 2♥ INV with both maj, 2♣ 6+♣ 9-11, 3♣♦ raise, 3♦ mixed	
Responses to 1M opening :	
INT FIR, 2♣ GF relay or nat, 2♥/NT 6-11 with 4+ card support	
2♦ 5+ with at least 1 maj vs 1♣, 2NT relay INV or better	
2♥ 5+ ♥, 6-10 vs 1♣, 2NT relay INV or better	
2♣ 5+ ♣, 6-10 vs 1♣, 2NT relay INV or better	
Good/Bad 2NT in COMP by opener (Good shows INV hand)	
NFB and TRSF at 1 <sup>st</sup> and 2 <sup>nd</sup> level in COMP might occur	
WJS and Raises in COMP	
Lebensohl in COMP (slow denies)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
In GF situations, often in V vs NV while game is reached, In 1X – (DBL) – RD new suit 2 <sup>nd</sup> level is FIR	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> In 1♦ – (DBL) – 1M, seldom false CUE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣		2	4♥	1. 5+♣   1-2   2. 11 - 14 BAL 3. 18 - 20 BAL 4. 444   1-2	1♠/♥/♣ - showing 4+ ♥/♠, hand without majors INT - GF relay 2♣ - GF with 5+♦ 2♥/♦ - weak or ST with 6+ ♥/♠ 2♠ - invitation with 5+4+ min 3♠/♦ - 6+, 9-11 INT - GF relay 2♦ - invitation+ with 3+♦ 2♥ - invitation with 5+♥ and 4♠ 2♠ - 6+, 9-11 3♣ - PRE with 4+ SUPP or any splinter 3♦ - mixed raise INT - FIR 2♣ - nat or ART GF relay 2♠ - 6-11, 4 card ♥ support 2NT - 6-11, 4 card ♠ support / INV with 5+5+ min 3♣ - 9-11, 6+♣ 3♥/♦ - 9-11, 6+♥/♦ 3♥/♠/NT - PRE or weak splinter or 9-11, 6+♥	...1♦ - INT is 18 - 20 ...1♦ - 2♦/♠ ♣ + suit bid, FIR ...1M - 2♣ is 5+♣   1-14 ...INT - 2♦ is wk nt type;  ...1♥ - transfer responses by opener    ...2♣ - 2NT/3♣ is bad/good with both majors ...2♠ - 2NT is minimum	Usually the same
1 ♦		4	4♥	1. 5+♦   1 - 2   w/o 5332   1 <sup>st</sup> & 2 <sup>nd</sup> 2. 444   1   - 2	INT - GF relay 2♦ - invitation+ with 3+♦ 2♥ - invitation with 5+♥ and 4♠ 2♠ - 6+, 9-11 3♣ - PRE with 4+ SUPP or any splinter 3♦ - mixed raise INT - FIR 2♣ - nat or ART GF relay 2♠ - 6-11, 4 card ♥ support 2NT - 6-11, 4 card ♠ support / INV with 5+5+ min 3♣ - 9-11, 6+♣ 3♥/♦ - 9-11, 6+♥/♦ 3♥/♠/NT - PRE or weak splinter or 9-11, 6+♥	Usually the same	
1 ♥ / ♠		5	4♥	1. 5+♥/♠   1   - 2	INT - FIR 2♣ - nat or ART GF relay 2♠ - 6-11, 4 card ♥ support 2NT - 6-11, 4 card ♠ support / INV with 5+5+ min 3♣ - 9-11, 6+♣ 3♥/♦ - 9-11, 6+♥/♦ 3♥/♠/NT - PRE or weak splinter or 9-11, 6+♥	2♣ Drury wit SUPP	
1 NT			4♥	1. 14 <sup>+</sup> - 17 Including all BAL untypical hands	Standard bidding	Usually the same	
2 ♣	X	0	4♥	Any GF hand or 23+ BAL	2♥/♥/♠ - waiting bids	Usually the same	
2 ♦	X	0	4♥	5+♥ or ♣, 4 - 10	2♥/♠ - P/C, 2NT - relay, 3/4 ♥ - P/C, 4♣ - TRSF your suit 3♠/♥/♠ - NAT, 4♦ - bid your suit	...2NT - 3♣ any minimum, 3♦ max with ♥, 3♥ max with ♠	
2 ♥		5	4♥	5+♥ and 5+ minor, 6 - 10	2NT - relay; else P/C usually		
2 ♠		5		5+♠ and 5+ minor, 6 - 10	2NT - relay; else P/C usually		
2 NT				1. 21 - 22 Including all BAL untypical hands	3♣ - Puppet, 3♠ - 5+4+ min, GF; 4♠/4♥/♥/♠ - double transfers		
PRE		6		Vs passed partner might be very light	3 m - 3/4 om is relay	Cue-bids, Splinters, RKCB 1430, DOPE if comp, 5NT - Trump Enquiry, relay sequences might result in 4♦ being ART force to 4♥, Short Suit Cue preference if MAJ agreed, FP when in GF situations, usually indicating CUE in OPPT suit	
3 NT	X			1. 1 <sup>st</sup> and 2 <sup>nd</sup> Gambling 2. 3 <sup>rd</sup> and 4 <sup>th</sup> S/O	4/5♠ - P/C, 4♦ - relay After 3 <sup>rd</sup> 4 <sup>th</sup> opening NAT		
<b>HIGH LEVEL BIDDING</b>							