

## DEFENSIVE AND COMPETITIVE BIDDING

**OVERCALLS-General style:** nat.5(4)+, (6)8÷16PC.  
**Responses:** NF, except bid in OPP's suit & 2♣ (Drury) over 1♥/♠; jump in PRT's suit – weak; jump in new suit – nat. invit with fit in PRT's M or splinter.

**1NT** – 15-18PC. **Responses** - Stayman, transfers, over dbl: rdbl → ♣ or 2suit no ♣, 2♣ → ♣ and any, other-nat **TWO-SUITERS 5-5** (~8-18PC) over 1M: 2M=M+m (**Resp.** 2NT – relay); 2NT-♣♦; over 1♣: 2♦-♥♠; 2NT-♦♠ (♦♥ if 1♣=4+); over 1♦(nat.): 2♦-♥♠; 2NT-♣♥; over 1♦(short): 2NT-♣♦.

**JUMPS** - nat.6+, weak. **Response** 2NT=R.

**DOUBLE** – take out 12+PC (suggests M support) or strong 16+PC; **Responses:** nat., excl. 1♣-x-pas-1♦: neg. 0÷6PC; OPP's suit: M–GF, m–RF; over weak 2 (2♥/♠) → reverse lebensohl (2NT=positive 9+);

**AT RE-OPEN:** Dbl–8+PC; jumps – inviting; 1NT: 10-15PC; 2NT: 19-21PC.

**OVER 1NT** – dbl: 5m4M; 2♣: M54; 2♦ =M-mono; 2M=5M4m; 2NT: 5♣-5♦. At re-open: db = ♣ or 2suit no ♣; 2♣=2suit ♣ + other.

**OVER JUMP OPEN.** Take-out dbl upto 4♥; over higher open. - points.

**OVER STRONG OPEN.** Over 1♣: 1NT 54m, over acol 2♣: dbl=clubs, 2NT=2suit.

### OVER COMPETING OPPONENT

**General style** – non forcing responses excl. 1X; direct cue bid = GF, over 1M open = inviting with fit; dbl = negative 7(8)+PC (up to 3♠) or strong 12+PC; jump in new suit – nat. inviting, over 1M open. promises fit. 1♣-1NT-?: 2♣ = 44M or ♦, 2♦/♥/♠/3♣ = transfers, 2BA=2 suiter GF;

**Over take-out double** 1M-x-?: 1♠-nat.; others = transfers; 2M=nat., jumps in new suit – invite, nat.+fit. 1m-x-? jumps in M = weak; 1♦-x-3♣ invit-nat.+fit.

## CONVENTIONS

**GERBER** – only 1NT-4♣. **BLACKWOOD** – usually 5 key cards followed by trump queen and side kings. **Simple and reverse triumph invit. CUE BID, SPLINTER, DRURY** - 2♣ resp. over third or fourth hand 1M opening or overcall → rebids: 2 in orig. suit = negat, 2♦ = art. strong or medium. **PRO** – 2♣ in 1X-1Y-1Z-2♣, resp. nat. except negative 2♦.

### SPECIAL DOUBLES

**take-out d, negative d** - through 3♠, over OPP's 1♥ usually excluding 4♠, over 1♠ with (usually) 4♥, over 1♦ = 44M; **response d** 1M-d-2/3M-d usually - points; **infomative d, lightner d, fit d, defensive d** – tricks against slams.

## LEADS AND SIGNALS

**GENERAL STYLE:** 4th best; honor sequence → higher; three cards suit – middle-down; doubleton – lower; suit with smalls - usually high (2nd, 3rd or sometimes 1st – against NT); if necessary leads are precisely qualitative or quantitative.

**DETAIL DESCR** (Leads in bold may be used against NT)

<u>AK</u>	<u>KQ</u>	<u>QJ</u>	<u>J10</u>	<u>10x</u>
<u>AKx</u>	<u>KQx</u>	<u>QJx</u>	<u>J10x</u>	<u>109</u>
<u>AKJx</u>	<u>KQxx</u>	<u>QJ109</u>	<u>J1098</u>	<u>109x</u>
<u>AKJ10</u>	<u>KQJx</u>	<u>KQ10x</u>	<u>KJ109</u>	<u>109xx xx</u>
<u>AQJx</u>	<u>KJ10x</u>	<u>KQ109</u>	<u>K1098</u>	<u>98x xxx</u>
<u>AJxx</u>	<u>Kxx</u>	<u>Qxx</u>	<u>Jxx</u>	<u>10xx xxxx</u>
<u>KJxxx</u>	<u>Kxxx</u>	<u>Qxxx</u>	<u>Jxxx</u>	<u>10xxx xxxxx</u>
<u>Kxxxxx</u>	<u>Kxxxx</u>	<u>Q109x</u>	<u>Jxxxx</u>	<u>10xxxx xxxxxx</u>

### SIGNALS WHEN FOLLOWING OR DISCARDING

**1** - odd NOC, **2** - even NOC, **E** – encour., **D** – discour.,  
**S** - suit pref. **A** – E or D in the first lead suit against NT.

*Signals rarely used in brackets*

	HIGH	LOW
On partner's lead	D,1,S	E,2,S
On declarer's lead	A,1,S	A,2,S
Discarding	1,S,(D)	2,S,(E)
Trump suit	S,1	S,2

## CONVENTION CARD

**Slawomir HENCLIK – Waław WEJKNIS  
POLAND**

Bidding system

### POLISH CLUB

Natural system based on multipurpose 1♣

### SYSTEM SUMMARY

OPEN 1♣	12÷14PC, balanced 11÷18PC, nat. 4+ 18+PC, any distrib.
OPEN 1♦	natural 5(4)+, 11-18PC
OPEN 1♥/♠	natural 5+, 11-18 PC
OPEN 1NT	15÷17 PC
OPEN 2♣/♦	6÷11 PC, two-suiters 5-4
RESP 1NT	nonforcing
OVERCALL	1NT = 15÷18PC defense against strong NT (14+) is artificial

### UNUSUAL BIDS

OPEN 2♣	6÷11PC, 2-suiter 5-4, ♥+any
OPEN 2♦	6÷11PC, 2-suiter 5-4, ♠+♣/♦
OPEN 2NT	6÷11PC, 5♣-5♦.
RESP 1♣-1♦	week/medium/strong

### POLISH LEADS

Honour = Attitude, Small = Rusinov

### GENERAL REMARKS

- ♦ Psychics bids are occasional.
- ♦ Third-hand opening may be weak or unusual.
- ♦ Overcalls may be weaker than 8PC.

OPEN	MIN. CARD NO.	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣		3♠	12÷14PC, balanced hand. 11÷18PC, 4+♣, unbalanced. 18(19)+PC, any distribution.	1♦: 0÷6PC, any distr. or 7÷11PC, unbalanced without 4M or 13+PC, balanced without 4M; 1♥/♠: 7+PC, nat.4+; 1NT: 7÷11PC, without 4M; 2♣/♦: 12+PC, nat.5+, GF; 2♥/♠: 4÷8PC, nat.6(5)+, 2NT:11÷12PC, balanced without 4M; 3♣/♦: 9÷11PC, nat.6+, invites to 3NT; 3♥/3♠ - transfer to 3NT, better M.	1♣-1♦-1♥/♠: nat.3+; 1♣-1♦-1NT/2NT:18-21/21-23PC, bal. 1♣-1♦-1♥/♠-2NT(3NT): 16(13)+PC. 1♣-1♦-1♥/♠-3♣/♥: 13+PC, balanced, no ♠/♥ stopper. 1♣-1♦-1♥-2♠: 9-11PC, 54m; 1♣-1♦-2♦: GF, any distr. 1♣-1♥/♠/NT-2♦: R, 18+PC
1♦	4	3♠	11÷18PC, 5+♦ or 4♦ with unbalanced hand (usually 4441, sometimes 4♦-5♣).	1♥/♠: 7+PC, nat.4+; 1NT/2NT: 7÷11/11÷12 PC, without 4M; 2♣: 10+PC, nat. 4+ or semin. GF; 2♦: 6÷9 PC, 3+♦, without 4M; 2♥-5♠ and 4♥, 7-9; 2♠-clubs invit; 3♦: 4+♦, weak; 3♣: 9÷11PC, 4+♦, invit.	1♦-1♥-2♠-2NT, 1♦-1♠-2♥-2NT: sign-off with ♣ or GF.
1♥ 1♠	5	3♠	11÷18PC, nat. 5+.	1NT: 7-11PC; 2♣: nat. 5+ RF (10+) or 2+ GF (12+); 2♥/♠: fit 3+, 6÷10PC; 3♥/♠: fit 4(3)+, weak; 2♣/3♥: fit 3= invit., balanced hand; 3♣/♦: nat. (seminat.), fit 3+, invit.; 2NT: fit 4+, invit; 1♠-2♥: nat. 5+ 10+PC; 3NT: RF, 7-10PC weak splinter unbalanced, or 10-13PC with fit to play 4M.	2NT by resp. over 2over1 2NT is GF; 1♠-2♥-3♥: inviting;
1NT	-	-	15÷18PC ( 14.5÷17.5PC), bal. hand; occasionally may include 5M, 6m or 54.	2♣ - Stayman (with three responses), usually promises 4M; 2♦/♥ - transfers; 2♠ - transfer to ♣; 2NT - nat. 3♣ - transfer to ♦, weak or strong, 3♦ - nat. inviting; 3M - singleton 54m.	Over Stayman next relay is 3♣. 1NT-2♣-2♥/♠-3♦/♥: GF transfer support in ♥/♠. 1NT-2♣-2♦-2♥: 44M or 4♥-5m, sign-off. 1NT-2♣-2♦/♥-2♠: 4♣, NF. 1NT-2♣-2♦-3♥/♠: singleton, 4♣/♥, GF. 1NT-2♣-2♦-3♦: 54M, GF.
2♣	0	3♦	6÷11PC, 2suit 54 (or better) ♥ + any. 4 <sup>th</sup> hand nat. 10-13	2♦ - relay (may be weak); 2♥/♠ - nat. 3+; 2NT - artificial, multi-purpose, request to bid 3♣; 3♣/♦: nat. invit. with 4+♥. 3♥-weak. 3NT - RF, points and 4+♥. 3♠/4♣/♦: splinter.	2♣-2NT-3♣-?: pass/3♦- nat. sign-off, 3♥-invit, 3♠-nat. invit, 3NT/4♣/4♦- strong hand with minor, 3NT - NF; 4♣- nat. slam invit.
2♦	0	3♣	6÷11PC, 2suit 54 (or better), ♠ + m. 4 <sup>th</sup> hand nat. 10-13	2♥ - relay (may be weak). 2♠/3♣ - nat. 3(4)+. 2NT - artif, multi-purpose, request 3♣ bid; 3♦/♥ - nat, invit with 4+♠. 3♠- weak; 3NT - RF, points and 4+♠ or weak 54m; 4♣/♦/♥ - splinter.	2♦-2NT-3♣-?: pass-nat, 3♦- transfer on ♥, at least invite, 3♥- sign-off, 3♠- invite, 3NT/4♣/4♦- strong hand with minor, 3NT is N, 4♥ - nat.
2♥/♠	5	-	6÷11PC, nat. 6(5)+ . 4 <sup>th</sup> hand nat. 10-13	2♠ /2NT: relay about short; 2♥ - 2NT: spades; 3♣ - R; other 3X - nat. RF.	
2NT	-	-	6÷11PC, 5+♣-5+♦. 4 <sup>th</sup> hand - 10-13PC	3♥: relay.	2NT-3♥-?: 3♠/NT: 2(3)♠/♥; 4♣: 6♣; 4♦-1165; 4♥: 0265; 4♠:2065; 4NT: 6-6; 5♣/♦: 7-5;
2X	5	3♠	4 <sup>th</sup> hand - 10-13PC nat 5+		
3X	6	-	Nat. 7(6)+, preemptive; at 1st & 2nd hand standard.	New suit at level 3 is RF, at level 4 is cue bid, except 4♥/♠.	
3NT	-	-	AKDxxxx in ♣ or ♦ without side stopper.	4♣/5♣: to partner's suit; 4♦: relay;	
4♣/♦	7	-	Preemptive, nat. 7(6)+.		