

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
LIGHT: 1-level & reopening position; natural
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> live: 15-17(18)HCP, SYS ON
4th: 11-14(15) HCP, SYS ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: moderate,, sound 4 <sup>th</sup> seat/reopening (11-13)
2-Suit: 2NT: unusual (2 lowest unbid)
Reopen: 1nt: 11-14, 2NT 19-21, dbl and NT later 15-18
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue: Michaels
Jump cue: looking for stopper (gambling)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Vs. STR 1N: 2♣: majors 54+; 2♦: (5)6+ ♥/♠; 2M: 5M&4+m; 2NT: ♣+♦
4 <sup>th</sup> seat: dbl: ♣ or 4+4+ without ♣, 2♣: ♣+other, other NAT
Vs. WK 1N: 2♣ Majors, X PEN 14+, other NAT
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs. Multi: X=t/o of ♠, other nat
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
After ART 1♣/♦: 2♦: both M
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX INV+ & PEN intentions;
IM-(x): 2NT: 3+fit & INV

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4, small from xx, middle from 3 : Hxx/xxx	The same	
NT	The same	The same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	AKJ10+	
King	AK, Kx, KQ(J)(+)	KQ109+, AK, Kx, AKx(+)	
Queen	Qx, QJ(+)	QJ98+,	
Jack	Jx, J10(+), KJT(+)	Jx, K10+, KJ10+, KQJ+	
10	Tx, QT9(+)	The same	
9	109x +	The same	
Hi-X	Middle from 3, 2nd/4th	The same	
Lo-X	Low from xx	The same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1st	Rev ATT	Rev CNT	UDCA
Suit 2nd	rev CNT	Rev CNT	UDCA
3rd	S/P	S/P	
1st	Low: encouraging	Rev ENC	UDCA
NT 2nd	Low: even	low=even	low: even
3rd	S/P	S/P	
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive until 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLs/RDBLs</b>			
Lightner's dbl			

<b>W B F CONVENTION CARD</b>		
<b>Poland</b>		
CATEGORY: RED		
KAZIMIERZ OMERNIK	-	OTHER
<b>SYSTEM SUMMARY</b>		
<b>Polish Club, 5 card Major</b>		
2 over 1 GF		
1NT 15(14 <sup>+</sup> )-17HCP		
1♣ ART: 12-14 NT or 15+5+♣ or any 18+		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
2♣: 5-11hcp 4+♥ & 5+other		
2♦: 5-11hcp 4+♠ & 5+minor		
2♥: weak two		
2♠: weak two		
2NT: both minors, weak		
1♣/♦ - 1♥/♠ nat F1, may have 3cards		
1♣/♦ - 2♥/♠ 6+ in M preemptive		
1♣-1♦-1M – may have 3 cards, NF		
Splinters , cue-bids		
One-way check-back		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
When we bid game in attack		
<b>IMPORTANT NOTES</b>		
2NT: NAT when possible, Lebensohl when forced or ART (inv+/transfer)		
3 <sup>rd</sup> hand opening may be weaker, 1♦/♥ -(dbl) – 1M: NAT but may have 3 cards		
<b>PSYCHICS: rare</b>		

OPENING GS	ARTIFICI	MIN. NO. OF	NEG. DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11+hcp a) Weak nt, no 5M b) 15+4+♣ unbal/semi, c)18(17)+any	1♦: negative 0-6(7) any or 7-11 not good for 1NT or 16+ BAL no 4M 1M: nat (sometimes may have 3), may have 5m, F 1/2/3NT – NAT, limit 2m: 5+m NAT GF 2M: 6+M, weak 3m: nat, INV to 3nt 3M: 13-15, xxx in M	After 1♦:1M may have better major 3+ cards when weak nt; 1nt 18-20 bal, 2♣ NAT NF, 2♦ FG any, 2M nat, SemiF, 2nt 21-23NT 2♣ after any response at one level 5+♣ 15+hc After 1M: 2♦ 18+hcp, 3+ cards in M, relay GF Check-Back	2m nat NF
1♦		4	4♥	11-17 a) 4♦5♣ 11-14 b) 4♦ with 4♦(441) c) 5+♦	1M: nat (sometimes may have 3), may have 5m, F 2♦: inverted minor 3♣: weak hand with ♦ supp, or strong Splinter with ♦ supp 3♦: mixed raise 2♥: 10-12 BAL 2♠: 6+♣ INV	Check-Back	
1♥		5	4♥	11-17HCP	1NT: NF 2♠: INV with 3♥ supp 2nt: INV with 4+♥ supp	1♥/♠-2♣/♦-♥/♠: min, 2nt MAX, 3nt med	2♣ Drury Fit-jumps
1♠		5	4♥	11-17HCP	As above; 2♥ 5+ GF 2nt: INV with 4+♠ supp 3♥: INV with 3♠ supp	1♥/♠-2♣/♦-♥/♠: min, 2nt MAX, 3nt med	As above
1NT			3♠	15-17	2♣: Stayman / transfers / 2♠: transfer to ♣/2nt: natural INV; /3♣: transfer to ♦ 3M: shortness, 5+4+mm	1NT-2♣-2♦/♥/♠-3♣ Relay GF; 2♠/NT NF	
2♣	X		4♥	5-11 4+♥, 5+other	2♦: relay; 2♥: S/O, 2♠ 3+♠ p/c 2NT: relay, 3m INV with fit 4+♥, 3♥: pre	2♣-2♦-2♥: 5+♥, 2♠: 4+♥5+♠, 3m: 4♥-5+m 2♣-2♦-2♥-2♠: nat 4+♠, 2nt GF relay	The same
2♦	X			5-11, 4+♠, 5+minor	2♥: relay, 2♠ S/O, 2nt relay F1	2♦-2♥-2♠: 5+♠, 3m: 4♠-5+m	
2♥	X	5		2 suiter, ♥+m	2♥: relay F1, 2nt: relay with 4+♠, GF		
2♠	X	5		2 suiter ♠+m, 3 <sup>rd</sup> nat pre,	2NT R INV+; 3♣ P/C; 3♦ INV with ♠ supp; 3♥ GF ♥		
2NT	X			Both minors 4 <sup>th</sup> 21-22 pc – nt	/3♣/♦, SO /3♥: relay or nat, 3♠ nat		
3♣		6		PREE (wide range)	3M GF nat , 3♦ semi nat F1		
3♦		6		PREE (wide range)	3M GF		
3♥		6		PREE (wide range)	Nat, 4NT RKC		
3♠		6		PREE (wide range)	Nat , 4NT RKC		
3NT	X	7		1 <sup>st</sup> &2 <sup>nd</sup> SOLID m, max. D outside, 3 <sup>rd</sup> &4 <sup>th</sup> to play	4♣/5♣/6♣ P/C, 4♦ shortness ASK, 4nt length ask	/4♦: 4M ss, 4n no ss, 5♣ om SS; /4nt: 5♣-7crd, 5♦ 8crds, etc.	
4♣		6		PREE (wide range)	4M TP 4NT RKC		
4♦		6		PREE (wide range)	4M TP 4NT RKC		
4♥		6		PREE (wide range)	4NT RKC		
4♠		6		PREE (wide range)	4NT RKC		

### HIGH LEVEL BIDDING

Cuebids Splinters, RKCB 0114+Q

## SUPPLEMENTARY NOTES

### 2♣/♦ OPENING

#### Meaning:

- 2♣ - 6-11hcp 4+♥-5+other  
2♦ - 6-11hcp 4+♠-5+minor

- SN = ♣♦♥♠  
SK = ♥♠♣♦  
SN3 = 22/3minor/3Major

#### Responses after 2♣:

- 2♦ - Relay, if passed hand opener may pass with ♦'s  
2♥ - pass/correct 3+♥  
2♠ - pass/correct 3+♠ or ♠ S/O  
2nt - puppet to 3♣:  
a) S/O with minor  
b) INV+ with ♠'s  
c) INV to 4♥  
d) Slam INV with own suit  
3♣/♦ - INV to 4♥, minor+♥ supp  
3♥ - to play  
3nt - good raise to 4♥ (creates forcing pass)  
3♠/4m - Splinter with ♥ supp  
4♥ - to play

#### 2♣-2♥ (opener passes usually):

- 2♠ - 6♠4♥  
2nt - 4♥6+m  
3♣/♦ - nat 5+m - 5♥, INV  
3♥ - 6♥4♠ or 55 INV

#### 2♣-2♠ (opener passes usually)

- pass - 4(3)+♠  
2nt - 5♥4m  
3m - nat, 5+  
3♥ - 6♥4♠ INV  
3♠ - 6♠4♥ or 55 INV

#### 2♣-2nt-3♣

- Pas/3♦ - S/O  
3♥ - INV to 4♥ (suggests ♠ values)  
3♠ - INV to 4♠ with own suit 6+  
3nt/4m - slam INV with minor (3nt weaker)  
4♠ - slam INV with ♠

#### Responses after 2♦:

- 2♥ - R  
2♠ - p/c (3+♠)  
2nt - puppet to 3♣:  
a) S/O  
b) Any hand with own ♥'s  
c) INV to 4♠  
d) Strong with minor suit  
3♣ - both minors supports  
3♦/♥ - ♠ + bid suit  
3♠ - to play  
3nt - good raise to 4♠ or both minors supports  
4♠ - to play  
4nt - both minors supports

#### 2♦-2♠ (opener passes usually)

- 2nt - 4♠6+m  
3m - 5m5♠, INV to 4♠  
3♥ - 5♠3♥, extras

#### 2♦-2nt-3♣

- pass/3♥ - S/O  
3♦(!) - transfer to ♥, INV to game or slam  
3♠ - INV to 4♠ (suggests ♣ values)  
3nt/4m - slammish with minor suit (3nt weaker)  
4♥ - to play

#### Subsequent bidding 2♣-2♦-?

- 2♥ - 5♥-4+other, then:  
2♠ - 4+♠, semifrocing:  
pass - submin, 3-4♠  
2nt - misfit ♠, 4=m  
3m - misfit ♠, nat  
3♥(!) - 3=♠  
3/4♠ - 4=♠, limit  
Splinters  
2nt - R:  
3♣ - 4+♣ ->3♦ R →  
3♥/♠/nt - SN3  
4♣ - 55  
3♦ - 4=♦;->3♥ R → SN3  
3♥ - 4531/13 → 3♠ R for SN3  
3♠ - 4522  
3nt - 5♥5+♦  
4♣/♦ - 6♥4♠, shortness ♣/♦  
4♥ - 7♥4♠

3♣/♦ - nat, ♥ support, INV

3♥ - INV

3♠/4m - SPL

2♠ - 5+♠4+♥, then:

- 2nt - R:  
3♣/♦/♥ - SN3  
3♠ - 6♠4♥  
3nt - 5♠5♥  
4♣/♦ - 5♠6♥/6♠5♥  
4♥/♠ - 6♠6♥/7♠4♥

3♣/♦ - nat, ♠ support, INV

3♥ - ♥ shortness, ♠ supp, INV+

3♠ - INV

4♣/♦ - SPL with ♠ supp

4♥/♠ - to play

2nt - 4♥6+m, then:

- 3♣/♦ - p/c  
3♥ - R → minor, SN3  
3♣ - 4♥5♣ → 3♦ R → SN3  
3♦ - 4♥5♦ → 3♥ R → SN3  
3♥ - 6♥5m →  
3♠ R → minor SN3  
4m p/c

#### Further bidding 2♦-2♥-?

- 2♠ - 5♠4+m, then:  
2nt R →  
3♣ - 5♠4♣ → 3♦ R → SN3  
3♦ - 5♠4♦ → 3♥ R → SN3  
3M - 5♣/5♦  
3nt/4♣ - 6♣/♦  
3♣ - p/c INV  
3♦/♥ - values + ♠ supp, INV  
3♠ - INV  
4m/♥ - SPL  
2nt - 4♠6m, then:  
3m - p/c  
3♥ - R → SN  
3♣ - 4♠5♣ → 3♦ R → SN3  
3♦ - 4♠5♦ → 3♥ R → SN3  
3♥ - 6♠5♣ → 3♠/4♣ NF  
3♠ - 6♠5♦ → 4♦ NF

## Further and slam bidding

- After agreeing shape (2 or 3 R) further bidding is natural, but any bid at 3 level which is not R is invitational. Bidding game in longer suit or 3 card fragment is to play.
- Two lowest free bids at 4<sup>th</sup> level (sometimes 5) are slam invitations. Lower sets first partner suit (SK), higher – further suit. For instance, if pd has ♥+♣, lower sets ♥, higher ♣. Bidding agreed suit is passive. Opener should prefer to show unbid shortness. In sequences where last response 4♣ showed both Majors there is only one INV bid - 4♦ and opener may bid: 4♥: negative for ♥, unknown for ♠; 4♠: negative for ♠, positive for ♥, 4nt: positive for both, 5m Shortness and positive for both. In many slam sequences standard bidding.
- Jump shift may also be enter to slam bidding

## Competitive bidding

- After OPS overcall at 2 leve dbl is p/c, however opener should have solid suit for penalty pas. T/o doubles to 3♣ after 2♦ and to 3♦ after 2♣. Penalty after 2nt.
- Other bidding by responder is natural and 2nt is for take out, and often could be INV with supp.
- After OPS dbl responder bids are as follows:
- After 2♣-(dbl)-?
  - Pass - 3(2+)♣m after second OPS pass opener bids:
    - Rdbl - 5♥4♦ or ♠
    - 2♦ - 5+♥4+♥
    - 2♥ - 5♥4♣ or 6♥
    - 2♠ - 6♠4♥
  - Rdbl - 4+♣, strong
  - 2♦/♠ - nat
  - 2nt - F1, often with ♥ supp, min INV
  - Other - system ON
- After 2♦-(dbl)-?
  - Pass - 3(2+)♦, after second OPS pass openr bids:
    - Rdbl - blacks
    - 2♥ - 3♥
    - 2♠ - nat, likely 4♦
    - 3♣ - 6♣
  - Rdbl - 4+♦, strong
  - 2♥/3♣ - nat

- 2nt - F1, likely with ♠ supp INV+ or strong without ♦
- After second OPS dbl:
  - 2♣-pass-2♦-dbl-?
    - Pass - 4+♦
    - Rdbl - 2-3♦ MAX
    - Other - system ON
  - 2♦-pass-2♥-dbl-?
    - Pass - 3♥
    - Rdbl - 2-3♥ MAX
    - Other - system ON
- After second OPS dbl for negative bid:
  - 2♣-pass-2♥-dbl-?
    - 2♠ - 6+♠
    - 2nt - 7(6)m
    - 3m - 5♥/5m
  - 2♦-pass-2♠-dbl-?
    - 2nt - 7(6)m
    - 3m - 5♠5m