

DEFENSIVE AND COMPETITIVE RIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
NATURAL 5+; 8-18 hcp	
2♣ and CUE: F1; T/O DBL and other bids natural	
1♣ - DBL: +12 hcp any shape	
1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-18 HCP; natural – system on	
4 th : 10-15 HCP; balanced	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Jump: weak	
2NT: m/m +5/+5; 2NT against 1♣/♦:5+♥/5+other m	
Reopen: INTERMEDIATE	
DIRECT AND JUMP CUE-BIDS (Style; Responses) Reopen	
1♣ - 2♣: nat. against Polish Club or 5+♠/5+♦(♥) against	
1♦-2♦:5+♠/5+♣(♥)	
1♥(♠)-2♥(♠): 5+m/5+otherM	
JUMP: asking about stopper	
VS. NT (vs. Strong/Weak; Reopening; PH)	
DBL = 4 M. and +5 m.; 2♣ = 4+♥ and 4+♠; 2♦ = 6+(5) ♥ or ♠; 2♥/♠ = 5+♥/♠ and 4+ ♣ or ♦ 2NT = 5+/5+ ♣ and ♦	15 - 17
DBL: +13 hcp, balanced; Others: as above	11 - 14
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Jumps are constructive, NT = nat, Dbl = t/o (4♠ up =	
Leaping and Nonleaping michaels	
VS. ARTIFICIAL STRONG OPENINGS	
1♣ - Dbl: ♣; 1♦/♥/♠: nat.; 1NT: twosuit, weak +5m and	
higher: same as vs. 1 NT	
OVER OPPONENT`S TAKEOUT DOUBLE	
RDBL: STRONG	
Over: 1♥/♠ - DBL - Transfers	
Over: 1♥/♠ - DBL - 2NT: 10-11 HCP support 4+ in opening	

LEADS AND SIGNALS			
OPENING LEADS STYLE:			
	Lead	In Partner's Suit (unsupp)	
SUIT:	2/4	3/5	
NT:	2/4	3/5	
SUBSE	2/4 /Att.	3/5/Att.	
OTHER: After 3NT/4♥/4♠ opening and 5 level up - russinov			
LEADS			
LEAD:	VS. SUIT	VS. NT	
ACE:	AK+	AK+ Asks for att.	
KING:	AK; KQ+; AK+	AKJ10+, KQ+	
QUEEN	QJ+	QJ+; AQJ+; KQ10+	
JACK:	J10+; HJ10+	same	
10:	10x; H109+	same	
9:	109+; H9x; H98+	same	
HI-x:	Hxx; xxx+	same	
LO-x:	Hxxx+ xx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Lav. (S/P)
Suit 2	Att.	Lav. (S/P)	count
3	Lav. (S/P)		
1	Att./count	Smith	Lav. (S/P)
NT 2	Lav (S/P)	count	count
3			
SIGNALS (including Trumps)			
Lo/Hi = enc, even, positive smith			
DOUBLES			
DOUBLES			
TAKE DOUBLES (Style, Responses, Reopening)			
Standard, may be weak whith passed partner			
SPECIAL, ARTIFICAL AND COMPETITIVE DUBLES/REDOUBLES			
1♣/♦ - 1♥ - x = points without 4+ spades			
Support double and redouble			

CATEGORY:

EVENT : All

PLAYERS: ADOLF BOCHENSKI

JERZY KOZYCZKOWSKI

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Polish Club	
Forcing One Round 1♣ (+12 HCP):	
5-card MAJOR	
1 NT Opening: 15(14)-17 HCP (poss. = 5 M, 6m,	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣: 11-14 hcp bal, 18+ HCP any shape, 15+ hcp nat.	
2♣: 11-15 hcp, 5+ ♣ and = 4♥/♠ or 6+♣ (Precision)	
2♦: 4-10 hcp, 6 ♥ or ♠ or 24-25 hcp bal	
2♥: 4-10 hcp, 5+/5+(4) ♥ and minor	
2♠: 4-10 hcp, 5+/5+(4) ♠ and minor	
SPECIAL FORCING PASS SEQUENCES	
1NT – (dbl. = points) – pass forced to rdbl.	
IMPORTANT NOTES THAT DON`T FIT ELSEWHERE	
PIDO – after intervention of RKCB	
RKCB answer: 2A+Q+first K colour	
PSYCHICS:	
Rare: 1♦-pas or dbl -1♥/1♠; 1♥-pas or dbl -1♠	

OPENING	ARTIFICIAL	CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♥	12-17 hcp natural 12-14 hcp preparatory +18 hcp any shape	1♦: 0-6(7) hcp, any shape; 1♥/♠: +7 hcp, +4(3) ♥/♠, longer ♣/♦ poss. 2♣/♦: +12 hcp, w/o 4M, GF; 2♥:9-11 unbalanced with minor(s); 2♠: tsf to 2/3NT invit+	1♣-1♦-1♥/♠: 12-20 hcp +4(3)♥/♠; 1♣-1♦-2♦: any shape, GF 1♣-1♦-1NT/2NT: 18-19/22-23 hcp, balanced; 1♣-1♥/♠-2♦: +18 hcp, +3♥/♠ BUBROTKA 1♣-1♥/♠-1♠/NT-2♣/2♦ = two-way check back	
1♦		4	4♥	12-17 hcp +4♦	1♥/♠/NT: natural; 2♥/♠: = 5+♠+4♥ and 7-9/10-11 hcp 2♦: +10 hcp, +4♦, max 3 cards in M., asking for stopper 3♦: mixed raise. 3♣: 6+♣ 9-11hcp; 3♥/♠: SPLINTER	1♦-1♥/♠-1♠/NT-2♣/♦ = two-way check back	
1♥		5	4♥	11-17 hcp +5♥	1NT: 7-11hcp or 4-6hcp 3+♥; 2♣: GF nat or art. 2♦: nat GF; 2NT: invit, +3♥; 3♣/♦: 8-11 hcp, 6+ ♣/♦; 1♥- 2♠/3♥: mixed raise	1♥-1♠-1NT-2♣/♦ = two-way check back Skoki nowym – INVIT 5+5+ Skoki własnym – ASO na monocolor	2♣: DRURY 2 NT: Supp.
1♠		5	4♥	11-17 hcp +5♠	1NT: 7-11hcp or 4-6hcp 3+♠; 2♣: GF nat or art. 2♦: GF nat.; 2NT: invit 3+♠ 3♣/♦: 8-11 hcp, 6+ ♣/♦; 1♠-3♥/3♠: mixed raise	1♠- 2♣- 2♦ = 14-15 (exclude 4♥)	The same as above
1NT		3♠		15(14)-17 hcp 5M or 6m. poss. singl. poss.	2♣: +0 hcp STAYMAN 4M not ness.; INV without M in Stayman 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, 3♣:5/5 m, weak; 3♦: 5/5M at least inv. 3♥/♠: Frag ♥/♠ and +4/+5m	1NT-2♣-2♦-2♥/♠: NF; 1NT-2♣-2♥/♠-3♦/♥ = strong support FG 1NT-2♣-2♦/♥/♠-3♣ = art. FG; 1NT-2♣-2♦-3♦ = really abouy 3M, 3♥/♠ - short, 4M, 5431	
2♣		5	4♥	11-14 hcp +6♣ or +5♣ and 4M	2♦: +9 hcp F1; 2♣-2♥/♠: +5♥/♠, NF; 2♣-3♣: no inv. 2♣-3♥/♠: 9-11 hcp +6 ♥/♠; 2♣-2NT: inv. 5+4+ M/M, or GF 5/5 M/M 2♣-3♦GF 6+♦	2♣-2♦-2NT/3♣: +6♣, min/max 2♣-2NT-3♣/♦ = 2- in M/3+ in at list one M 2♣-2♦-3♦/♥/♠: +4/+6 good suits; 2♣-2♦-2♥/♠-2NT = invit. 2♣-2♦- 2♥/♠/NT/ 3♣-3♦: ask for singl.	
2♦	X	0	Only after 3♦	4-11 hcp +6(5)M 24-25 hcp bal	2♦-2♥/♠: NF; 2♦-2NT: F1.; 2♦-3♥: pass or correct, pre. 2♦-3♣: bid Your suite by TRF; 2♦-3♦: bid Your suite by DIR 2♦- 4♣/♦: support in M	2♦-2NT-3♣: bad hand; 2♦-2NT-3♣-3♦: FG; 2♦-2NT-3♦: good hand with ♥; 2♦-2NT-3♥: good hand with ♠ 2♦-2NT-3♠: 2 from 3 honors (♥ or ♠) 2♦-2NT-3NT: AKQxxx (♥ or ♠)	
2♥		5		4-11 hcp, +5♥ and +5(4)m	2♥-2♠: nat F1, 2♥-2NT:GF, 3♣:pass or correct 2♥-3♦: invite to 4♥, 2♥-3♥: preemptive	2♥-2NT-3♣-3♦(ask)-3♥/♠/NT/4♣: min. singl ♦/♠ max. singleton ♦/♠ 2♥-2NT-3♦/♥/♠: min/max singl.. ♣/max singl ♠	
2♠		5		4-11 hcp, +5♠ and +5(4)m	2♠-2NT: GF, 2♠-3♥ nat GF 3♣:pass or correct 2♠-3♦: invite to 4♠, 2♠-3♠: preemptive	2♠-2NT-3♣-3♦(ask)- 3♥/♠/NT/4♣: min. singl ♦/♠ max. singleton ♦/♠ 2♠-2NT-3♦/♥/♠: min/max singl.. ♣/max singl ♠	
2NT		4♥		20-21 bal 5M or 6m. or singl. possible	Puppet Stayman, transfers, 3♠: transfer to 3NT (strong minors hands); 3NT/4♣/♦/♥/♠: to play	2NT-3♣-3♥: no Majors; 2NT-3♣-3♥-3♠: 5♥/4♠	
3♣		6		4-11 hcp +6♣, pre.	4♦: ace asking,(conditional) ; 3♦ :ask 3 crd M		
3♦		6		4-11 hcp +6♦, pre.	4♣: ace asking, (conditional)		
3♥		7		4-11 hcp +7♥, pre.	4♣: ace asking, (conditional)		
3♠		7		4-11 hcp +7♠, pre.	4♣: ace asking, (conditional)		
3NT	X			Gambling with ♣ or ♦	4♦: ®, asking about shortness	3NT-4♦: 4♥ = 0 or 1 ♥; 4♠ = 0 or 1 ♠; 4NT = without short., 5♣/♦ = m. short.	
4♣		7		Pre.		SLAM KONVENTIONS	
4♦		7		Pre.		RCB (102), Hoyt, Cue-bids, Splinter	

