DEFENSIVE AND COMPETITIVE BIDDING	L	EADS AND SIGNALS	;	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE			
LIGHT: 1-level & reopening position; natural	Lead	In Partn	er's Suit	Poland
	Suit 2/4, small from 2		e	
	from 3 : Hxx/xxx	The sam	2	CATEGORY: RED
	IN I THE Same	The san	<u> </u>	KRZYSZTOF SIKORSKI - OTHER
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			
2 nd /4 th live: 15-17(18)HCP, SYS ON	Lead Vs. Suit	Vs. NT		
4th: 11-14(15) HCP, SYS ON	Ace $AKx(+), Ax(+)$	AKJ10+		
	King $AK, Kx, KQ(J)(\cdot)$, AK, Kx, AKx(+)	
	Queen Qx, QJ(+) Jack Jx, J10(+), KJT(-	QJ98+,	-, KJ10+, KQJ+	SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 Tx, QT9(+)	The sam		Polish Club, 5 card Major
1-Suit: moderate,, sound 4 th seat/reopening (11-13)	$\frac{10}{9}$ $\frac{1x, Q19(+)}{109x +}$	The sam		2 over 1 GF
2-Suit: 2NT: unusual (2 lowest unbid)	Hi-X Middle from 3, 2			1NT 15(14 ⁺)-17HCP
D 1 11 14 2 VIT 10 21 111 1 1 VIT 1 1 15 10	Lo-X Low from xx	The sam	e	1
Reopen: 1nt: 11-14, 2NT 19-21, dbl and NT later 15-18	SIGNALS IN ORDER OF PR		D: 1:	1 ART: 12-14 NT or 15+5+ or any 18+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead	Discarding	CRECIAL BIRG THAT MAY DECLIDE DEFENCE
Direct cue: Michaels	1st Rev ATT Suit 2nd rev CNT	Rev CNT	UDCA	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Jump cue: looking for stopper (gambling)	3rd S/P	Rev CNT S/P	UDCA	2*: 5-11hcp 4+
	1st Low: encouraging	Rev ENC	UDCA	2 ♦: 5-11hcp 4+ ♦ & 5+minor 2 ♥: weak two
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2nd Low: even	low=even	low: even	2♦: weak two
Vs. STR 1N: 2♣: majors 54+; 2♦: (5)6+ ♥/♠; 2M: 5M&4+m; 2NT: ♣+♦	3rd S/P	S/P	iow. even	2NT: both minors, weak
4 th seat: dbl: * or 4+4+ without * , 2 * : * +other, other NAT	Signals (including Trumps):	3/1		2141. both minors, weak
4 Seat. doi: # 014141 Without #, 2#. # former, other 1711	Eighais (merading 17umps).			1♣/♦ - 1♥/♠ nat F1, may have 3cards
				$1 */ \bullet - 2 */ \bullet 6 + \text{ in M preemptive}$
Vs. WK 1N: 2. Majors, X PEN 14+, other NAT				1 . -1 . -1 M – may have 3 cards, NF
		DOUBLEC		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES		
	TAKEOUT DOUBLES (Style:	Responses; Reopenin	g)	Splinters, cue-bids
Vs. Multi: X=t/o of ♠, other nat	Aggressive until 4♥			One-way check-back
				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2				When we bid game in attack
	annativ ingeresativ a a	OMPETER DE	nnnv	
After ART 1♣/♦: 2♦: both M	SPECIAL, ARTIFICIAL & C	OMPETITIVE DBLs/	RDBLs	
	4 1			
OVER OBBONENESS TAVEOUT POVER				HADODE SVENOTES
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner's dbl			IMPORTANT NOTES
XX INV+ & PEN intentions;				2NT: NAT when possible, Lebensohl when forced or ART (inv+/transfer) 3 rd hand opening may be weaker, 1 ◆/♥ -(dbl) – 1M: NAT but may have 3
	1 1			3 th hand opening may be weaker, 1 ♦ / ♥ -(dbl) – 1M: NA1 but may have 3 cards
1M-(x): 2NT: 3+fit & INV				
(1), 2:(1, 3 · 11 · 0 · 11 · 1	1			PSYCHICS: rare
	J L			

OPENING GS	ARTIFICI	MIN. NO.	NEG. DBL				
OPE	ART	MIN	NE	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.*	X	0		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♥	11-17НСР	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♥	11-17НСР	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 rd nat pre,	2NT R INV+; 3♣ P/C; 3♦INV with ♠ supp; 3♥ GF ♥		
2NT	X			Both minors 4 th 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 A 3NT	X	7		PREE (wide range) 1st&2nd SOLID m, max. D outside, 3rd&4th to play	Nat , 4NT RKC 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 = 4 + 4
- SK = **♥ ♣ ♦**
- $SN3 = \frac{22}{3} minor/3 Major$

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
- $3 \clubsuit / ♦$ INV to 4 ♥, minor+♥ supp
- 3♥ to play
- 3nt good raise to 4♥ (creates forcing pass)
- 3 A/4m Splinter with <math> volume 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 \bullet INV to 4 \bullet with own suit 6+
- 3nt/4m slam INV with minor (3nt weaker)
- 4♠ slam INV with ♠

- Responses after 2♦:
- 2♥ R
- $2 \blacktriangle p/c (3+ \blacktriangle)$
- 2nt puppet to 3♣:
 - a) S/O
 - b) Any hand with own ♥'s
 - c) INV to 4
 - d) Strong with minor suit
- both minors supports
- $3 \spadesuit / \heartsuit \spadesuit + bid suit$
- 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
- $3 \diamond (!)$ transfer to \checkmark , 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=♠
 - $3/4 \spadesuit 4 = \spadesuit$, limit
 - Splinters
 - 2nt R:
 - $3 \clubsuit 4 + \clubsuit -> 3 \spadesuit R \rightarrow$ $3 \checkmark / \spadesuit / nt - SN3$
 - 4. 55
 - $3 \blacklozenge -4 = \blacklozenge :->3 \blacktriangledown R \rightarrow SN3$
 - 3 **v** − 4531/13 \rightarrow 3 **A** R for SN3
 - 3♠ 4522
 - 3nt 5♥5+◆
 - $4 . / \bullet 6 . 4 .$, shortness $. / \bullet$
 - **4♥ 7♥4**♠

- $3 \clubsuit/ ♦$ nat, ♥ support, INV
- 3♥ INV
- $3\, \blacktriangle/4m SPL$
- 5+4+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 $-4 \checkmark 6+m$, then:
 - 3♣/♦ p/c
 - $3 \lor -R \rightarrow minor, SN3$
- $3 \clubsuit 4 \blacktriangledown 5 \clubsuit \rightarrow 3 \spadesuit R \rightarrow SN3$
- $3 \blacklozenge -4 \blacktriangledown 5 \blacklozenge \rightarrow 3 \blacktriangledown R \rightarrow SN3$
- $3 \checkmark 6 \checkmark 5m \rightarrow$
 - $3 \land R \rightarrow minor SN3$
 - 4m p/c

Further bidding 2♦-2♥-?

- $2 \blacktriangle$ $5 \blacktriangle 4+m$, then:
 - 2nt R \rightarrow
 - $3 \clubsuit 5 \spadesuit 4 \clubsuit \rightarrow 3 \spadesuit R \rightarrow SN3$
 - $3 \diamond -5 \diamond 4 \diamond \rightarrow 3 \lor R \rightarrow SN3$
 - 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
 - $3 \lor -R \rightarrow SN$
- $3 \clubsuit 4 \clubsuit 5 \clubsuit \rightarrow 3 \spadesuit R \rightarrow SN3$
- $3 \blacklozenge -4 \spadesuit 5 \blacklozenge \rightarrow 3 \blacktriangledown R \rightarrow SN3$
- $3 \checkmark -6 \land 5 \checkmark \rightarrow 3 \land /4 \checkmark NF$ $3 \land -6 \land 5 \checkmark \rightarrow 4 \checkmark NF$

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 4th 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 ♥, uknown 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♥
 - o Rdbl 4+♣, strong
 - o 2♦/**** nat
 - o 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 **A** nat, likely 4 **♦**
 - 3♣ 6♣
 - o Rdbl 4+♦, strong
 - \circ 2 \checkmark /3 \clubsuit nat

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