


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				Convention Card																												
<p><b>OVERCALLS (style; responses; re opening live)</b>            Overcalls natural, 5+ cards            Responses:            Cue bid = F1            2♣ = Drury;            New suit = NF;            Jump in opening suit = Mixed Raise</p>	<p><b>OPENING LEADS STYLE</b></p> <table border="1" data-bbox="719 145 1525 308"> <thead> <tr> <th></th> <th>Lead</th> <th colspan="2">In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>2./4.</td> <td colspan="2">2./4.</td> </tr> <tr> <td>NT</td> <td>2./4.</td> <td colspan="2">2./4.</td> </tr> <tr> <td>Subseq</td> <td>2./4.</td> <td colspan="2">2./4.</td> </tr> </tbody> </table>					Lead	In Partner's Suit		Suit	2./4.	2./4.		NT	2./4.	2./4.		Subseq	2./4.	2./4.		 <p>Category: Red            Country: Poland            Event: All            Players: Marek Wójcicki – Tomasz Sielicki</p>												
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<p><b>JUMP OVERCALLS (style; responses, NT)</b>            One level jump = preemptive            2NT - 2 lowest suits            Two level jump = preemptive            Re opening = constructive</p>	<p><b>LEADS</b></p> <table border="1" data-bbox="719 347 1525 528"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th colspan="2">Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK(+)</td> <td colspan="2">AK(+)</td> </tr> <tr> <td>King</td> <td>AK(+), KQ(+)</td> <td colspan="2">AKJ(+), KQJ(+), KQ10(+)</td> </tr> <tr> <td>Queen</td> <td>KQ(+), QJ(+), AQJ(+)</td> <td colspan="2">QJ(+), KQ(+), AQJ(+)</td> </tr> <tr> <td>Jack</td> <td>J10(+), AJ10(+), KJ10(+)</td> <td colspan="2">J10(+), AJ10(+), KJ10(+)</td> </tr> <tr> <td>10</td> <td>H109(+), 10x</td> <td colspan="2">H109(+), 10x</td> </tr> <tr> <td>9</td> <td>109(+)</td> <td colspan="2">109(+)</td> </tr> </tbody> </table>				Lead	Vs. Suit	Vs. NT		Ace	AK(+)	AK(+)		King	AK(+), KQ(+)	AKJ(+), KQJ(+), KQ10(+)		Queen	KQ(+), QJ(+), AQJ(+)	QJ(+), KQ(+), AQJ(+)		Jack	J10(+), AJ10(+), KJ10(+)	J10(+), AJ10(+), KJ10(+)		10	H109(+), 10x	H109(+), 10x		9	109(+)	109(+)		<p><b>GENERAL APPROACH AND STYLE</b>            Natural system with multipurpose 1♣. Based on Polish Club.            1♣ opening = 11-13 HCP BAL or strong            1♥/♠ opening = 10-17 HCP 5+ cards            1NT opening = 14-16 HCP BAL            2♣ opening = Precision: 10-14 HCP 5-♣-4-M or 6+♣</p>
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<p><b>DIRECT and JUMP CUE BID</b>            1♥/♠ - 2♥/♠ = Michaels            1♣/♦ - 2♦ = majors            Jump cue bid = asks for stopper</p>	<p>High-x    xXx(+), HXx, 10Xx(+)</p> <p>Low-x     xX, HxxX(+)</p> <p>xXx(+), HXx, 10Xx(+)</p> <p>xX, HxxX(+), 10Xxx(+)</p>				<p><b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>            2♦ = MULTI 5-9 HCP 6+♥/♠            1♣-1♦ = 0-6 HCP any or 7-12 HCP minor(s) w/o 4-M            1♣-1♦-1♥/♠ = suit 3+            NV 2♥/♠ openings can be 5-M-4-minor            NV vs V 3♥/♠ openings destructive</p>																												
<p><b>VS. NT (strong/weak; responses; re opening live;)</b>            Against strong:            DBL = 5+minor-4+M; 2♣ = majors; 2♦ = 5+♥/♠; 2♥/♠ = 5+♥/♠-4+ minor            Re-open: dbl = ♣ or 2suits w/o ♣; 2♣ = ♣ + another, other = NAT            Against weak:            DBL = 13+ HCP; 2♣ = majors; 2♦/♥/♠/3♣ = NAT</p>	<p><b>SIGNALS IN ORDER OF PRIORITY</b></p> <table border="1" data-bbox="719 743 1525 1031"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>Suit=1<sup>st</sup></td> <td>Low = enc</td> <td>L./h. = even</td> <td>Lavinthal</td> </tr> <tr> <td>2<sup>nd</sup></td> <td>L./h. = even</td> <td>Lavinthal</td> <td>L./h. = even</td> </tr> <tr> <td>3<sup>rd</sup></td> <td>Lavinthal</td> <td></td> <td></td> </tr> <tr> <td>NT=1<sup>st</sup></td> <td>Low = enc</td> <td>L./h. = even</td> <td>Lavinthal</td> </tr> <tr> <td>2<sup>nd</sup></td> <td>L./h. = even.</td> <td>Lavinthal</td> <td>L./h. = even.</td> </tr> <tr> <td>3<sup>rd</sup></td> <td>Lavinthal</td> <td></td> <td></td> </tr> </tbody> </table> <p>Smith signal against NT (low enc)</p>					Partner's Lead	Declarer's Lead	Discarding	Suit=1 <sup>st</sup>	Low = enc	L./h. = even	Lavinthal	2 <sup>nd</sup>	L./h. = even	Lavinthal	L./h. = even	3 <sup>rd</sup>	Lavinthal			NT=1 <sup>st</sup>	Low = enc	L./h. = even	Lavinthal	2 <sup>nd</sup>	L./h. = even.	Lavinthal	L./h. = even.	3 <sup>rd</sup>	Lavinthal			
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<p><b>AGAINST STRONG ARTIFICIAL OPENINGS</b>            After strong 1♣:            DBL = majors; 1♦/♥/♠ = NAT            1NT = minors; 2♣ = majors            2♦ = 5+♥/♠; 2♥/♠ = 5+♥/♠-4+ minor</p>	<p><b>TAKEOUT DOUBLES (style; responses; re opening)</b>            a) 12+ HCP, 3+ in all unbid majors, 2+ in all unbid minors            b) 16+PC any            responses: NAT, Cue bid = GF            re opening double = 8+ HCP</p>																																
<p><b>OVER OPPONENT'S TAKE OUT DOUBLE</b>            New suit F1 on 1<sup>st</sup> level, NF on 2<sup>nd</sup> level            1M – DB L- 3M = PRE            jump bids = suit + SUPP; after 1♣ - DBL – 1 level transfers</p>	<p><b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>            negative double – takeout for unbid suits            1♣/♦/♥ - (pas) - 1♥/♠ - (1/2x) - DBL with 3- card SUPP</p>				<p><b>ABBREVIATIONS</b></p>																												

Openings	ART	Min.	Neg dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	0	4♥	11-13 HCP BAL 11-17 HCP 4414 15+ HCP 5+♣ 18+ HCP any (17 HCP BAL)	1♦ = 0-6 HCP any or 7-12 HCP minor(s) w/o 4- 1♥/♠ = 7+ HCP 4+; 1NT = 7-11 HCP NAT, NF 2♣/♦ = GF NAT; 2♥/♠ = 4-8 HCP 6+ 2NT = INV BAL; 3♣/♦ = INV 6+ 3♥ = 16-17 HCP BAL; 3♠/3NT = 13-15 HCP BAL	1♣ - 1♦ ? 1♥/♠ = NF 3+♥/♠; 1NT = 19-21 HCP BAL 2♦ = GF ART; 2NT = 22-23 HCP BAL 3♥/3♠/4♣ = GF two suiters  1♣ - 1♥/♠ - 2♦ = GF ASK Two-way checkback	
1♦		4	4♥	11-17 HCP 5+♦ 11-17 HCP (4441) 11-14 HCP 5-♣-4-♦	2♦ = F1 4♦; 2♥/♠ = 4-8 HCP 6+ 2NT = INV BAL; 3♣ = INV 6+ 3♦ = MIXED RAISE	Two-way checkback	
1♥		5	4♦	10-17 HCP 5+♥	2NT = GF SUPP ♥; 3♣ = MIXED RAISE 3♦ = INV SUPP ♥; 3♥ = PRE	Two-way checkback	Drury (2♥ the weakest, 2♦ = 11-14 HCP)
1♠		5	4♥	10-17 HCP 5+♠	2NT = GF SUPP ♠; 3♣ = MIXED RAISE 3♦ = INV SUPP ♠; 3♥ = INV NAT; 3♠ = PRE		Drury (2♠ the weakest; 2♦ = 11-14 HCP)
1NT			-	14-16 HCP BAL maybe 5-M	2♣ = STA may be w/o 4-M; 2♦/♥ = TRF; 2♠ = TRF ♠; 2NT = TRF ♦; 3♣ = WEAK minors; 3♦ = ASK; 3♥/♠ = S/S; 4♣ = majors; 4♦/♥ = TRF		
2♣		5	4♥	10-14 HCP 5-♣-4-M or 6+♣	2♦ = ASK; 2♥/♠ = NF NAT; 2NT = puppet to 3♣; 3♠ = INV; 3♦/♥/♠ = INV NAT		
2♦	Y	0	2♣	5-9 HCP 6+♥/♠ (NV rarely 5-♥/♠)	2♥/♠ = P/C; 2NT = ASK; 3♣/4♣ = show your suit by transfer		
2♥		5	-	5-9 HCP 5+♥-5+minor (NV 5-♥-4-minor)	2♠ = NF NAT; 2NT = ASK; 3♣ = P/C; 3♦ = INV SUPP ♥		
2♠		5	-	5-9 HCP 5+♠-5+minor (NV 5-♠-4-minor)	2NT = ASK; 3♣ = P/C; 3♦ = INV+ 6+♥; 3♥ = INV SUPP ♠		
2NT	Y		-	5-10 HCP or GF 5+♣-5+♦	3♣/♦ = S/O; 3♥/♠ = ART		
3X		6	-	NAT PRE			
3NT	Y	0	-	GAMBLING, solid minor w/o a side stopper	4♣ = P/C; 4♦ = ASK		
4X		7	-	NAT PRE			

### HIGH LEVEL BIDDING

CUE-BIDs 1st or 2nd class

4NT = Key-card (5) Blackwood: 5♣ = 1-4; 5♦ = 0-3; 5♥ = 2 without Q; 5♠ = 2 with Q

SPLINTER

### BIDDING AFTER OPPONENT INTERVENTION

1♣/♦/♥/♠ - <OVERCALL>: 2-over-1 = NF

1♥/♠ - <OVERCALL>: 2NT= GF SUPP M; CUE = INV SUPP M

1NT - <DBL>: after conv DBL system on

1NT - <OVERCALL>: DBL = T/O; 2NT = LEB; 3♣/♦/♥/♠ = TRF