

COMPETITIVE AND DEFENSIVE BIDDING	LEADS NAD SIGNALS	CONVENTION CARD																								
OVERCALLS: light on 1 level, sound on 2 level; 2♣ response - Drury with fit; One over one response – forcing;	Against suit: honours - natural; spots – natural; Against NT: honours - sophisticated; Against 6 level contracts: Rusinow;	Mirek MIŁASZEWSKI – Stefano SZENBERG																								
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after 1♣ opening;	Under a honour: third – middle, fourth or longer – fourth best; Bold first leads against NT, underlined – first leads against suit if different then against NT;																									
1NT overcall: 16-18 PC; Re open: 10-14 PC, can be without stopper in opener's suit;	AK KD DW W10 10x AKx KDx DWx W10x 109 AKWx KDxx DW109 W1098 109x <u>AKW10x</u> KDWx KD10x <u>KW109</u> 98x xx ADWx <u>KW10x</u> KD109x K109x xxx AWxx Kxx Dxx Wxx 10xx xxxx KWxxx Kxxx Dxxx Wxxx 10xxx xxxxx Kxxxx Kxxxx D109x Wxxxx 10xxxx xxxxxx	BASIC SYSTEM: short club with artificial gadgets																								
JUMP OVERCALLS: preemptive;		1♣ opening: short with artificial 1♦ response																								
TWOSUITERS: Cue bid – with highest unbid suits; 2NT – two lowest unbid suits (after natural (3+)) 1♣ – 2♦=♦+♥);		Major suits preference: Only in competitive and defensive bidding, without intervention only with hands up to 11PC;																								
AGAINST 1NT (14-15-18) OPENING: Direct: dbl. – twosuit 5+-4+ with 5 in a major; 2♣/♦ - 5+♣/♦ i 4 in a major; at re-open: 2♣ - majors; 2♦ - one major suit; 2♥/♠ - 5+♥/♠ with 4+ in minor; After weak 1NT – like after strong at re-open	DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: 1 – count odd; 2 – even; D – discouraging; E –encouraging; L – Lavinthal;	OPENINGS WHICH CAN REQUIRE DEFENCE																								
AFTER STRONG PASS AND STRONG 1♣: dbl. – good hand; 1NT – any twosuit; overcall – light, suit (3)4+; 2 level – preemptive	<table border="1"> <thead> <tr> <th></th> <th>Card:</th> <th>LOW</th> <th>HIGH</th> </tr> </thead> <tbody> <tr> <td rowspan="3">SUIT</td> <td>To partner's lead</td> <td></td> <td></td> </tr> <tr> <td>To declarer's lead</td> <td></td> <td></td> </tr> <tr> <td>When not follow the suit</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NO TRUMP</td> <td>To partner's lead</td> <td></td> <td></td> </tr> <tr> <td>To declarer's lead</td> <td></td> <td></td> </tr> <tr> <td>When not follow the suit</td> <td></td> <td></td> </tr> </tbody> </table>			Card:	LOW	HIGH	SUIT	To partner's lead			To declarer's lead			When not follow the suit			NO TRUMP	To partner's lead			To declarer's lead			When not follow the suit		
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LEBENSÖHL – after jump overcall on 2 level; after 1NT opening and overcall on 2 level; after take out double against weak two in major; after overcall of second defender on 2 level;		2♣ - Acol – game forcing, any distribution																								
AFTER OPPONENT'S TAKE OUT DOUBLE: After 1♣ - dbl.: pass – negative, 1♦/♥ - transfers, 7+PC, 1♠ - 5+♣, 6-9 PC, After natural openings – 1/2/3NT – raise with defensive values; Jump in a new suit after 1♥/♠ - suit + fit	IN TRUMP SUIT – leads an discards – usually Lavinthal	2♦ - 6-10 PC, 6+♥/♠;																								
	SPECIAL DOUBLES	2♥ - 6-10 PC, 5+-5+ hearts and minor;																								
	Opener's double after RHO overcall	2♠ - 6-10 PC, 5+-5+, spades and minor;																								
	Lightner double, lead directing doubles	2NT – 20-22 balanced;																								
	Optional double when fit was found	3NT – solid minor without side stopper																								
		PREEMPTS ON 4332 RULE																								
		PSYCHICS: RARE																								

OPENING	TICK IF AR-TIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	3♠	11-14 PC or 18-23 PC, balanced; 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC, balanced GF without 4 in major; 2♣/♦ - 5+♣/♦, GF; 4♣/♦ - 7+ solid ♥/♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-2♣-2♦ = 16+PC with ♣ fit 1♣ - 1♥/♠ - 2♦ = GF, 6+♣ or 5+♣ and 4♦; 1♣-1♥/♠-3♦ = 18+PC, balanced with 4♥/♠;	1NT = 9-11 PC; major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level 1♣-1♦-1♥/♠ = ♠/♥ 1♣-1♥-dbl. = ♠, 1♠=no 4♠
1♦		4	3♠	10-22 PC, 5+♦ (4 when 4441)	2♣ - can be 2+♣ with strong hand ♦ fit; 3♥/♠, 4♣ - Splinter;	1♦-2♣-2♦ = 16+PC, any 1♦-2♣-2♥ = nat. or 5332 1♦-1♥/♠ - 2NT = GF	major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level 1♦-1♥-dbl. = ♠, 1♠=no 4♠
1♥/♠		5	3♠	10-22 PC, 5+♥/♠, possible longer minor;	2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 2♠/NT - 6-9 PC, fit and singleton in a side suit; 1♥-2NT - GF; spade suit; 3♠/NT - 10-12 PC, fit and singleton in a side suit; Splinter - 13+ PC;	1♥/♠-1NT-2♣ = nat. or 5332 1♥-1NT-2NT = invitational; 1♥-1NT-2♠=GF without 4♣/♦ 1♠ - 1NT-2NT = GF 1♥-1♠-2NT = GF without side suit, can be unbalanced	Major suits preference; 1NT not forcing; 2♣ - by passed hand - Drury with fit; jump - suit + fit; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1NT				15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥ - transfer; 2♠ transfer to ♣; 3♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative double on 3 level;
2♣	x	0		Game forcing, any distribution	2♦ - no A and K or 3K; 3♥/♠, 4♣/♦ - one looser suit;		
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT - relay; 3♣ - art. GF with any 5+ suit; 3♦ - invitation to game in opener's suit; 3♥ - preempt with fits in majors; 4♣/♦ - asking for suit;	2♦-2NT - 3♣ - ♥, bad hand 3♦ - ♠, bad hand 3♥ - ♥, good hand 3♠ - ♠, good hand	3♣ -sign off;
2♥	x	5		6-10 PC, 5+♥ i 5+ minor	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	SLAM BIDDING	
2♠	x	5		6-10 PC, 5+♠ i 5+♣/♦	2NT - relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;	Roman Key Card Blackwood (responses 102); Hoyt ; Cue bids ; Trump 5NT with non typical responses End Signal and Doroszewicz Asking Bid	
2NT			20-22 HCP balanced	Stayman Puppett			
3NT	x			Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay		

Komentarz [PAW1]: