

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 – 2-4; Against NT: honours - sophisticated; Against 6 level contracts 2-4;	<b>Adolf Bocheński – Andrzej Hycnar</b>																								
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after 1♠ opening;	Under a honour: 2-4, fourth or longer – fourth best;																									
1NT overcall: 15-18 PC; Re open: 10-14 PC, can be without stopper in opener's suit;	<b>Bold</b> first leads against NT, <u>underlined</u> – first leads against suit if different then against NT; AK      KD      DW      W10      10x AKx    KDx    DWx    W10x    109 AKWx   KDxx   DW109   W1098   109x AKW10x KDWx   KD10x   KW109   98x      xx ADWx   KW10x   KD109x   K109x            xxx	BASIC SYSTEM: short club with artificial gadgets																								
JUMP OVERCALLS: preemptive;	AWxx    Kxx    Dxx    Wxx    10xx    xxx KWxxx   Kxxx   Dxxx   Wxxx   10xxx   xxxxx Kxxxx   Kxxx   D109x   Wxxx   10xxx   xxxxx	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: <b>Direct:</b> dbl. – twosuit 5+-4+ with 5 in a major; 2♠/♦ - 5+♠/♦ i 4 in a major; <b>at re-open:</b> 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: <b>1</b> – count odd; <b>2</b> – even; <b>D</b> – discouraging; <b>E</b> –encouraging; <b>L</b> – Lavinthal;	<b>OPENINGS WHICH CAN REQUIRE DEFENCE</b>																								
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			1♠ - 12-14 or 18-23 PC, balanced or 10-22 PC, natural
	Card:	LOW	HIGH																							
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LEBENSOHL – 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+♥/♠;																								
	<b>SPECIAL DOUBLES</b>	2♥ - 6-10 PC, 5+-4+ hearts and any																								
	Opener's double after RHO overcall	2♠ - 6-10 PC, 5+-4+, spades and minor;																								
	Lightner double, lead directing doubles	2NT – 21-23 balanced;																								
	Optional double when fit was found	3NT – solid minor without side stopper																								
		PREEMPTS ON 4332 RULE																								
		PSYCHICS: RARE																								

OPENING	TICK IF ARTIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	4h	11-14 PC or 18-23 PC, balanced; 2 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC; 2♣/♦ - 5+♣/♦, GF; 2h- 5s,4h 5-9 PC 2s - inv to 3nt 2cl,3d - nat 9-11 PC 3s - trans to 3nt	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	4h	10-22 PC, 5+♦ (4 when 4441)	2 d - 10 + min 4d 2h - 5-9 5s, 4h 2s - traansf to nt  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	4h	10-22 PC, 5+♥/♠, possible longer minor;	1nt - 4-6 with support, or 7-11 nat  2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 1H - 2s - inv to 3nt 1h,s - 2NT - inv 3h,s, - -3cl 6-9 4 h,s 3d -10-11 4h,s 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 loser 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 4+any	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	<b>SLAM BIDDING</b>	
2♠	x	5		6-10 PC, 5+♠ i 4+♣/♦	2NT - relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;	<b>Roman Key Card Blackwood</b> (responses 102); <b>Hoyt</b> ; <b>Cue bids</b> ; <b>Trump 5NT</b> with non typical responses <b>End Signal</b> and <b>Doraszewicz Asking Bid</b>	
2NT			21-23 HCP balanced	Stayman Puppett			
3NT	x		Solid minor, no side entry	4/5♠ - pass or correct; 4♦ - relay			

Z komentarzem [Przemek A1]:

