


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				Convention Card																																		
<b>OVERCALLS (style; responses; re opening live)</b> Overcalls natural, suit 5+ (6-16) Responses: Cue bid = F1 2♣ = Drury; New suit = NF; Jump = suit + fit	<b>OPENING LEADS STYLE</b> <table border="1" data-bbox="728 119 1480 263"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>2./4.</td> <td>the same</td> </tr> <tr> <td>NT</td> <td>2./4.</td> <td>the same</td> </tr> <tr> <td>Dalsze</td> <td>2./4.</td> <td>the same</td> </tr> </tbody> </table>					Lead	In Partner's Suit	Suit	2./4.	the same	NT	2./4.	the same	Dalsze	2./4.	the same	 Category: Red Country: Poland Event: Seniors Players: <b>Marcin LEŚNIEWSKI 06751</b> <b>Wojciech USZYŃSKI 12503</b> <b>Ryszard PAŁASZ 10533</b> <b>Marek WITEK 7431</b>																						
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<b>INT OVERCALL (2/4 live; re-opening live)</b> 2 <sup>nd</sup> live=15-18 bal 4 <sup>th</sup> live=15-18 bal 4 <sup>th</sup> live re opening= 10-14 balanced 2 <sup>nd</sup> live after 1♣ opening= 15-18 balanced 4 <sup>th</sup> live after 1♣-pass-1♦-INT= 15-18 balanced	Another: to A and Q quality , to K quantitative  <b>LEADS</b> <table border="1" data-bbox="728 438 1480 518"> <thead> <tr> <th></th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Lead</td> <td></td> <td></td> </tr> <tr> <td>Ace</td> <td>AK(+)</td> <td>AK(+)</td> </tr> <tr> <td>King</td> <td>AK(+), KQ(+)</td> <td>KQ(+)</td> </tr> <tr> <td>Queen</td> <td>KQ(+), QW(+), AQW(+)</td> <td>QW(+), AQW(+)</td> </tr> <tr> <td>Jack</td> <td>J10(+), AJ10(+)</td> <td>J10(+), AJ10(+)</td> </tr> <tr> <td>10</td> <td>, H109(+), 10x, 109xx, 109xxxx</td> <td>109(+), H109(+), 10x</td> </tr> <tr> <td>9</td> <td>109(impair)</td> <td>109(impair)</td> </tr> </tbody> </table>					Vs. Suit	Vs. NT	Lead			Ace	AK(+)	AK(+)	King	AK(+), KQ(+)	KQ(+)	Queen	KQ(+), QW(+), AQW(+)	QW(+), AQW(+)	Jack	J10(+), AJ10(+)	J10(+), AJ10(+)	10	, H109(+), 10x, 109xx, 109xxxx	109(+), H109(+), 10x	9	109(impair)	109(impair)	<b>GENERAL APPROACH AND STYLE</b> Natural system with multimeaning 1♣. Based on Polish Club. 1♣ opening = NAT, preparing or, strong 1♥/♠ opening = 5+ cards, 1BA respos= PF 1BA opening = Strong(15-18)/14/ 2♣ opening = Precision - 6+♣ lub 5+♣-4 (11-14) 2D opening Multi weak 2H/S weak bicolor with minor 2NT strong										
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<b>JUMP OVERCALLS (style; responses, NT)</b> One level jump= blocking 2NT - 2 minor not bid Two level jump= blocking Re opening= constructive	<table border="1" data-bbox="728 734 1480 790"> <tbody> <tr> <td>High-x</td> <td>xXx(+), HXx, 10Xx(+)</td> <td>xXx(+), HXx, 10Xx(+)</td> </tr> <tr> <td>Low-x</td> <td>xX, HxxX(+)</td> <td>xX, HxxX(+), 10xxX(+)</td> </tr> </tbody> </table> <b>SIGNALS IN ORDER OF PRIORITY</b> <table border="1" data-bbox="728 837 1480 1029"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer' Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>Suit=1<sup>st</sup></td> <td>High=Demark</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>BA=1<sup>st</sup></td> <td>High=Demark</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>				High-x	xXx(+), HXx, 10Xx(+)	xXx(+), HXx, 10Xx(+)	Low-x	xX, HxxX(+)	xX, HxxX(+), 10xxX(+)		Partner's Lead	Declarer' Lead	Discarding	Suit=1 <sup>st</sup>	High=Demark	L./h.= even	Lavinthal	2 <sup>nd</sup>	L./h. = even	Lavinthal	L./h.= even	3 <sup>rd</sup>	Lavinthal			BA=1 <sup>st</sup>	High=Demark	L./h.= even	Lavinthal	2 <sup>nd</sup>	L./h. = even.	Lavinthal	L./h. = even.	3 <sup>rd</sup>	Lavinthal			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 2♦ = MULTI (5-11) 6+♥/♠ 1♣-1♦ = 0-6 any, minor suit(s) or 16+PC Balanced without majors 1♣-1♦-1♥/♠ = suit 3+
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<b>DIRECT and JUMP CUE BID</b> 1♥/♠-2♥/♠ = Michaels weak or strong 1♦-2♦ Majors weak or strong Jump cue bid= NT ask	<b>VS. NT (strong/weak; responses; re opening live;)</b> Against strong: 2♣=majors DBL=points Against weak: Overcalls natural; DBL=10+ PC fits in majors				<b>gramy transferami po otwarciu 1C -Dbl;1C-1D;1C-1H</b>																																		
<b>VS. PREEMPTS (DBL; cue bid; jump; NT)</b> DBLs takeout; Lebensohl after DBL against 2♦/2♥/♠; overcalls NAT; jumps constructive;	Another signals: partners lead to A and Q quality to K quantitative  <b>TAKEOUT DOUBLES (style; responses; re opening)</b> a) 12+ PC, 3+ in all not bid majors, 2+ in all not bid minors responses= NAT balance, Cue bid=GF b) 16+PC any c) re opening double – (8)9+ PC <b>C1)</b> after partner pas normal or bikolor				<b>SPECIAL NOTES THAT DON'T FIT ELSEWHERE</b> Third and fourth opening sometime weaker Psychological bid – seldom While A,K or Q preferential leads: – A and Q - quality – K - quantitative																																		
<b>AGAINST STRONG ARTIFICIAL OPENINGS</b> 1♣: naturally 2♣: naturally	<b>ABBREVIATIONS</b> F1= one round forcing GF=game forcing; NF=non forcing; PF=semiforcing; INW=inwitation; AUT=automatic; TRF=transfer; NAT=natural; LEB=Lebensohl; WEJ=overcall; DBL=double																																						
<b>OVER OPPONENT'S TAKE OUT DOUBLE</b> New suit F1 on 1 <sup>st</sup> level, NF on 2 <sup>nd</sup> level 1x-DBL-3x=blocking jump bids=suits + fit 1H/S-DBL-1S-nat,other transfers/2 level/jump suit+ fit	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b> negative double – takeout not bid suits 1♣/♦/♥-(pas)-1♥/♠-(1/2x)- double with 3 cards fit																																						

Openings	Artificial	Min.	Neg dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	0	4H	balanced (12-14) 5+♣ (15-18) any (19+) 4441♦ (12-18)	1♦=0-6 any, minor(s) (7-11), bal. (16+); 1♥/♠=4+♥/♠, F1 (7+); 1NT=NAT, NF; 2♣/♦/12+ PC 5+; 2NT: NAT (11-12); 3♣/♦, 6+ good suit, 3 NT(13-15); 3S/11-15/transfer NT; 2H-5+S-4+H 7-9PC; 2S-10-11 PC 5+--4+ minors dalej 2NT-relay!; 1T-1D- 3T/D/H/S podacol na 5-5 Wilkosza	1♣-1♦: -1♥/♠=3+♥/♠ (12-14); -1NT=bal. (19-21); - 2♦=unbalanced acol; -2♥/♠= 5+ suit, strong; -2NT=acol NT; 1♣-1♥/♠: -2♦=19+; 5+♦ or 4+♥; responses natural -1NT- 2♣=relay (2♦ min with fit, 2 <sup>nd</sup> major 3 max with fit);	
1♦		4	3♣	5+♦ (11-21) 4♦-5♣ (11-21) 4-4-4-1 -(11-21)	1♥/♠=4+♥/♠, F1; 1NT=NAT, NF; 2♣=10+ 5+♣ or 10+ with fit, F1; 2♦=4+♦ (10+ PC)); 2♥-4+H-5+S (7-9); 2S-4+H-5+S (10- 11); 3C-weak with D(0-6) or splinter 15+; 3D=7-9 3♥/3♠- splinter 11-14PC, 2/3 NT balance	4 <sup>th</sup> suit (resp. NAT); 1♦-1♥/♠-1BA-2♣=relay; 1♦-2♣-2x- 2BA=forsujace; 1♦-2♣-2BA=12-14PC 4-4-4-1 1♣-1♥/♠- 2 BA- 6+♦- weak suit (15-18), 1♣-1♥/♠-3♦- 6 +♦- solid suit (15-18)	
1♥		5	4D	5+♥ (12-18)	1♣=4+♣, F1; 1NT=NF, without fit; 2♣= 5+♣ or 12+ maybe with fit, FG; 2♦=5+♦, FG; 2♥=3+♥ (6-10); 2NT=fit ♥, INW; 2♠= solid suit GF; 3♣/♦=nat 6+ without fit; 3♥= preemptive; 3♠=splinter; 3BA= splinter ♦; 4♣=splinter; 4H 11-14 Fit bal	4 <sup>th</sup> suit (res. NAT); 1♥-1♠-1NT-2♣=relay; 1♥-1♠/2♣/♦-2x- 2BA=GF;	Drury (2♥ najslabsze); 2D-opening
1♠		5	4H	5+♠ (12-18)	2♥=5+♥, F1; 3BA=splinter ♥; rest like after 1♥ opening ; 4H- 11-14 Fit bal	Like after 1♥ opening	Drury (2♠ najslabsze); 2D opening
1NT		0	-	(14)15 - 18 5/6 ♣/♦; 5H/S	2♣=Stayman; 2♦/♥=TRF; 2♠= TRF ♠; 2BA=inwit; 3♣= transfer D; 3♥/♠=5431; 4C/D-transfers, 4H/S-To play; 1NT-2C- 2D-3D FG majors 5+4+; starsze czwórki razem /2NT/3C rozróżnia siłę/ drugie pytanie to 3C -reszta propozycja gry słabe	1BA-2♣: -2♦=without major 4 (2♥/♠ sign-off, 2BA INW); - 2♥=4♥; -2♠=4♠; 1BA-2♣-2♥-3D=4♣ slam aspr.; ; 1BA-2♦: -2♥=AUT; -2BA=max, fit 3; -3♥=max, with fit 4t; 1BA-2♥: like after 2♣TRF; 1BA-2♦-2♥-2♣= nat inwit; 1BA-2♣: - 2BA=good; -3♣=no good; 1BA-2BA: -inwit, 1NT-3C-6+ goog diamonds and so on	Transfer na starszy I potem drugi starsz inwit
2♣		5	3♣	6+♣ (11-14) 5+♣-4♥/♠ (11-14)	2♦=relay; 2♥/♠=NAT, NF; 2NT=preemptive or 5-5 and after 3C pas-preemptive, 3D-5-5 majors min inwit; 3H-H/D GF; 3S-GF S/D; 3NT 15+ balanced fit C, INW; 3♣= inwit; 3♦/♥/♠=NAT, inwit;	2♣-2♦: -2♥/♠=4♥/♠; -2BA=6+♣ good hand; -3♣=6+♣ hand no good-3♦/♥/♠=6+♣-4♦/♥/♠, surplus	
2♦	Y	0	2♣	6+♥/♠ (6-11)	2♥/♠=to suit or GF nat; 2BA=relay; 3♣/D=14+PC 6+; ; 3♥= preemptive with fits; 4♦=show your suit; 4♠=show your suit by TRF; 4♥/♠- own suit	2♦-2BA: -3♣=min, -3♦-relay, 3♣=min with ♥; -3♥=min	
2♥	Y	5	-	5+♥-5+minors (6-11)	2♠=nat; 2BA=relay; 3♣=pas or korekt, sign-off; 3♥= preemptive; 3D-inwit H; 3S inwit S	After relay four answers	
2♠	Y	5	-	5+♠-5+♣/♦ (6-11)	2BA=relay 3♣=pas or korekt, 3D =inwit S, 3H=inwit H; 3♠= preemptive	After relay four answers	
2BA	Y	2	-	20 if 5 cards; 21-23 balanced	3C=puppet I dalej 3D=mam, 3H nat 5; 3S=nat 5; 3NT brak	2NT-3NT – 5S/4H; 3D/H/Si4C-transfers	Przyjęcie transferu /3D/H/ z dubla
3♣		6	-	7+♣, preemptive opening	Before partner bid good suit		
3♦		6	-	7+♦, preemptive opening	Before partner bid good suit		
3♥		7	-	7+♥, preemptive opening	4321		
3♠		7	-	7+♠, preemptive opening	4321		
3BA	Y	0	-	GAMBLING, solid minor without a side stopper	4♦=relay	3BA-4♦: -4♥/♠= shortage; -4BA=brak; -5♣/♦= shortage in second minor suit	
4♣		7	-	8+♣ preemptive opening			
4♦		7	-	8+♦ preemptive opening			
4♥		7	-	8+♥ preemptive opening			
4♠		7	-	8+♠ preemptive opening			
<b>HIGH LEVEL BIDDING</b> CUE-BIDY 1st or 2nd class Key-card Blackwood HOYT ; INWIT ATUTOWY; SPLINTER; EXCLUSIVE BLACKWOOD, JOSEFINE					<b>BIDDING AFTER OPPONENT INTERVENTION</b> 1♣/♦/♥/♠-(OVERCALL): 2-over-1=NF; 1♦/♥/♠-(OVERCALL): suit jump =NAT, GF+; 3♦/♥/♠=preemptive; cue bid=NT ask; 1BA-(2♣): min one 4maj 7+; double take out; 2D-dbl=4H, rest natural LEVEL 2 and transfers =LEVEL 3 /2NT-clubs/ Odwrotka 2D I dalej 2H-4weak or 6 strong; 2S-4 strong, 2NT-5 strong; 3C/D=4weak/5nat; 3H=5weak+singl; 3S=5weak no singl; 3NT=6weak balanced; 4C/D/H=6 weak and singleton Autolebensohl, aces 102+Q+K; Landy; kolor przeciwnika zawsze inwit z fitem! a 2NT GF z fitem albo Lebensohl; 2NT nie forsuje po one over one i po rewersie; kontra fit i rkr fit /nie po otwarciu 1C/D;		

