

DEFENSIVE AND COMPETITIVE RIDDING	
<b>OVERCALLS</b> (Style: Responses: 1/2 level: Reopening)	
NATURAL 5+; 8-18 hcp	
2♣ and CUE: F1; T/O DBL and other bids natural	
1♣ - DBL: +12 hcp any shape	
<b>1 NT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live: Responses: Reopening)	
15-18 HCP; natural – system on	
4 <sup>th</sup> : 10-15 HCP; balanced	
<b>JUMP OVERCALLS</b> (Style: Responses; Unusual NT)	
Jump: weak	
2NT: m/m +5/+5; 2NT against 1♦:5+♥/5+♦	
Reopen: INTERMEDIATE	
<b>DIRECT AND JUMP CUE-BIDS</b> (Style: Responses) Reopen	
1♣ - 2♣: nat. against Polish Club or 5+♠/5+♦(♥) against nat♣	
1♦-2♦:5+♠/5+♣(♥)	
1♥(♠)-2♥(♠): 5+m/5+otherM	
JUMP: asking about stopper	
<b>VS. NT</b> (vs. Strong/Weak: Reopening: PH)	
15 - 17	DBL = 4 M. and +5 m.; 2♣ = 4+♥ and 4+♠; 2♦ = 6+(5) ♥ or ♠; 2♥/♠ = 5+♥/♠ and 4+ ♣ or ♦ 2NT = 5+/5+ ♣ and ♦
	DBL: +13 hcp, balanced; Others: as above
11 - 14	DBL: +13 hcp, balanced; Others: as above
<b>VS. PREEMPTS</b> (Doubles: Cue-bids: Jumps: NT bids)	
Jumps are constructive, NT = nat, Dbl = t/o (4♠ up = points), Leaping and Nonleaping michaels	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
1♣ - Dbl: ♣; 1♦/♥/♠: nat.; 1NT: twosuit, weak +5m and +4M; 2♣ and higher: same as vs. 1 NT	
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>	
RDBL: STRONG	
Over: 1♥/♠ - DBL - Transfers	
Over: 1♥/♠ - DBL - 2NT: 10-11 HCP support 4+ in opening suit	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE:</b>			
	Lead	In Partner's Suit (unsupp)	
SUIT:	2/4	same	
NT:	2/4	same	
SUBSE	2/4 /Att.	same	
OTHER: After 3NT/4♥/4♠ opening and 5 level up - russinov			
<b>LEADS</b>			
LEAD:	VS. SUIT	VS. NT	
ACE:	AK+	AK+ Asks for att.	
KING:	AK; KQ+; AK+	AKJ10+, KQ+	
QUEEN:	QJ+	QJ+; AQJ+; KQ10+	
JACK:	J10+; HJ10+	same	
10:	10x; H109+	same	
9:	109+; H9x; H98+	same	
HI-x:	Hxx; xxx+	same	
LO-x:	Hxxx+ xx	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	Lav. (S/P)
Suit 2	Att.	Lav. (S/P)	count
3	Lav. (S/P)		
1	Att./count	Smith Peters (small)	Lav. (S/P)
NT 2	Lav (S/P)	count	count
3		Lav. (S/P)	
<b>SIGNALS (including Trumps)</b>			
Lo/Hi = enc, even, positive smith			
<b>DOUBLES</b>			
<b>TAKE DOUBLES</b> (Style: Responses: Reopening)			
Standard, may be weak with passed partner			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DUBLES/REDOUBLES</b>			
1♣/♦ - 1♥ - x = trsf to ♠			
Support double and redouble			

CATEGORY:  
EVENT : All  
PLAYERS: JACEK LESNICZAK  
ZDZISLAW SWIATEK

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
<b>Polish Club</b>	
Forcing One Round 1♣ (+12 HCP): 5-card MAJOR	
1 NT Opening: 15(14)-17 HCP (poss. = 5 M, 6m, singl.)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1♣: 11-14 hcp bal, 18+ HCP any shape, 15+ hcp nat.	
2♣: 11-15 hcp, 5+ ♣ and = 4♥/♠ or 6+♣ (Precision)	
2♦: 4-10 hcp, 6 ♥ or ♠	
2♥: 4-10 hcp, 5+/5+(4) ♥ and minor	
2♠: 4-10 hcp, 5+/5+(4) ♠ and minor	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
1NT – (dbl. = points) – pass forced to rdbl.	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Transfers in competition	
<b>PSYCHICS:</b>	
Rare: 1♦-pas or dbl -1♥/1♠; 1♥-pas or dbl -1♠	

OPENING	ARTIFICIAL CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X 0	4♥	12-17 hcp natural 12-14 hcp preparatory +18 hcp any shape	1♦: 0-6(7) hcp, any shape; 1♥/♠: +7 hcp, +4(3) ♥/♠, until 11hcp longer ♣/♦ possible 2♣/♦: +12 hcp, 4M possible, GF; 2♥: 7-9 hcp 5+♠/4+♥ 2♠: tsf to 2/3NT invit+	1♣-1♦-1♥/♠: 12-20 hcp +4(3)♥/♠; 1♣-1♦-2♦: any shape, GF 1♣-1♦-1NT/2NT: 18-19/22-23 hcp, balanced; 1♣-1♥/♠-2♦: artificial ask +18 hcp, +3♥/♠ 1♣-1♥/♠-1♠/NT-2♣/2♦ = two-way check back	
1♦	4	4♥	12-17 hcp +4♦	1♥/♠/NT: natural; 2♥/♠: = 5+♠+4+♥ and 7-9/10-11 hcp 2♦: +10 hcp, +4♦, max 3 cards in M., asking for stopper 3♦: mixed raise. 3♣: 6+♠ invit; 3♥/♠: SPLINTER	1♦-1♥/♠-1♠/NT-2♣/♦ = two-way check back	
1♥	5	4♥	11-17 hcp +5♥	1NT: 7-11 hcp or 4-6hcp 3+♥; 2♠: GF nat or art. 2♦: nat GF; 2NT: invit, +3♥; 3♣/♦: 8-11 hcp, 6+ ♣/♦; 1♥-2♣/3♥: mixed raise	1♥-1♠-1NT-2♣/♦ = two-way check back	2♣: DRURY 2NT: Supp.
1♠	5	4♥	11-17 hcp +5♠	1NT: 7-11 hcp or 4-6hcp 3+♠; 2♣: GF nat or art. 2♦: GF nat.; 2NT: invit 3+♠ 3♣/♦: 8-11 hcp, 6+ ♣/♦; 1♠-3♥/3♠: mixed raise		The same as above
1NT	3♠		15(14)-17 hcp 5M or 6m. poss. singl. poss.	2♣: +0 hcp STAYMAN 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, 3♣: 5/5 m, weak; 3♦: 5/5M at least inv. 3♥/♠: Single ♥/♠ and +4/+5m	1NT-2♣-2♦-2♥: NF; 1NT-2♣-2♦/♥: 4♣ and 5+m NF 1NT-2♣-2♥/♠-3♦/♥ = strong support FG 1NT-2♣-2♦/♥/♠-3♣ = art. FG; 1NT-2♣-2♦-3♦ = Smolen	
2♣	5	4♥	11-14 hcp +6♣ or +5♣ and 4M	2♦: +9 hcp F1; 2♣-2♥/♠: +5♥/♠, NF; 2♣-3♣: inv. to 3NT 2♣-3♦/♥/♠: 9-11 hcp +6♦/♥/♠; 2♣-2NT:	2♣-2♦-2NT/3♣: +6♣, max/min 2♣-2NT-3♣-3♦/♥/♠: nat/5-5♥(♠)inv/GF 2♣-2♦-2♥/♠-2NT = invit. 2♣-2♦-2♥/♠/NT/ 3♣-3♦: ask for singl.	
2♦	X 0	Only after 3♦	4-11 hcp +6(5)M 24-25 hcp bal	2♦-2♥/♠: NF; 2♦-2NT: F1.; 2♦-3♥: pass or correct, pre. 2♦-3♣/♦: support in M, invite; 2♦-4♣/♦: support in M	2♦-2NT-3♣: bad hand; 2♦-2NT-3♣-3♦: FG; 2♦-2NT-3♦: good hand with ♥; 2♦-2NT-3♥: good hand with ♠ 2♦-2NT-3♠: 2 from 3 honors (♥ or ♠) 2♦-2NT-3NT: AKQxxx (♥ or ♠)	
2♥	5		4-11 hcp, +5♥ and +5(4)m	2♥-2♠: nat F1, 2♥-2NT:GF, 3♣:pass or correct 2♥-3♦: invite to 4♥, 2♥-3♥: preemptive	2♥-2NT-3♣/3♦/3♥/3♠: ♣ min/♦ min/♠ max/♥ max	
2♠	5		4-11 hcp, +5♠ and +5(4)m	2♠-2NT: GF, 2♠-3♥ nat GF 3♣:pass or correct 2♠-3♦: invite to 4♠, 2♠-3♠: preemptive	2♠-2NT-3♣/3♦/3♥/3♠: ♣ min/♦ min/♠ max/♥ max	
2NT	4♥		20-21 bal 5M or 6m. or singl. possible	Puppet Stayman, transfers,	2NT-3♣-3♦ at list one 4M	
3♣	6		4-11 hcp +6♣, pre.			
3♦	6		4-11 hcp +6♦, pre.			
3♥	7		4-11 hcp +7♥, pre.			
3♠	7		4-11 hcp +7♠, pre.			
3NT	X		Gambling with ♣ or ♦	4♦: @, asking about shortness	3NT-4♦: 4♥ = 0 or 1♥; 4♠ = 0 or 1♠; 4NT = without short., 5♣/♦ = m. short.	
4♣	7		Pre.		SLAM KONVENTIONS	
4♦	7		Pre.		RCB (102), Hoyt, Cue-bids, Splinter	