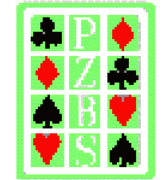


OPENING BID DESCRIPTIONS							
Opening	Art.	Min.	Neg Dble	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	Yes	0	4♥	Bal :11-14 or 18+any	1♦ = NEG (0-7) or minors (7-11) or 1minor (7-11) or 16+ BAL no 4cM5cm , 1M nat 7+ HCP; 2♣/♦ = 5+GF;.	1♣ - 1♦ - 1♥(1♠) = at least 3 cards NF	1♣-2♣/♦=5+♣ /♦9-11
				♣suit 14+,	2♥=5s 4h 6-9,2♠=FG 13-15bal , 3♠=inv6+ 3♦=inv♦, 3♥/3♠=7+weak 4♣= trf to 4♥, 4♦= trf-4♣	1♣ - 1♦ - 1NT = 18-21 BAL,	
1♦	No	4	4♥	(10)11-17PC, 5+♦ or 4♦441♣ Or 5cl 4d 11-14, 3 <sup>rd/4th</sup> seat 4+♦	1NT = NF BAL; 2♦ =♦ invitational+ F to 3♦ , 2♥=7-9 5spades4hearts, 2♠=clubs invitational, 2NT = INV BAL; 3♣=weak 4d or strong any splinter 3♦=4+ fit 6-8 3♥/♠=SPL fors 4d/3nt	1♦-2♣: 2/3NT=444-1♣ 15-17/11-14 , 2-way checkback	1♦-2♦=NF, 1♦-3♦= preempt, 1♦-3♣=fit4+ 7-9 1d-2s inv supp
1♥	No	5	3♠	(10)11-18, 5+♥	1NT = NF 6-11; 2NT=INV with ♥supp 2♠=INV 6+cl 2NT=inv+ fit, 3♠=mixed , 3♦ = 6+ ♦INV , 3♥=preempt, 3♣=any void , 3NT=singl♠, 4m=SPL singletons	1♥-1♠/1NT-2NT= invitational 1♥-1NT-2♣=5+♥+4any or 6+♥GF / 2NT ask	DRURY-FIT
1♠	No	5	4♥	(10)11-18, 5+♠	1NT = NF 6-11 w/o supp; 2NT = INV+supp3♣/ 3♦/3♥ = nat 6+INV, 3♠ = PRE; 3NT=any void 4♣/♦/♥=SPL, singl 4♥=better raise to game, 4♠=preempt raise	1♠-1NT-2NT = inv	DRURY-FIT
1NT	No		3♠	BAL 15-17(may be irregular distr 5M;6m;54,singleton H)	STAYMAN; TRFs, 2♠=TRFto♣, 2NT=inw 3♣=tr to♦NF or FG, 3d=6+d inw, ,3H/S=5431, 4cl 5+5+MM,4d/h transfers	1NT-2♣-2x-3cl = R, 1nt 2 cl 2d 3d FG MM ask 3cards 1NT- 2 cl-2d- 3h/s= short	
					3♥/♠ = shortGF (usually 5-4m, 31M), 4♠=	4♦/4♥=TRF ♥/♠, 4♣=44 minors 15-16	
2♣	No	5	-	(10)11-14 5♣ 4♥/♠, or 6+♣	2♦=ASK 8+; 2♥/♠= NF; 3♦/♥/♠=NAT(6+) INV	2♣-2♦: 2♥/♠=NAT (4); 2NT=6+♣ max 3♣=min; 3♦/3♥/♠=6♣+max ,shortless	
2♦	Yes	0		4-11,6+♥/♠ or 5+♥/♠ good suit	2M=P/C; 2NT=ASK inv+; 3d=inw+5+H,3♥=P/C preempt,3S=inw 3♣=inv or 5+5+any GF,or Gf w♣ 4♣ RESP = "show your suit with a TRF"	2♦-2NT: 3♣=any weak hand or 5M; 3♦/♥=middle hand +(6+♥/♠); 4♦-bid your suit, 4♥/4♠ to play	
2♥	No	5		5+♥ and 5+♣/♦, 4-11	2♠=Nat NF, 2NT=ASK; 3♣=PorC, 3♦=INV with ♥ support; 3♥=preemptive, 3♠=INV		
2♠	No	5		5+♠ and 5+♣/♦, 4-11	2NT=ASK;3♣=PorC, 3♦=INV with 6+♥, 3♥=INV with ♠ supp; 3♠=preempt		
2NT	Yes			5+♣/♦	3♥=GF relay, 3♠=pappet to 3n- inv with minor 4♣/♦=to play 4♥/4♠ to play		
3♣	No	6		PRE	3♦=asks for stiff GF, 3♥/3♠=nat F1		
3♦	No	6		PRE	3♥/♠=nat F1, 4♣=Cue		
3♥	No	6		PRE	3♠=nat F1, 4♣/4♦=Cue		
3♠	No	6		PRE	4♣/4♦=Cue		
3NT	Yes	7		GAMBLING, no stopper	4♦ = ASK; 4NT = ask about possible 8 <sup>th</sup> trick		3rd/4th = sign-off
4♣	No	6		PRE			
4♦	No	6		PRE			
4♥	No	6		PRE			
4♠	No	6		PRE			
<b>HIGH LEVEL BIDDING</b>							
1 st + 2 nd round control cue bids; HOYT; JOSEPHINE							
ROMAN KEYCARD BLACKWOOD, SPLINTER; AUTOSPLINTER							

OVERCALLS & CONTESTED AUCTIONS	LEADS AND DEFENSIVE SIGNALS		
<b>OVERCALLS</b>	<b>LEADS – 2<sup>nd</sup> &amp; 4<sup>th</sup></b>		
Generally 5card (possible 4) 5-20 points	Lead	Against suits	Against NT
	Ace	AK, Ax	AK
	King	AK, KQ, Kx	Kx.kd10, akw,KDW
	Queen	AQJ, , QJx, Qx	AQJ, , QJx, Qx
	Jack	HJ10, J10x, Jx	HJ10, J10x, Jx
<b>1NT OVERCALL</b>	10	H109, H10x, 10x	H109, H10x, 10x
15-17, systems on after 1♣/1♦ opening, 4-way transfers after ♥/♠ opening, in 4th seat 11-14	9	H9x, 109x(x)	H9x, 109x
<b>JUMP OVERCALL</b>	xx	Low from doubleton	Low from doubleton
weak,	xxx or xxxx	Second highest	Second highest
<b>CUE BID OF OPPONENT'S OPENING</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>		
(1♣)-2♦=MM or (1M)-2M=55			
<b>AFTER 1NT</b>	<b>Suit: 1<sup>st</sup> Hi/Lo=odd, 2<sup>nd</sup> Hi=discourg 3<sup>rd</sup>=S/P</b> <b>NT: 1<sup>st</sup> Hi=discourg</b> <b>2<sup>nd</sup> Hi/Lo=odd 3<sup>rd</sup> S/P</b>		
<b>Weak NT</b>	<b>Strong NT</b>	When following suit, count or reverse Smith echo at NT, S/P in trump suit Discards: Lavinthal <b>DOUBLES</b> <b>TAKE OUT DOUBLES</b>	
X –points	X – 5minor and 4card major		
2♣ - majors	2♣ - majors		
2♦ - 1M	2♦ - 6 card major		
2♥ - H+m	2♥/♠ - 5+ and a minor		
2♠ - S+m	2BA – 5-5 minors or any FG 55		
3X= nat constr /13-17/ reopen	re open:		
2cl majors	x=clubs or 4=4+ w/o clubs		
others nat	2cl= 4+cl 4+any		
	2X= nat		
	2NT= strong 55		
	3x= nat constr		
<b>AFTER OPPONENTS' PREEMPT</b>	Standard, can be weaker by passed hand, 1diamond=NEG		
<b>AFTER OPPONENT'S TAKEOUT DOUBLE</b>	<b>ARTIFICIAL DOUBLES AND REDOUBLES</b>		
Transfers	Support double and reduble		
<b>AFTER OPPONENT'S OVERCALL</b>			
<b>1m-1H- dbl = t.o w/o ♠</b>			
1cl- 1d- dbl = both Ms			

## Convention Card



PLAYER NAMES: Anna Sarniak  
Leszek Szyrak

### SYSTEM

#### General Description

Polish Club, 2/1 game forcing

#### SPECIAL BIDS WHICH REQUIRE DEFENSE

Opening 2diamonds, 2hearts, 2spades, 2NT

#### SPECIAL SEQUENCES WITH FORCING PASS

Standard

#### SPECIAL BIDS NOT MENTIONED ELSEWHERE

#### PSYCHIC BIDS

Rare