DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
I st level 6-16 usually 5+ card suit, 2 nd level 10-16 usually sound
CUE shows INV+ hand after 1 😓, INV+ else, NAT if passed hand else
New suit at 2 nd is CONSTR, jump in new suit is NAT INV
Jump in OPPS suit shows 4+ SUPP (mixed) in COMP
Transfers over 2 nd level non-jump overcalls
INT OVERCALL (2 nd / 4 th Live; Responses; Reopening)
2 nd position => 15 – 17 bal,
4 th position => 11 – 14 bal, if balancing, responses trsf
JUMP OVERCALLS (Style; Responses; Unusual NT)
One suiter – 4-10 PRE, NV ws V can be very light
3♣ – Ghestem vs IMAJ opening if unpassed hand else NAT
Reopen: jump new suit CONSTR, 2NT 19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct CUE – Ghestem, 2¢ is both MAJ over MIN opening
Jump CUE – asking for stop, usually solid 7+ suit somewhere
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs Strong : dbl – PEN, 2☆ – 5+4+ both maj,
2◊ - 1 maj, 2♡/♠ - NAT with 4+ min; Reopen : dbl – 3+ 3+ in maj 10+
2✿ - 4+ 4+ with both maj, 5-9, 2◊ - 1 maj, 2M – maj + min
Vs Weak (up to 14) : dbl – 13+, 2✿ - 5+ 4+ maj, 2◊ - 1 maj, 2M – maj + m
Reopen unchanged
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl is T/O, Lebensohl if possible, CUE is stopper asking, 2/3 NT is NAT
4 min shows CONSTR 2 suiter, jump 4NT shows min 2 suiter if possible
Vs Multi : dbl is 13-15 T/O of ♠ or 17+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1🙅 or 2📌
Vs Polish style – NAT
Vs Strong – dbl is both MAJ, INT – both MIN, other natural
OVER OPPONENTS' TAKEOUT DOUBLE
RD shows 9+, 2NT usually shows SUPP and UNBAL
In IX – (DBL) – ? we use TRSF

LEADS AND SIGNALS								
OPENING LEADS STYLE								
			ead		n Partner's Suit			
Suit				2 nd / 4 th				
NT		2 nd / 4 th		2 nd / 4 th / NAT if not supp'd				
Subs		_	/ 4 th	$2^{nd}/4^{th}$				
Othe	-	Low fron	n non-honour do	ubleton, K asks for UB				
	Rusi		ontracts, NAT in					
LEADS					••			
Lea	d	Vs. Suit		Vs. NT				
Ace		AK(x)		AK(x)				
King		AK, KQ(x), AKJ10(x)		AK, KQ(x), AKJ10(x)				
Queen		KQ, QJ(x), KQ10(x)		KQ, QJ(x), KQ10(x)				
Jack		JI0, HJI0(x)		J10, HJ10(x)				
10		10x, H109(x)		10x, H109(x)				
9		109(x), H9x		109(x), H9x				
Hi-x		xXx or more (MDU)	xXx or more (MDU)				
Lo-x		xX, HxxX or n	nore	xX, HxxX or more				
SIGNAL	S IN O	RDER OF P	RIORITY					
	Partne	r's Lead Declarer's Lea		d	Discarding			
I	LOV	V => EVEN LOW => EV		/EN LOW => EVEN				
Suit 2	LOV	V => ENC LOW => EN		NC	LOW => ENC			
3	l	Lavi, S/P Lavi, S/P		Lavi, S/P				
I LOV		V => EVEN	LOW => EVEN		LOW => EVEN			
NT 2 LOV		V => ENC	LOW => ENC		LOW => ENC			
3		avi, S/P Lavi, S/P		I	Lavi, S/P			
Signals (i	includi	ng Trumps):						
Smith Signal vs NT (low both hands encourages), Lavinthal, UD count, S/P in trumps;								
first trick to pd's HON -> from x x or any 5 card suit xxxx x (x), Hx x x, H x x, x xx								
DOUBLI	ES							
TAKEOU	JT DO	UBLES (Sty	le; Responses	; Reop	ening)			
Might be lig	sht with	classic shape						
ART negative I◊ response in (I♣) – DBL – P – ?								
Lebensohl in (2X) – DBL – P – ? slow denies values, applies to reopening also								
Penalty Pass while sitting over the suit dbled								
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS								
SUPP dbles and rdbles up to 2 \heartsuit , NEG dbles up to 4 \heartsuit ,								
LIGHTNER vs hi-level, 3NT, and by preempting hand, 2-WAY, OPT vs PRE,								
MAX dble only when no other possibility								

	CONVENTION CARD
EVENT: CATEGORY : NCBO:	ALL GREEN POLAND
PLAYERS:	Rafal JAGNIEWSKI – Wojciech GAWEL
SYSTEM SUMM	ARY
GENERAL APPRO	ACH AND STYLE
I 😓 2+ cards, including	g 50332 in 1 st & 2 nd seat
◊ 5+ cards or 4◊44	, denies 5332 in 1 st or 2 nd seat
IM shows 5+ cards, I	NT response NF, 2🕏 ART relay or nat GF
INT 13 ⁺ -16, 14 ⁺ - 17	4 th seat
Preempts might be un	disciplined
Relay bidding might be	e applied in one way bidding
Frequent use of non-F	PEN doubles
2/1 responses usually	
SPECIAL BIDS T	HAT MAY REQUIRE DEFENSE
	ning (transfer structure) :
	IT – GF relay, 2✿ - inv both min.
	ning : I NAT or WK w/o 4c MAJ unpassed
2◊ INV+, 2♡ 6-9 with	both maj, 2♠ 6+♣ 9-11, 3♣ ◊ raise, 3◊ mixed
Responses to IM ope	
INT NF, 2ᆇ GF relay	or nat, 2♠/NT 6-11 with 4+ card support
Good/Bad 2NT in CC	OMP by opener (Good shows INV hand)
NFB and TRSF at 1 st	and 2 nd level in COMP might occur
WJS and Raises in CC	OMP
Lebensohl in COMP (slow denies)
20 opening MULTI –	I major weak
2MAJ openings – wea	k 2 suiters MAJ+MIN usually 5/5
	NG PASS SEQUENCES
	in V vs NV while game is reached,
	ew suit 2 nd level is FIR
We use PASS/DBL inv	version

5 Z	IF CIAL	MIN. NO. OF CARDS	NEG.DBL THRU	R afal Jagniewski – <u>Wojciech Gawel</u> (Poland Open)				
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
			100					
📥		2	4♡	1.5+	$ 0\rangle/2/2 - $ showing 4+ $2/2$ 0+, hand without majors 0+	… l◊/♡ – INT is 17 – l9	Usually the same	
				2.11 - 13 any BAL w/o 5c MAJ	INT – GF relay, usually BAL might have 4+ MAJ 5+ MIN	$1 \diamond 1 \diamond 2 \diamond 4 \diamond +$ suit bid, NF but CONSTR		
				3.17 - 19 any BAL w/o 5c MAJ	2 - GF with $5 + 0$	IM – 24 is 5+4, 11-14		
				4. 4441♦ 11-21	2◊/♡ – 4-9 or ST with 6+ ♡/♠	$INT - 2$ is 11-13 bal type;		
				This opening is NF	2♠ – invitation with 5+4+ min	Trsf accept with 2 or 3 cards, NF usually 11-13 bal type or 秦		
• •		4	400		3♣/◊ – 6+, 9-11	Other bids standard		
◊		4	4♡	1. 5+◊ 11 – 21 w/o 5332 1st & 2nd 2. 4◊441 11 – 21	$I\heartsuit$ – nat or 4-11 w/o majors and 4+ \diamond , INT – GF relay, 2 \diamond – invitation+ with 3+ \diamond	\dots ∇/Φ – transfer responses by opener only vs unpassed resp.	Usually the same	
				2. 40441 11 – 21	2° - invitation+ with 3+ $^{\circ}$ 2° - 6-9 with 5+ \bullet and 4+ $^{\circ}$	other bids mostly natural		
						GF relay might include big SUPP, other long suits, hand suitable		
					24 - 6+4, 9-11	for uncovering Pd's shape and range		
					3♣ – 0-5 with 4+ SUPP or any splinter			
♡/♠		5	400		30 - mixed raise		2 Drury wit SUPP	
		3	4♡	. 5+♡/♠ – 2	1N1 – Nr 2♣ – nat or ART GF relay	uslav, biddina miska ka inanadusad		
					,	relay bidding might be introduced 2 might include big SUPP, other long suits, hand suitable		
					2	for uncovering Pd's shape and range		
					3 - invitation or bad game raise with 3 card support	for uncovering rd's snape and range		
					$3 \otimes 7 = 11, 6 + 6/9$			
				All positions might be upgraded	3℃/∲/NT – PRE or sgl splinter or 9-11, 6+♡			
I NT			4♡	I. 13 ⁺ -16		2 - 2NT/3 is bad/good with both majors	Usually the same	
1 1 1 1			ΤV	2. $ 4^+ - 17 \ 4^{\text{th}}$ seat	Standard bidding	2 - 2NT is minimum	Osually the same	
				Including all BAL untypical hands				
2 秦	x	0	4♡	Any GF hand or 22+ BAL	2◊/♡/♠ - waiting bids		Usually the same	
2 ◊	X	0	4♡	$5+\% \text{ or } \bigstar, 4-10$	2♡/♠ – P/C, 2NT – relay, 3/4 ♡ - P/C, 4♣ - TRSF your suit	2NT – 3 \clubsuit any minimum, 3 \diamond max with \heartsuit , 3 \heartsuit max with \bigstar		
- ·		-		,	$3 \neq 0$ – inv/GF both supp, 4 \diamond - bid your suit			
2 Ϋ		5	4♡	5+♡ and 5+ minor, 6 – 10	2NT – P/C in OPP's minor or any GF; else P/C usually			
		-						
2 🔶		5		5+ ± and 5+ minor, 6 – 10	2NT – P/C in OPP's minor or any GF; else P/C usually			
						HIGH LEVEL BIDDI	NG	
2 NT				1. 20 – 21 2. 21-22 4 th seat	3♣ – Puppet; 3♠ - 5+4+ min, GF; 4♣/4◊/♡/♠ - double transfers			
				Including all BAL untypical hands		Cue-bids, Splinters, RKCB 1430, DOPE if comp, 5NT – Trump End	quiry, relay sequences might result in	
						4◊ being ART force to 4♡, Short Suit Cue preference if MAJ agree		
PRE		6		Vs passed partner might be very light	3 m – 3/4 om is relay	situations, usually indicating CUE in OPPT suit, PASS/DBL inverted		
				Nv vs V might be very light				
3 NT	Х			I. I st and 2 nd Gambling	4/5 ☆ - P/C, 4◊ - relay			
				2. 3 rd and 4 th S/O	After 3 rd 4 th opening NAT			