

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Natural 8-17, seldom 4-card, Drury promises fit
1-level: new suit=F1, 2-level: new suit=NF,
Responses:Pre raises, jump to 2NT=supp. inv+
Cue- any strong hands without fit
T/o dbl: 12 +HPC, classic shapes

1NT OVERCALL (2nd/4th Live, Responses, Reopening)
1NT: 15-18 HCP; Responses as after opening
1NT: reopen 11-15 HCP, subsequent bidding is natural, cue -only F

JUMP OVERCALLS (Style, Responses, Unusual NT)
Weak 6(5) solid suit at 2-nd level, 7(6) at 3-rd level
2NT=mm

Reopen 2 NT=nat. 19-21

DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)
Michaels cue-bids:(1♠/♦)-2♦ = 5/5+ both M
(1M)-2M: other M + m 5/5+
Jump cue- asks for stopper

VS. NT (vs. Strong / Weak, Reopening, PH)
vs. Strong: dbl= 4♠ + 4 ANY: 2♠: 4♥4+ m or ♥♠ week
2♥: 5+♠; 2♠: 5+ m costructive; 2♦ = ♥
vs. Weak: THE SAME

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
vs. twos: dbl - T/O; 2NT= 15-18 HCP, bal
vs. threes, fours: dbl-T/O 3NT= to play,
Vs.2♦Multi, dbl-T/O against 2♠ opening

VS. ARTIFICIAL STRONG OPENINGS
agressive overcalls, NT=any 2-suiters
After 1♠ - DBL - ♠, 1♦ - ♥, 1♥ - ♠♠/♠♦, 1♠- ♠♠/♥♥, 1nt-♥♠/♠♦

2x= NAT, dependes on vulnerability

OVER OPPONENTS' TAKEOUT DOUBLE
Transfers bids in lot of cases
Rdbl any strong hand

LEADS AND SIGNALS

OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	2nd/4th	The same
NT	2nd/4th	The same
Subse		

Other: vs NT " K " ask unblock or count

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax	The same
King	AK; KD; Kx; KDx(+)	
Queen	QJ; QJx(+); Qx;	
Jack	J10; J10(+); KJ10(+); Jx	
10	H109x(+); 10x;109xx	
9	109x; H9x	
Hi-x	xSx(+); HSx;	
Lo-x	xS; xSx(+); HxxS(+)	

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's	Discarding
Suit	1 Lo=Encrg	Hi/Lo=Odd	Hi/Lo=Odd
	2 Hi/Lo=Odd		
	3 Lavinthal		
NT	1 Lo=Encrg	Lo=Smith	Hi/Lo=Odd
	2 Hi/Lo=Odd	Hi/Lo=Odd	
	3 Lavinthal		

Signals (including Trumps): **Smith,Lavinthal,**

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)
12+ HPC; may be less with classic shape after partner's

Resp: 1♦-neg. over opp.1♠
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
Resp. dbl thru 3♠;
Competitive dbl in most cases when opp's raised the
Neg .dbl thru 3♠
Max. overcall dbl
Transfers dbl in some cases
Supp. dbl thru 2♠: 3-card support; or strong bal.
Rdbl -usually strong except in obvios SOS situations
2♦-x-xx= ASK

Category: **RED**
 NCBO: **POLAND** EVENT: seniors
 PLAYERS: **BOGUSLAW GIERULSKI**
SLAWEK HENCLIK

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
1♠=2+, 1♦=4+ or 4♦(441), 5-card Major
Multi 2♦;2♥/♠- weak two-suiter 5/4+ with suit opened;
2NT=20-21 balanced
 3♣ - MINOR'S 5/5 week

1NT Opening: Classic 15-17 -HCP,

2 over 1 responses: FG (INV+)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Multi 2♦
2♥: hearts plus minor (5,4)
2♠: spades plus minor (5,4)
Gambling 3 NT (solid m, no outside stopper)
NF 1NT over 1♥/1♠ opening

SPECIAL FORCING PASS SEQUENCES

In obvios situations

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPP 1♠/ better minor/ is treated as non showing suit: (1♠)-2♠

PSYCHICS:
Rare

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♠	X	0	3♠	a) 11-21 HCP= semi nat. b) 18-19 HCP = bal. c) 22-23 HCP = bal. d) 18+ any	1♦: a) 0-5 negative b) 6-11 no 4-cards M, unbal. 1♥/1♠= nat. 4+, 6+HCP, m. b. longer m if not FG 1/2/3 NT= limit; 2♠/2♦/= nat., FG; 3♠/3♦= 9-11 nat. 6+	1♠-1♦ -1♥/♠= seminat., NF: =1NT (18-19) =2NT (22-23) 1♠-1NT-2♦ asks for distribution, FG Checkback Staymann 1♠-1♥/♠-2♠-2♦= Checkback	1♠-1NT= 9-11 HCP,
1♦		4	3♠	11-21 HCP, 4+♦ unbal, 5+	2♦/3♦= inverted 3♠= 9-11 HCP, nat. 6+; 2♥(5-9)/2♠(inv): 5+♠/4+♥; 3♥/3♠/4♠=Splinters others as over 1♠	1♦-2♦F(1) then we show M stoppers	
1♥		5	3♠	11-18 HCP 5+	1♥-1NT= NF	1♥-3♠ = Splinter 1♥-3NT = Splinter ♦	Drury
1♠		5	3♠	11-18 HCP 5+	1♠-1NT= NF	1♠-3NT= Splinter ♥, 1♠ - 4♥ = to play	Drury
1NT			3♠	15-17 HCP, bal.;uncontrolable deviations are possible	Stayman, Transfers, 2♠= tr(♠) 3♥/♠=Shortness ,minors, GF	1NT-2♠-2♦-2♠= 5+♠/4+♥ , 1NT-2♠-2♥/♠-3♠=Relay 1NT-2♠-2♥-3♦=strong with ♥ support 1NT-2♠-2♠-3♥=strong with ♠ support 1NT-2♠-?: - 2NT=MAX, - 3♠=MIN	
2♣	X	5		precision			
2♦	X		2♠	Weak two in one M	2M= pass or correct ; 2NT=R, F1 4♠=ask to transfer the suit, 4♦=ask for the suit	2♦-2NT-?: 3♠ =any max. then 3♦ =R, 3♦/♥=min. with ♥/♠	
2♥		5	2♠	6-11 HCP, 2-suiter, ♥+ m	2NT=R, asks for other suit 3♠/♦= nat. NF		
2♠		5	2♠	6-11 HCP, 2-suiter, ♠+ m	2NT=R, asks for other suit 3♠/♦= nat. NF		
2NT				20-21HCP, balanced	Puppet-Stayman, Transfers		
3♣		6		6-11 HCP, PRE			
3♦		6		6-11 HCP, PRE			
3♥		6		6-11 HCP, PRE	4♠=natural, 4m=cue-bid		
3♠		6		6-11 HCP, PRE	4♥=natural, 4m=cue-bid		
3NT	X			SOL minor usually no stopper	All ♠ bids= pass or correct		
4♣		7		1,2 - ♥ 8-9			
4♦		7		1,2 - ♠ 8-9			
4♥		7		PRE			
4♠		7		PRE			
4NT						HIGH LEVEL BIDDING RKC Blackwood102; RIPO; DIPO; Gerber after 1NT, Josephine, Splinters, Cue-bids shows 1st or 2nd round controls	