

COMPETITIVE AND DEFENSIVE BIDDING	LEADS NAD SIGNALS			CONVENTION CARD THE POLISH BRIDGE UNION	
OVERCALLS: light on 1 level, sound on 2 level; 2♣ response - Drury with fit; One over one response – forcing;	Against suit: honours - natural; spots – reversed; Against NT: honours - sophisticated; Against slams: Rusinow;			Zdzisław Beling – Ryszard Pałasz	
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after 1♣ opening;	Under a honour: third – middle, fourth or longer – fourth best;				
1NT overcall: 16-18 PC; On re open: 10-14 PC, can be without stopper in opener's suit;	Bold first leads against NT, <u>underlined</u> – first leads against suit if different then against NT; AK KD DW W10 10x AKx KDx DWx W10x 109 AKWx KDxx DW109 W1098 109x AKW10x KDWx KD10x KW109 98x xx ADWx KW10x KD109x K109x xxx AWxx Kxx Dxx Wxx 10xx xxxx KWxxx Kxxx Dxxx Wxxx 10xxx xxxxx Kxxxx Kxxx D109x Wxxxx 10xxxx xxxxxx			BASIC SYSTEM: natural with artificail gadgets	
JUMP OVERCALLS: preemptive;				1♣ opening: short with artificial 1♦ response	
TWSUITER: Cue bid – with highets unbid suit; 2NT – two lowest unbid suits;				1NT response: no forcing	
AGAINST 1NT OPENING: Direct: dbl. – twosaiter 5+-4+M or 5+m and 4M 2♣/♦ - 4+♣/♦ i 5 in a major; at re-open: 2♣ - majors; 2♦/ 2♥/♠ - 5+ After weak 1NT – like after strong at re-open				DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: 1 – count odd; 2 – even; D – discouraging; E –encouraging; L – Lavinthal;	
		Card:	LOW	HIGH	1♣ - 12-14 or 18-23 PC, balanced or 10-22 PC, natural
	SUIT	To partner's lead	1,D	2,E	2♣ - Acol – game forcing, any distribution
		To declarer's lead	1	2	2♦ - 6-10 PC, 6+♥/♠;
When not follow the suit		1,L	2,L	2♥ - 6-10 PC, 5+-5+ with hearts;	
AFTER STRONG PASS AND STRONG 1♣: dbl. – good hand; 1NT – any twosaiter; overcall – light, suit (3)4+	NO TRUMP	To partner's lead	1,D	2,E	2♠ - 6-10 PC, 5+-5+, spades and minor;
LEBENSOHL – after jump overcall on 2 level; after 1NT opening and overcall on 2 level; after take out double against weak two in major		To declarer's lead	L,1	L,2	2NT – 6-10 or 17+ PC, 5+-5+ in minors;
		When not follow the suit	1,L	2,L	3NT – solid minor without side stopper
	AFTER OPPONENT'S TAKE OUT DOUBLE:	IN TRUMP SUIT – leads an discards – usually Lavinthal			4♣/♦ - 7+
SPECIAL DOUBLES					
Opener's double after RHO overcall					
Lightner double, lead directing doubles				PREEMPTS ON 4332 RULE	
Optional double when fit was found				PSYCHICS RARE	

OPENING	TICK IF AR-TIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	3♠	11-14 PC or 18-23 PC, balanced; 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC, balanced GF without 4 in major; 2♣/♦ - 5+♣/♦, GF; 4♣/♦ - 7+ solid ♥/♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-2♣-2♦ ♣ fit 1♣ - 1♥/♠ - 2♦ = GF, 6+♣ or 5+♣ and 4♦; 1♣-1♥/♠-3♦ = 5+ 18+Pc;	1NT = 9-11 PC; major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♦		4	3♠	10-22 PC, 5+♦ (4 when 4441)	2♣ - can be 2+♣ with strong hand ♦ fit; 3♥/♠, 4♣ - Splinter;	1♦-2♣-2♦ = 16+PC, any 1♦-2♣-2♥ = nat. or 5332 1♦-1♥/♠ - 2NT = GF	major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♥/♠		5	3♠	10-22 PC, 5+♥/♠, possible longer minor;	1NT – forcing – 4-6 PC with fit; 6-11 PC, no fit; 10-14 PC with fit, balanced; 2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 2♠/NT – 6-9 PC, fit and singleton in a side suit; 1♥-2NT – GF; spade suit; 3♠/NT – 10-12 PC, fit and singleton in a side suit; Splinter – 13+ PC;	1♥/♠-1NT-2♣ = nat. or 5332 1♥-1NT-2NT = invitational; 1♥-1NT-2♠=GF without 4♣/♦ 1♠ – 1NT-2NT invit 1♥-1♠-2NT = GF without side suit, can be unbalanced	Major suits preference; 1NT not forcing; 2♣ - by passed hand - Drury with fit; jump – suit + fit; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1NT				15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥/NT – transfer; 2♠ - invitation to 3NT or transfer to ♣; 3♣/♦/♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative double on 3 level;
2♣	x	0		Precision	2♦ ask 3♥/♠ 6+invit;		
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT – relay; 3♣ - art. GF with any 5+ suit; 3♦ - invitation to game in opener's suit; 3♥ - preempt with fits in majors; 4♣/♦ - asking for suit;	2♦-2NT - 3♣ - ♥, bad hand	3♣ -sign off;
2♥	x	5		6-10 PC, 5+♥ i 5+ another	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	SLAM BIDDING Roman Key Card Blackwood (responses 102); Hoyt ; Cue bids ; Trump 5NT with non typical responses	
2♠	x	5	6-10 PC, 5+♠ i 5+♣/♦	2NT – relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;			
2NT	x		6-10 or 17+PC, 5+♣ i 5+♦	3♥/♠ - asking bid;			
3NT	x		Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay			
4♣	x	0	7+♥ with AKD	4♦ - asking for side A or K			
4♦	x	0	7+♠ with AKD	4♥ - asking for side A or K			