


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				Convention Card																																				
OVERCALLS (style; responses; re opening live) Overcalls natural, suit 5+ (6-16) Responses: Cue bid = F1 2♣ = Drury; New suit = NF; Jump = suit + fit	OPENING LEADS STYLE <table border="1" data-bbox="725 124 1476 264"> <tr> <td></td> <td>Lead</td> <td colspan="2">In Partner's Suit</td> </tr> <tr> <td>Suit</td> <td>2./4.</td> <td colspan="2">the same</td> </tr> <tr> <td>NT</td> <td>2./4.</td> <td colspan="2">the same</td> </tr> <tr> <td>Dalsze</td> <td>2./4.</td> <td colspan="2">the same</td> </tr> </table>					Lead	In Partner's Suit		Suit	2./4.	the same		NT	2./4.	the same		Dalsze	2./4.	the same		 Category: Red Country: Poland Event: Seniors Players: Andrzej ZAKRZEWSKI 24155 – Marek WITEK 7431																				
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INT OVERCALL (2/4 live; re-opening live) 2 nd live=15-18 bal 4 th live=15-18 bal 4 th live re opening= 10-14 balanced 2 nd live after 1♣ opening= 15-18 balanced 4 th live after 1♣-pass-1♦-INT= 15-18 balanced	Another: to A and Q quality , to K quantitative																																								
JUMP OVERCALLS (style; responses, NT) One level jump= blocking 2NT - 2 minor not bid Two level jump= blocking Re opening= constructive	LEADS <table border="1" data-bbox="725 363 1476 596"> <tr> <td>Lead</td> <td>Vs. Suit</td> <td colspan="2">Vs. NT</td> </tr> <tr> <td>Ace</td> <td>AK(+)</td> <td colspan="2">AK(+)</td> </tr> <tr> <td>King</td> <td>AK(+), KQ(+)</td> <td colspan="2">KQ(+)</td> </tr> <tr> <td>Queen</td> <td>KQ(+), QW(+), AQW(+)</td> <td colspan="2">QW(+), AQW(+)</td> </tr> <tr> <td>Jack</td> <td>J10(+), AJ10(+)</td> <td colspan="2">J10(+), AJ10(+)</td> </tr> <tr> <td>10</td> <td>, H109(+), 10x,109x parzyste</td> <td colspan="2">109(+), H109(+), 10x,109x parzyste</td> </tr> <tr> <td>9</td> <td>109(+) nieparzyste</td> <td colspan="2">109(+) nieparzyste</td> </tr> <tr> <td>High-x</td> <td>xXx(+), HXx, 10Xx(+)</td> <td colspan="2">xXx(+), HXx, 10Xx(+)</td> </tr> <tr> <td>Low-x</td> <td>xX, HxxX(+)</td> <td colspan="2">xX, HxxX(+), 10xxX(+)</td> </tr> </table>				Lead	Vs. Suit	Vs. NT		Ace	AK(+)	AK(+)		King	AK(+), KQ(+)	KQ(+)		Queen	KQ(+), QW(+), AQW(+)	QW(+), AQW(+)		Jack	J10(+), AJ10(+)	J10(+), AJ10(+)		10	, H109(+), 10x,109x parzyste	109(+), H109(+), 10x,109x parzyste		9	109(+) nieparzyste	109(+) nieparzyste		High-x	xXx(+), HXx, 10Xx(+)	xXx(+), HXx, 10Xx(+)		Low-x	xX, HxxX(+)	xX, HxxX(+), 10xxX(+)		GENERAL APPROACH AND STYLE Natural system with multimeaning 1♣. Based on Polish Club. 1♣ opening = NAT, preparing or, strong 1♥/♠ opening = 5+ cards, 1BA respos= PF 1BA opening = Strong(15-18)/14/ 2♣ opening = Precision - 6+♣ lub 5+♣-4 (11-14) 2D opening natural weak 2H/S weak natural 2NT strong
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DIRECT and JUMP CUE BID 1♥/♠-2♥/♠= Michaels weak or strong 1♣1♦-2♦ Majors weak or strong Jump cue bid= NT ask	SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♦ = natural weak 1♣-1♦ = 0-6 any, minor suit(s)7-11 or 16+PC Balanced without majors 1♣-1♦-1♥/♠ = suit 3+																																								
VS. NT (strong/weak; responses; re opening live); Against strong: 2♣=majors DBL=2/3 hand 5+min-4+maj ;last hand 10-14 balanced 2D-multi, 2H/S -5-4+ minor Against weak: the same but dbl is points 13+ /2-3 hand/ DBL=10+ PC fits in majors	SIGNALS IN ORDER OF PRIORITY <table border="1" data-bbox="725 751 1476 959"> <tr> <td></td> <td>Partner's Lead</td> <td>Declarer' Lead</td> <td>Discarding</td> </tr> <tr> <td>Suit=1st</td> <td>High=Demark</td> <td>L./h.= even</td> <td>Lavinthal</td> </tr> <tr> <td>2nd</td> <td>L./h. = even</td> <td>Lavinthal</td> <td>L./h. = even</td> </tr> <tr> <td>3rd</td> <td>Lavinthal</td> <td></td> <td></td> </tr> <tr> <td>BA=1st</td> <td>High=Demark</td> <td>L./h.= even</td> <td>Lavinthal</td> </tr> <tr> <td>2nd</td> <td>L./h. = even.</td> <td>Lavinthal</td> <td>L./h. = even.</td> </tr> <tr> <td>3rd</td> <td>Lavinthal</td> <td></td> <td></td> </tr> </table>					Partner's Lead	Declarer' Lead	Discarding	Suit=1 st	High=Demark	L./h.= even	Lavinthal	2 nd	L./h. = even	Lavinthal	L./h. = even	3 rd	Lavinthal			BA=1 st	High=Demark	L./h.= even	Lavinthal	2 nd	L./h. = even.	Lavinthal	L./h. = even.	3 rd	Lavinthal											
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VS. PREEMPTS (DBL; cue bid; jump; NT) DBLs takeout; Lebensohl after DBL against 2♥/2♥/♠; overcalls NAT; jumps constructive;	Another signals: partners lead to A and Q quality to K quantitative TAKEOUT DOUBLES (style; responses; re opening) a)12+ PC, 3+ in all not bid majors, 2+ in al not bid minors responses= NAT balance, Cue bid=GF b) 16+PC any c) re opening double – (8)9+ PC ci) after partner pas normal or bikolor																																								
AGAINST STRONG 1C ARTIFICIAL OPENINGS dbl 4	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES negative double – takeout not bid suits 1♣/♦/♥-(pas)-1♥/♠-(1/2x)- double with 3 cards fit																																								
OVER OPPONENT'S TAKE OUT DOUBLE New suit F1 on 1 st level, NF on 2 nd level 1x-DBL-3x=blocking jump bids=suits + fit 1H/S-DBL-1S-nat,other transfers/2 level/jump suit+ fit	SPECIAL NOTES THAT DON'T FIT ELSEWHERE Third and fourth opening sometime weaker Psychological bid – seldom While A,K or Q preferential leads: – A and Q - quality – K - quantitative ABBREVIATIONS F1= one round forcing GF=game forcing; NF=non forcing; PF=semiforcing; INW=inwitation; AUT=automatic; TRF=transfer; NAT=natural; LEB=Lebensohl; WEJ=overcall; DBL=double																																								

Openings	Artificial	Min.	Neg dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
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1♣	Y	0	4H	balanced (12-14) 5+♣ (15-18) any (19+) 4441♦ (12-18)	1♦=0-6 any, minor(s) (7-11), bal. (16+); 1♥/♣=4+♥/♣, F1 (7+); 1NT=NAT, NF; 2♣♦/12 + PC 5+; 2NT: NAT (11-12); 3♣♦, 6+ good suit, 3 NT(13-15); 2S/11-15/transfer NT; 2H-5+S-4+H 7-9PC; 1T-1D-3T/D/H/S podacol na 5-5 Wilkosza	1♣-1♦: -1♥/♣=3+♥/♣ (12-14); -1NT=bal. (19-21); -2♦ =unbalanced acol; -2♥/♣= 5+ suit, strong; -2NT=acol NT; 1♣-1♥/♣: -2♦=19 +:5+♦ or 4+♥; responses natural -1NT-2♣=relay (2♦ min with fit, 2 nd major 3 max with fit);		
1♦		4	3♣	5+♦ (11-21) 4♦-5♣ (11-21) 4-4-4-1 -(11-21)	1♥/♣=4+♥/♣, F1; 1NT=NAT, NF; 2♣=10 + 5+♣ or 10+ with fit, F1; 2♦=4♦ (10+ PC); 2♥-4+H-5+S (7-9); 2S-4+H-5+S(10-11); 3C-weak with D(0-6) or splinter 15+; 3D=7-9 3♥/3♣- splinter 11-14PC, 2/3 NT balance	4 th suit (resp. NAT); 1♦-1♥/♣-1BA-2♣=relay; 1♦-2♣-2x-2BA=forsujące; 1♦-2♣-2BA=12-14PC 4-4-4-1 1♦-1♥/♣- 2 BA- 6 +♦- weak suit (15-18), 1♦-1♥/♣-3♦- 6 +♦ - solid suit (15-18)		
1♥		5	4D	5+♥ (12-18)	1♣=4+♣, F1; 1NT=NF, without fit; 2♣= 5+♣ or 12+ maybe with fit, FG; 2♦=5+♦, FG; 2♥=3+♥ (6-10); 2NT=fit ♥, INW; 2♣= 10-11 minors; 3♣♦=nat 6+ without fit; 3♥= preemptive; 3♣=splinter; 3BA= splinter ♦; 4♣=splinter; 4H 11-14 Fit bal	4 th suit (res. NAT); 1♥-1♣-1NT-2♣=relay; 1♥-1♣/2♣♦-2x-2BA=GF;	Drury (2♥ najslabsze); 2D-opening	
1♠		5	4H	5+♠ (12-18)	2♥=5+♥, F1; 3BA=splinter ♥; rest like after 1♥ opening ;4H-11-14 Fit bal	Like after 1♥ opening	Drury (2♠ najslabsze); 2D opening	
1NT		0	-	(14)15 - 18 5/6 ♣♦; 5H/S	2♣=Stayman; 2♦♥=TRF; 2♠= TRF ♣ albo invit; 2BA=tr kara albo sign off mlodsze; 3♣= puppet; 3D=5-3 w starych GF; 3♥/♣=5431 ; 1NT-2C-2D-3D FG majors 5+4+; starsze czwórki razem /2NT/3C rozróżnia siłę/ drugie pytanie to 3C -reszta propozycja gry słabe	1BA-2♣: -2♦=without major 4 (2♥/♣ sign-off, 2BA INW); -2♥=4♥; -2♣=4♣; 1BA-2♣-2♥-3D=4♣ slam aspr.; ; 1BA-2♦: -2♥=AUT; -2BA=max, fit 3; -3♥=max, with fit 4t; 1BA-2♥: like after 2♦ TRF; 1BA-2♦-2♥-2♣= nat invit ; 1BA-2♣: -2BA=good; -3♣=no good; 1BA-2BA: -invit, 1NT-3C-6+ goog diamonds and so on	Transfer na starszy I potem drugi starsz invit	
2♣		5	3♣	6+♣ (11-14) 5+♣-4♥/♣ (11-14)	2♦=relay; 2♥/♣=NAT, NF; 2NT=preemptive or 5-5 and after 3C pas-preemptive, 3D-5-5 majors min invit; 3H-H/D GF; 3S-GF S/D; 3NT 15+ balanced fit C, INW; 3♣= invit; 3♦♥/♣=NAT, invit;	2♣-2♦: -2♥/♣=4♥/♣; -2BA=6+♣ good hand; -3♣=6+♣ hand no good-3♦♥/♣=6+♣-4♦♥/♣, surplus		
2♦	Y	0	2♣	Weak with Diamonds	2♥/♣=to suit or GF nat; 2BA=relay; 3♣/D=14+PC 6+; ; 3♥= preemptive with fits;; 4♦=show your suit; 4♣=show your suit by TRF; 4♥/♣- own suit	2♦-2BA: -3♣=min , -3♦-relay , 3♦=min with ♥ ; -3♥=min		
2♥	Y	5	-	Weak with Hearts	2♣=nat; 2BA=relay; 3♣=pas or korekt, sign-off; 3♥= preemptive; 3D=invit H; 3S invit S	After relay four answers		
2♠	Y	5	-	Weak with Spades	2BA=relay 3♣=pas or korekt, 3D =invit S, 3H=invit H; 3♣= preemptive	After relay four answers		
2BA	Y	2	-	20 if 5 cards; 21-23 balanced	3C=puppet I dalej 3D=mam, 3H nie mam; 3S=nat 5; 3NT- 5H	3D/H/S - transfery	Przyjęcie transferu /3D/H/ z dubla	
3♣		6	-	7+♣, preemptive opening	Before partner bid good suit			
3♦		6	-	7+♦, preemptive opening	Before partner bid goog suit			
3♥		7	-	7+♥, preemptive opening	4321			
3♠		7	-	7+♠, preemptive opening	4321			
3BA	Y	0	-	GAMBLING, solid minor without a side stopper	4♦=relay	3BA-4♦: -4♥/♣= shortage; -4BA=brak; -5♣♦= shortage in second minor suit		
4♣		7	-	8+♣ preemptive opening				
4♦		7	-	8+♦ preemptive opening				
4♥		7	-	8+♥, preemptive opening				
4♠		7	-	8+♠, preemptive opening				
HIGH LEVEL BIDDING CUE-BIDY 1st or 2nd class Key-card Blackwood HOYT; INWIT ATUTOWY; SPLINTER; EXCLUSIVE BLACKWOOD, JOSEFINE						BIDDING AFTER OPPONENT INTERVENTION 1♣♦♥/♣-(OVERCALL): 2-over-1=NF; 1♦♥/♣-(OVERCALL): suit jump =NAT, GF+; 3♦♥/♣=preemptive; cue bid=NT ask; 1BA-(2♣): min one 4maj 7+; double take out; 2D-dbl=4H, rest natural LEVEL 2 and transfers =LEVEL 3 /2NT-clubs/ Odwrotka 2D I dalej 2H-4weak or 6 strong; 2S-4 strong, 2NT-5 strong; 3C/D=4weak/5nat; 3H=5weak+singl;; 3S=5weak no singl; 3NT=6weak balanced; 4C/D/H=6 weak and singleton Autolebensohl, aces 102+Q+K; Landy; kolor przeciwnika zawsze invit z fitem! a 2NT GF z fitem albo Lebensohl; 2NT nie forsuje po one over one i po rewersie; kontra fit i rktr fit /nie po otwarciu 1C/D;		