

COMPETITIVE AND DEFENSIVE BIDDING	LEADS AND SIGNALS				CONVENTION CARD THE POLISH BRIDGE UNION	
OVERCALLS: light on 1 level possible, sound on 2 level; 2♣ response – Drury with fit or cuebid; One over one response – non-forcing	Against suit: honours - natural; spots – normally 2nd Against NT: 4 th best, honours leads – A or Q – asks for attitude, K asks for count or unblock, spots – 2 nd (in unsupported partner’s suit - natural)				Piotr Gawryś Michał Klukowski	
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after double at 1♣ opening	From third honour – normally the middle, fourth or longer – fourth best					
1NT overcall: (15)16-18 PC; On re-open position: (11)12-17 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 Kxxxxx Kxxxx D109x Wxxxx 10xxxx xxxxxx					
JUMP OVERCALLS: preemptive					BASIC SYSTEM: Polish Club	
TWOSUITERS: Cue bid – with highest from unbid suits; 2NT – two lowest unbid suits; after 1♣/♦ – 2♦= both majors					1♣ opening: multimeaning with artificial 1♦ response	
AGAINST 1NT OPENING: modified DONT: Direct: dbl – 1 minor or both majors; 2♣ - ♣ & ohter, 2♦ - ♦ & major, 2♥/♠ - natural at re-open: same After weak 1NT: dbl – 13+, 2♣ - majors; 2♦ - one major; 2♥/♠ - 5♥/♠ & 4+ minor	DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: 1 – odd; 2 – even; D – discouraging; E –encouraging; L – Lavinthal;				1NT response: non-forcing after 1♥/♠ openings; Two-over-one – one round forcing	
AFTER STRONG 1♣:CRASH: dbl. - ♠♠ or ♥♦, 1♦ - ♠♥ or ♣♦, 1♥/♠ - nat.; 1NT - ♠♦ or ♥♣; 2 level overcall – light, natural	SUIT	Card:	LOW	HIGH	OPENINGS WHICH CAN REQUIRE DEFENCE 1♣ - 12-14, balanced or 4-4-1-4 distribution; or 15+ PC, natural; or 18+ PC, any 2♣ - Precision (5+♠ & 4♥/♠ or 6+♠, 11-14 PC) 2♦ - 6-10 PC, 6+♥/♠	
LEBENSÖHL – after take out double against natural weak two in major; After our 1BA opening and opponent’s interference on two level – Transfer lebensöhl		To partner’s lead	E, 2	D, 1		
		To declarer’s lead	2, L	1, L		
	NO TRUMP	When not follow the suit	L, 2	L, 1	2♥ - 6-10 PC, 6+♥/♠	
		To partner’s lead	E, 2	D, 1	2♥ - 6-10 PC, 5+-5+ ♥ & minor	
		To declarer’s lead	2, L	1, L	2♠ - 6-10 PC, 5+-5+ ♠ & minor	
		When not follow the suit	L, 2	L, 1		
AFTER OPPONENT’S TAKE OUT DOUBLE: After 1♣ - (dbl): transfers at one level Jump in a new suit after 1♥/♠ - (dbl): suit + fit, except 1♥ - (dbl) - 3♦ [mixed raise] and 1♠ - (dbl) - 3♥ [mixed raise] After 1♥, 1♠ openings - (dbl): transfers	IN TRUMP SUIT – leads an discards – usually Lavinthal; reversed Smith against NT				3NT – solid suit (can be also major, but in 7222 distribution only) without side stopper	
					4♣/♦ - 7+♣/♦, preemptive	
	SPECIAL DOUBLES					
	Support (up to 2♥), responsive, card-showing (points), maximal overcall double				PREEMPTS Light NV, sound V	
	Lightner, lead directing				PSYCHICS: rare but possible	

OPENING	TICK IF ARTIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	0	3♠	12-14 PC, balanced or 4-4-1-4 distribution; or 15+ PC, natural; or 18+PC, any	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major suit; 16-17 PC, balanced without 4 in major suit; Major suits preference: without intervention and before pass only with hands up to 11PC; 2♣/♦ - 5+♠/♦, 4 in major suit possible, GF; 2♥ - 5(+)-4+♥, 6-9 PC; 2♠ - GF balanced (without 16-17 PC), no 4 in major suit	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-1♦-2♦ = any game forcing 1♣ - 1♥/♠ - 2♦ = GF, relay double checkback	major suits preference in competitive and defensive bidding
1♦		(4) 5	3♠	12-17 PC, 5+♦ (4 when 4441, or 5♠-4♦, 11-14 PC)	2♦ - inverted raise; 2♥ - 4+♥-5(+)-♠, weak; 2♠ - 4+♥-5(+)-♠, inviting; 3♣ - preemptive with 4+♦ support or any strong splinter; 3♦ - mixed raise; 3♥/♠, 4♠ - splinter not forcing to game	double checkback	major suits preference in competitive and defensive bidding
1♥		5	3♠	12-17 PC, 5+♥	1NT - non-forcing; 2♠ - 6+♠, 4-9 PC; 2NT - GF with 4 card♥ support; 3♣ - mixed raise or unbalanced invitation; 3♦ - balanced invitation with ♥ support; 3♠ - any minisplinter; 3NT - ♠ splinter; 4♣/♦ - splinters	1♥-1♠-1NT - double checkback continuation	major suits preference in competitive and defensive bidding; 2♠ - by passed hand - Drury with fit
1♠		5	4♥	12-17 PC, 5+♠	1NT - non-forcing, 2NT - GF with 4 card ♠ support, 3♣ - mixed raise or unbalanced invitation; 3♦ - balanced invitation with ♠ support; 3♥ - ♥, good suit, GF; 3BA - any minisplinter; 4♣/♦/♥ - splinters		2♠ - by passed hand - Drury with fit
1NT				(14)15-17 PC, balanced, can be 5 in a major, 5422 minors, 6322 minor longer	2♣ - Stayman; 2♦/♥ - transfers; 2♠ - transfer to ♠, or balanced invitation, no 4 cards in major suit; 2NT - transfer to ♦, weak or strong, or 5+-5+ minors, weak; 3♣/♦ - short suit, 5431 convention, possible 4-4-4-1/4-4-1-4 distribution; 3♥/♠ - short suit, 5431 convention; 4♣ - 5+-5+ majors, GF only; 4♦/♥ - Texas transfers	1NT - 2♣ - 2♦ - 2♠ - relay 1NT - 2♣ - 2♥/♠ - 3♣ - relay 1NT - 2♣ - 2♥/♠ - 3♦/♥ - slam-mish with 4♥/♠ support	negative double up to 3 level, Transfer lebensohl
2♣		5		Precision, 5♠-4M or 6♣, 11-14 PC	2♦ - relay; 2♥/♠ - natural, NF; 2NT - puppet to 3♣ (preemptive with club support, or 5+-5+ without clubs, GF, or 16-17(18) PC balanced, light slam invitation; 3♣/♦/♥/♠ - invitational bids		
2♦	x	0		minimulti : 6-10 PC, preempt in a major	2♥/♠ - p/c; 2NT - relay; 3♣ - 5+♥/♠, GF; 3♦ - ♣ or ♦, GF; 3♥ - p/c; 4♠ - bid a transfer to your long suit; 4♦ - show your long suit naturally; 4♥/♠ - to play	2♦-2NT - 3♣ - bad hand 3♦ - ♥, good hand 3♥ - ♠, good hand 3♠ - semisolid suit 3NT - solid suit	
2♥		5		6-10 PC, 5+♥ & 5+♣/♦	2♠ - natural, NF; 2NT - relay; 3♣ - pass or correct; 3♦ - invitation to 4♥; 3♥ - ♥ support, basically preemptive	SLAM BIDDING Roman Key Card Blackwood (responses 102); Exclusion Blackwood (responses 012); cue-bids, splinters	
2♠		5		6-10 PC, 5+♠ & 5+♣/♦	2NT - relay; 3♣ - pass/correct; 3♦ - invitation to 4♠; 3♥ - natural, NF; 3♠ - ♠ support, basically preemptive		
2NT				(19)20-21(22) balanced (semi-balanced)	3♣ - Puppet Stayman; 3♦/♥ - transfers; 3♠ - 5+-4+ minors; 4♠ - transfer to ♦, strong, slam oriented hand; 4♥/♠ - Texas transfers		
3NT	x			solid suit, no side entry	4/5♠ - pass or correct; 4♦ - relay		
4♣		7		preemptive			
4♦		7		preemptive			