

COMPETITIVE AND DEFENSIVE BIDDING	LEADS NAD SIGNALS				CONVENTION CARD POLSKI ZWIĄZEK BRYDŻA SPORTOWEGO	
OVERCALLS: light on 1 level, sound on 2 level before partner's pass; 2♣ response - Drury with fit; One over one response – forcing; Two over one – nf	Against suit: honours - natural; spots – reversed; Against NT: honours – A for attitude, K for unblock or count; 4-th Against 6 level contracts: Rusinow;				.....  BASIC SYSTEM: natural with artificail gadgets  1♣ opening: short with artificial 1♦ response  1NT response: forcing after 1♥/♠ openings;  Major suits preference: Only in competitive and defensive bidding, without intervention only with hands up to 11PC;	
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; Re open: 10-14 PC, can be without stopper in open-er's suit; system off	<b>Bold</b> first leads against NT, <u>underlined</u> – first leads against suit if different then against NT; <b>AK</b> <b>KD</b> <b>DW</b> <b>W10</b> <b>10x</b> <b>AKx</b> <b>KDx</b> <b>DWx</b> <b>W10x</b> <b>109</b> <b>AKWx</b> <b>KDxx</b> <b>DW109</b> <b>W1098</b> <b>109x</b> <b>AKW10x</b> <b>KDWx</b> <b>KD10x</b> <b>KW109</b> <b>98x</b> <b>xx</b> <b>ADWx</b> <b>KW10x</b> <b>KD109x</b> <b>K109x</b> <b>xxx</b> <b>AWxx</b> <b>Kxx</b> <b>Dxx</b> <b>Wxx</b> <b>10xx</b> <b>xxxx</b> <b>KWxxx</b> <b>Kxxx</b> <b>Dxxx</b> <b>Wxxx</b> <b>10xxx</b> <b>xxxxxx</b> <b>Kxxxxxx</b> <b>Kxxxx</b> <b>D109x</b> <b>Wxxxx</b> <b>10xxxx</b> <b>xxxxxxx</b>					
JUMP OVERCALLS: preemptive;						
TWOSUITERS: Cue bid – with highest unbid suits; 2NT – two lowest unbid suits (after natural (3+) 1♣ – 2♦=♦+♥) ;	DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: <b>1</b> – count odd; <b>2</b> – even; <b>D</b> – discouraging; <b>E</b> –encouraging; <b>L</b> – Lavinthal;				<b>OPENINGS WHICH CAN REQUIRE DEFENCE</b>  <b>1♣</b> - 12-14 or 18-23 PC, balanced or 10-22 PC, natural <b>2♣</b> - Acol – game forcing, any distribution <b>2♦</b> - 6-10 PC, 6+♥/♠; <b>2♥</b> - 6-10 PC, 5+-5+ with hearts; <b>2♠</b> - 6-10 PC, 5+-5+, spades and minor; <b>2NT</b> – 6-10 PC, 5+-5+ in minors; <b>3NT</b> – solid minor without side stopper  <b>4♣/♦</b> - 7+ solid ♥/♠; III hand – natural, preemptive  <b>SPECIAL DOUBLES</b>  Opener's double after RHO overcall  Lightner double, lead directing doubles  Optional double when fit was found	
AGAINST 1NT (14-15-18) OPENING: dbl. – twosuit 5+-4+ with 4M and 5 in a minor; 2♣ - majors; 2♦ - one major suit; 2♥/♠ - 5+♥/♠ with 5+ in minor; at matchpoints: dbl=4M+5+m; 2♥/♠ = 5+ with 4+m; AGAINST WEAK 1NT – dbl.=13+PC, more or less balanced, or strong; others – as above;		Card:	LOW	HIGH		
AFTER STRONG PASS AND STRONG 1♣: dbl. – good hand; 1NT – any twosuit; overcall – light, suit (3)4+; 2 level – preemptive	SUIT	To partner's lead	1,D	2,E		
		To declarer's lead	1	2		
		When not follow the suit	1,L	2,L		
LEBENSÖHL – after jump overcall on 2 level; after 1NT opening and overcall on 2 level; after take out double against weak two in major; after overcall of second defender on 2 level; Lebensohl-like 2NT in many competitive positions	NO TRUMP	To partner's lead	1,D	2,E		
		To declarer's lead	L,1	L,2		
		When not follow the suit	1,L	2,L		
AFTER OPPONENT'S TAKE OUT DOUBLE: After 1♣ - dbl.: pass – negative, 1♦/♥ - transfers, 6+PC, 1♠ - 5+♦, 6+ PC, 2NT – minors, 6-9 PC; After natural openings – 1/2/3NT – raise with defensive values; 1/1 one round forcing Jump in a new suit after 1♥/♠ - suit + fit	IN TRUMP SUIT – leads an discards – usually Lavinthal					
	Opener's double after RHO overcall					
	Lightner double, lead directing doubles					
	Optional double when fit was found					

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; 2♥/♠ 6+♥/♠, GF with slam prospects; 3♣/♦ - inv, good 6-card; 3♥/♠-13-15 PC, 44m32♥/♠ 4♣/♦ - 7+ solid ♥/♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣-2♣-2♦ = 16+PC with ♣ fit 1♣ - 1♥/♠ - 2♦ = GF, 6+♣ or 5+♣ and 4♦; 1♣-1♥/♠-3♦ = 18+PC, balanced with 4♥/♠;DOUBLE CHECKBACK	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; 2♥/♠ - GF, 6+♥/♠, 3♣ - inv, 6+♣; 3♦ - weak 3♥/♠,4♣ - Splinter;	1♦-2♣-2♦ = 16+PC, any 1♦-1♥/♠ - 2NT = GF, can be unbalanced 1♦-1NT-2♥/♠ = GF, can be a stopper DOUBLE CHECKBACK	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 – inv with 4+fit 1♥-2NT – 6-9 PC, fit 4+ 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 = GF 1♥-1♠-2NT = GF without side suit, can be unbalanced DOUBLE CHECKBACK	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, even 4441	2♣ - Stayman; 2♦/♥/NT – transfer; 2♠ - invitation to 3NT or transfer to ♣; 3♣ - 5+-5+♥/♠; 3♦ - asks for major 5-carder; 3♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative doubles on 2/3 level;
2♣	x	0		Game forcing, any distribution	2♦ - no A and K or 3K; 3♥/♠,4♣/♦ - one looser suit; 3NT – any solid suit 6+;		
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♣ - any good hand 3♦ - ♥, bad hand 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;	<b>SLAM BIDDING</b>  <b>Roman Key Card Blackwood</b> (responses 102); <b>Hoyt</b> ; <b>Cue bids</b> ; <b>Trump 5NT</b> with non typical responses <b>End Signal</b> and <b>Doroszewicz Asking Bid</b>	
2♠	x	5		6-10 PC, 5+♠ i 5+♣/♦	2NT – relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;		
2NT	x			6-10 PC, 5+♣ i 5+♦	3♥ - asking bid; 3♠ - inv with fit in minor		
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		