

DEFENSIVE AND COMPETITIVE BIDDING										LEADS AND SIGNALS										CONVENTION CARD									
OVERCALLS - General style										OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;				POLISH BRIDGE UNION													
Responses 2T Drury, opponent's suit - F1												OTHERS reverse				Bartłomiej IGŁA				2.5		Artur MACHNO				2.5			
												3th/5th; 4th; Attitude; Rusinow;				NAME OF PLAYER WK						NAME OF PLAYER WK							
												OTHERS reverse				POLAND						POLAND							
IN BAL. POS. Openings may be strengthen										SUBSEQUENT LEADS reverse attitude										NCBO									
Responses natural										from honours (AK, KQ) - preferential										NCBO									
TAKE-OUT DOUBLE - General style classic or 16+PC										BLUE - vs NT										SYSTEM SUMMARY : GENERAL APPROACH AND STYLE									
Responses opponent's suit - GF										GREEN - vs suit contracts										Semi-natural, 1C/D/H/S - 12-21 PC									
others - natural																				1C - artificial									
IN BAL. POS. 8+ PC re-open										AK KD DW W10 10x										1D/H/S - 12-21 PC 5+cards in suit									
Responses natural, bal										AKx KDx DWx W10x 109										1NT - 15-17 PC bal, possible 6C/D or 5H/S									
1NT OVERCALL										AKWx KDxx DW109 W1098 109x										2C - 4+-4+ majors, 4-11 PC									
2nd pos. Classic										AKW10x KDWx KD10x KW109 98x xx										RESPONSES: 1NT 2 OVER 1 forsing 4+suit									
										ADWx KW10x KD109x K1098 xxx										ARTIFICIAL STRONG 1C Response style									
4th pos. Classic										AWxx Kxx Dxx Wxx 10xx xxxx										CANAPE OPENINGS STRONG Special									
JUMP OVERCALL										KWxxx Kxxx Dxxx Wxxx 10xxx xxxxx										RESPONSES HANDS sequences									
OTHERS preemptive										Kxxx Kxxx D109x Wxxx 10xxx xxxxx										SPECIAL OPENS AND RESPONSES THAT MAY REQUIRE DEFENCE									
In bal pos. - strengthen										SIGNAL WHEN FOLLOWING SUIT OR DISCARDING										OPENINGS DESCRIPTION									
Responses natural										USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS										2D 6-10 PC 6(5)H/S, 21-23 PC bal									
UNUSUAL NT 2NT- 5+ - 5+ both minors										D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE										or 8-9 tricks on C or D									
Responses natural										CARDS HIGH LOW ODD EVEN										2H 5-10 PC 5H and 4+minor									
DIRECT CUE-BID STYLE										SUIT	On partner's lead D 1 E 2				2S 5-10 PC 5S and 4+minor														
5+ - 5+ (can't be C & D)											On declarer's lead 1n 2p				2NT 6-10 PC, 5-5+ both minors														
Responses											Discarding S				3C/D/H/S preempts														
VS NT										NT	On partner's lead D 1 E 2				SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE														
DBL 5+minor, 4 major											On declarer's lead 1n 2p				CB. 1														
2H/S- 5+H/S, 4+C/D											Discarding S				CB. 2 Direct cue-bid														
2C - 4+H and 4+S										SIGNALS IN TRUMP SUIT OTHER SIGNALS										CB. 3 2NT - 5-5+ both lower suits									
VS PREEMPTS TAKE-OUT DBL										Lavinthal Direct encourage,										CB. 4									
2NT- 15-18 PC bal, Lebensohl										confirm the first lead (NT)										CB. 5									
										SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES										CB. 6									
VS ARTIFICIAL STRONG 1C OR 2C OPENINGS										Negative, Response, Re-open, Lead-directing										IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE									
																				Major suits preference below forcing bid									
																				After 1H/S - 2C artificial									
OVER OPPONENTS TAKE-OUT DOUBLE																				PSYCHICS OPENINGS OTHER									
RDBL - 10+PC, Jump overcalls - suit + support										SPECIAL FORCING PASS SEQUENCES										3rd pos. - may be weaker After op. 1D/H may be									
Opening suit - preemptive																				and less cards in suit weaker									
1/2/3 NT- balance with support																				Response: 2C - Drury Bluff - sometimes									

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS
1C	X		3S	12-14 or 18-20 PC bal 12-21 PC 4-4-4-1(D) 12-21 PC 5+ C Acol	1D- negat 0-6 PC, 7-11PC unbal, or 16+ PC without 4+H/S and 5+C/D 1/2/3 NT- bal, without major four 1H/S- 7+ PC 4+H/S, 3C/D- invit, others forcing	1C-1D-1H/S- 3+ H/S, 1C-1D-2D- 22+PC Acol, 1C-1H/S-2D/H/S - GF, 1C-1H/S/NT-2C - 12-15PC 5+C, then 2D- relay 1C-1/2/3NT-2/3/4D - ask about distibution GF	
1D		4	3S	12-21 PC 5+ D 12-21 PC 4-4-4-1	2D- 11+ PC 3+ D bal, 2NT- invit, 3C- 7-9 PC 4+ D or splinter 12+ PC, 3D- 4+D preemptive, 3H/S- minisplinter	1D-3C-3D-3H/S - 12+ PC singleton H/S natural	
1H		5	3S	12-21 PC 5+ H	1NT- semi-forcing, 3C/D- 6+ C/D, invit, 3S- minisplinter 3NT- splinter S, 3H - preemptive	1H-1NT-2C - seminatural 1H-1NT-2NT - 18-21 PC can be other 4 1H-1S-3H - 18-21 PC one-suiter	
1S		5	3H	12-21 PC 5+ S	1NT- semi-forcing 3C/D/H- 6+ C/D, invit, 3NT- minisplinter 3S - preemptive	1S-1NT-2C - seminatural 1S-1NT-2NT - 18-21 PC possible other 4 1S-1NT-3S - 18-21 PC one-suiter	
1NT				15-17 PC bal possible 6 C/D or 5 H/S possible 5 C/D 4H/S	2C- Stayman, 2D/H - JTB, 2S - 6+ C or invit NT, 2NT- 6+ D, 3C/D/H/S -5-5 4C- gerber,	1NT-2S-2NT - min, 3C max 1NT-2NT-3C - max, 3D - min	Lebensohl
2C			3S	4+H and 4+S ,4-10PC	2/3/..7D- preempt with major suits 2/3H/S- preempts. , 2NT relay GF		4th hand 6+C or 5+C, 4H/S
2D	X			6-10 PC 6+ H/S 21-23 PC bal, 8-9 tricks in C/D	2H- NF, 2S- NF if 6+ S, invit if 6+ H 2NT- relay , 3D- H/S sup, inv 3H/S- preempts,4C- show me suit by transfer 4D- show me your suit	max; 2D-2NT-3C - max H/S, 3D/H- min H/S 3S - full 6H or S, 3NT- 21-23 PC, 4C/D 8-9 tricks in C/D	2D-2NT-3C-3D - relay: 3H - 6+S, 3S - 6+H 4th hand 12-15 5+D
2H		5		6-10 PC 5+ H i 4+minor	2S- NF to partner's suit, 2NT- ask, 3C/D- 6+ natural, sign off		4th hand 12-15 5+H
2S		5		6-10 PC 5+ S i 4+ minor	2NT - relay, 3C/D - sign off, 3H natural, invit 3S- preemptive		4th hand 12-15 5+S
2NT		6		6-10PC, 5-5+ both minors	3C/D - sign off, 3NT-nat., others - forcing		4th hand strong
3T		6		6+ C, preempt			
3K		6		6+ D, preempt			
3C		6		7+ H, preempt			
3P		6		7+ S, preempt			
3NT		7		full 7+ suit C/D, without stopper	4C- sign off to partner's suit, 4D - relay GF		
4T		7		9-9.5 tricks in H			
4K		7		9-9.5 tricks in S			
4C		7		preempt			
4P		7		preempt			