DEFENSIVE AND COMPETITIVE BIDDING

Overcalls (style, responses, 1/2 level, reopening)

Natural, sound on 2–level, light on 1–level, 5(4)+cards, 8+PC, then:

a) 2♣ is a cue bid w/o support (might have after 1♣ opening)
b) 2 of their suit is a cue bid with support
c) New suit on a 1 level is constructive, but not forcing

1NT Overcall (2nd/4th live, responses, reopening)

2nd 1NT = 15-18PC (system ON)

4th: a) 15–17PC after 1♣, might be little weaker after 1♦
b) 12–15PC after 1♥/♠

Jump overcalls (style, responses, unusual NT)

Direct – weak

Reopen – constructive

[1x] – 2NT = two lowest

Direct and jump cue bids (style, response, reopen)

[1♣/♦] – 2♦ shows 5+♥, 5+♠

[1♥] – 2♥ shows 5+♠, 5+♣/♦

[1♠] – 2♠ shows 5+♥, 5+♣/♦

Versus 1NT (strong and weak)

a) strong: x = 5m 4+M, or strong, BAL, 2♣ = 5+M, 4+M
2♦ = 6(5)+♥/♠, 2♥/♠ = 5+♥/♠, 4+minor
2NT = minors or any strong, very constructive two-suiter

Reopen – dbl shows two places to play, does not promise 54 shape

b) weak: x = 13+PC, other bid are the same as after 15-17PC

Reopen – the same

After pass – x shows two places to play, other are the same

Versus preempts (doubles, cue-bids, jumps, NT bids)

Jumps are constructive, 2/3NT is natural, x is takeout below 4♠

x over 4♠ or higher opening = points, rather pass then bid

[2♦/♥/♠] – 4♣/♦ - Leaping Michaels, then passes are forcing

Versus artificial, strong openings – 1♣ or 2♣

Versus 1♣ 16+PC: x shows 4+♥, 4+♠, 1♦/1♥/♠ are natural (and then 2♣ is a cue bid), 1NT shows both minors, 2 of a suit is natural

Versus 1♣ polish or 2+: 2♦ shows 5+♥, 5+♠

Over opponent's takeout double

A lot of transfers after 1♣, 1♥, and 1♠ openings

Natural over other openings

LEADS AND SIGNALS

Opening leads style: 2nd/4th

	Lead	In Partner's Suit
Suit	2/4	2/4
NT	2/4	2/4 (3/5)*
Subseq	2/4	2/4

Other: *in unsupported partner's suit we lead: 3/5, Xx, xxX, etc.

Versus NT contract king is a strong lead, asking either for unblock or a count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	Asks for an attitude
King	AK, KQ(+), K(x)	Strong
Queen	QJ(+); Q(x)	Asks for an attitude
Jack	J10(+), AJ10(+), KJ10(+)	Same
10	10x, H10x, H109(+)	Same
9	H9x, 109+	Pretty same, (maybe J98x)
Hi-X	HXx, HxxXx(+), xXx+	Same
Lo-X	xX, HxxX	Pretty same (maybe 10xxX)

Signals in order of priority:

		Partner's Lead	Declarer's Lead	Discarding
	1	LOW = ENC	LOW = EVEN	S/P (standard)
Suit	2	LOW = EVEN	S/P (standard)	LOW = EVEN
	3	S/P (standard)		
	1	LOW = ENC	LOW = EVEN	S/P (standard)
NT	2	LOW = EVEN	S/P (standard)	LOW = EVEN
	3	S/P (standard)		

Signals (including Trumps): S/P in trumps

Smith's Echo: LOW = ENC

DOUBLES

Takeout doubles (style, responses, reopening)

Double = 11+PC (after Partner's pass, may be weaker with a good shape)

Special, artificial, and competitive doubles and redoubles

1♣ – [1♦] – x = 4+♥, (7)+PC   1♦ – [1♥] – x = 4+♠, (7)+PC

1♣ – [1♥] – x = 4+♠, (7)+PC

We play support, lightner, and card-showing doubles.

We do SOS, card-showing, and 1st class control redoubles.

1NT [pass] 2♦/♥ [x] Both redoubles show a good hand with 3+♥/♠

xx

2NT [pass] 3♦/♥ [x]

xx

SYSTEM SUMMARY

General approach and style:

POLISH CLUB

1♣ opening shows:
a) 11–14PC, BAL or nat (4414, rarely 3415/4315)
a) 15+PC, 5(4)+♣ (4 only if 4414)
b) 18+PC, any shape

Then 1♦ shows one of those three types of hands:
a) 0–6PC, any shape
b) 7–9(10)PC, both minors
c) 16+PC, BAL, neither 5 card minor, nor 4 card major

1NT = 15–17PC, BAL (little off-shape like 5M, 6m, 5431 possible)

2♣ = 11–14PC, 5+♣, 4M, or 6+♣

2♦ = 3–10PC, 6+♥/♠

2♥/♠ = 3–10PC, 5+♥/♠, 5(4)+m

A lot of transfers in competiton, especially after our openings and preempts

Special bids that may require defence

As above

Special forcing pass sequences

When we are in a GF situation

When we have bid leaping michaels, or [3M] – 4M

Important notes

When we lead an A or K, and there are 2, 3 or 4 small cards in the dummy, carding in the first trick is standard.

Psychics: rarely

Opening	Art	No of cards	Neg dbl up to	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	11–14PC BAL, or 4441♦, 15+PC, 5(4)+♣, 18+PC, ANY	1♦ = 0–6PC ANY, 7–11PC minor(s), or 16+PC, BAL	1♣ – 1♦ – 1♥/♠ = NF, 3+, 12–14PC BAL, or strong 1♣ – 1♦ – 1NT = 18-19PC, BAL	
					1♥/♠ = 4+♥/♠ 7+PC, 1NT = 7-10PC (passed hand 10-11PC), no 4cdM, 2♣/2♦ = 5+GF, 2♥ = 12-16PC BAL, 2♠ = minors, inv, 3♣/♦ = 6+♣/♦, inv, 3♥ = 12-16PC, 4144, 3♠ = AKDxxxx in minor	1♣ – 1♦ – 2NT = 21-23PC, BAL 1♣ – 1♥/♠ – 2♣ = GF, Relay, 18+PC, 3+♥/♠ 1♣ – 1♥/♠/♦ – 2♣ = 5+♣, 15+PC 1♣ – 1♥/♠ – 2♣ – 2♦ = GF, artificial	
1♦		4(+)	4♥	11–17PC, 5+♦, or any 4♦441, 11–15PC, 4♦ 5♣	1NT = NF, nat, 2♣ = GF, nat, 2♦ = 10+PC, 4+♦, no 4M, 2♥ = 4(5)♥, 5♠, weak, 2♠ = 6+♣, 9-11PC, 3♣ = weak with ♦, or any strong splinter 3♦ = mixed raise	Double checkback	
1♥		5(+)	4♠	11–17PC, 5+♥	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2♠ = mixed raise, 2NT = inv, 4+♥, minispliner, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♠ = support + any void, 3NT = ♥ support + 1♠, 4♣/♦ = ♥ support + 1♣/♦	Double checkback	Drury (2♦ shows interests)
1♠		5(+)	4♥	11–17PC, 5+♠	1NT = F1, 2♣ = GF, semi nat, 2♦ = GF, nat, 2NT = inv, 4+♠, minisplinter, or weak GF, 3♣/♦ = 6+♣/♦, inv, 3♥ = mixed raise, 3NT = support + any void, 4♣/♦/♥ = support + 1♣/♦/♥	Double checkback	Drury (2♦ shows interests)
1NT			4♥	14+–17PC, can be little bit off-shape (5M, 6m, 54, stiff)	2♣ = stayman (inviting hand with 5+♠ included), 2♠ = transfer to ♣, or inv, BAL, 2NT = transfer to ♦ or weak with both minors, 3♣/♦ = shortness, 3♥/♠ = shortness, min 5+ 4+ ♣♦, 4♣ = 5+♥ 5+♠, game or slam in a hand, 4♦/♥ = transfer to ♥/♠, 4♠ = to play	1NT – 2♣ – 2♦ – 2♥ = NF, 4+♥, 4+♠, 3415, or 1444, 8–9PC 1NT – 2♣ – 2♦/♥ – 2♠ = inv, 5+♠ 1NT – 2♣ – 2♦/♥/♠ – 3♣ = GF, Relay 1NT – 2♣ – 2♥/♠ – 3♦/♥ = at least ♥/♠ game try We play double transfers, next bid between 2NT–3♥ is next trf, example: 1NT – 2♥ – 2♠ – 2NT = GF, 4+♣	1NT – 2♥ 2♠ – 2NT = inv+, 4+♣
2♣	X	5(+)	4♥	11–14PC, 5+♣ 4M, or 6+♣	2♦ = relay, 2♥/♠ = NF, nat, 2NT = puppet to 3♣, 3♣ = inv to 3NT, 3♦ = inv, nat, 3♥/♠ = inv, nat	2♣ – 2NT – 3♣ – pass = preemptive, 3♦ = inv+, 5♥, 5♠, 3♥/♠ = GF, 5+♥/♠ 5+♦, 3NT = inv to 6NT, based on clubs	2NT = invitational to 3NT 3♣ = normal raise
2♦	X	0		3–10PC, 6+♥/♠ on a 3rd hand might be 5+♥/♠	2♥/♠ = pass/correct, 2NT = Relay, inv+, 3♣ = inv to 4M, GF, 5+♣, 5+other, or choice between 3NT and 4M 3♦ = GF, 5+♦, 5+M, 3♥ = preemptive, both supports, 3♠ = nat, partner can raise, 4♣ = bid your suit by transfer (then passes are forcing), 4♦ = bid your suit directly	2♦ – 2♠ – 2NT – 3♠ = GF, nat 2♦ – 2♥ – 2♠ – 3♥ = inv, nat 2♦ – 2NT – 3♣ = any min 2♦ – 2NT – 3♦/♥ = max with ♥/♠	
2♥	X	5(+)		3–10PC, 5+♥ and 5(4)+♣/♦	2♠ = NF, nat, 2NT = Relay, 3♣ = pass/correct, 3♦ = inv to 4♥, better than through 2NT, 3♠ = GF	2♥ – 2NT – 3min – 3♠ = GF on ♥, 2ⁿᵈ minor = GF on minor 2♥ – 2NT – 3min – 3♥ = NF, 2♥ – 2NT – 3min – 4min = NF	
2♠	X	5(+)		3–10PC, 5+♠ and 5(4)+♣/♦	2NT = Relay, 3♣ = pass/correct, 3♦ = inv+ with ♥, 3♥ = inv to 4♠, better than through 2NT	2♠ – 2NT – 3min – 3♥ = GF on ♠, 2ⁿᵈ minor = GF on minor 2♠ – 2NT – 3min – 3♠ = NF, 2♠ – 2NT – 3min – 4min = NF	
2NT			4♥	19+–21PC	3♣ = puppet stayman, 3♦/♥ = transfers, 3♠ = minors, 4♣/♦/♥/♠ = transfer to ♥/♠/♣/♦, shows slam interests	2NT – 3♣ – 3♦ = at least one 4M, 3♥ = no4M, 3♠/NT = 5♠/♥ 2NT – 4♣/♦ – 4♦/♥ = worse than 4♥/4♠	
3♣		6(+)		PRE, wide range NV	3♦ = puppet to 3♥, 3♥/♠ = GF (F1), nat, 4♦ = Optional KeyCard	3♣ – 3♦ – 3♥ – 3♠ = NF, nat, 3NT = partner might run, 4♥/♠ = choice of games between 4M and 5♣	
3♦		6(+)		PRE, wide range NV	3♥/♠ = GF (F1), 4♣ = Optional KeyCard	3♦ – 4♣, 3♦ – 4♣, 3♥ – 4♣, 3♠ – 4♣ – see below	
3♥		6(+)		PRE, wide range NV	3♠ = GF, 4♣ = Optional KeyCard	Answers are different, depending on a vulnerability	
3♠		6(+)		PRE, wide range NV	4♣ = Optional Keycard		
3NT	X			1ˢᵗ/2ⁿᵈ = Gambling, no side stop 3ʳᵈ/4ᵗʰ = just to play	4♦ = asks for shortness	3NT – 4♦ – 5♣/♦ = suit and short in the other minor	
4♣		6(+)		PRE, wide range NV	4♦ = Blackwood, 0–1–2 answers 4NT to play		
4♦		6(+)		PRE, wide range NV	4NT = to play, 5♣ = Blackwood, 0–1–2 answers	**HIGH LEVEL BIDDING**	
4♥		6(+)		PRE, wide range NV	4NT = Blackwood	Blackwood, 1–0–2 or 0–1–2 + Q + specified Kings, depending on a structure of a bidding	
4♠		6(+)		PRE, wide range NV	4NT = Blackwood	Exclusion Blackwood (0–1–2),	
4NT	X			Minor suits	5♥ = Blackwood ♣, 5♠ = Blackwood ♦	PEDO (pass = even, double = odd)	