


Defensive and competitive bidding		Leads and signals			
Suit overcalls (Style: 1 st /2 nd level; reopen)		Opening leads (general style)			
Jump = preempt (6-11) in any vul			<i>Lead</i>	<i>.. to parnter suit</i>	
Overcall = 5+suit, (4 rare), 7-16 HCP		Trumps	2 nd / 3 rd / 5 th	same	
NT response = non-forcing. We don't use Drury.		NT	top / 3 rd / small	top / small	
Jump raise = preempt		Later	2 nd / 4 th	same	
New suit on the 2 nd level = non-forcing except for fit split.		The right defender leads Rusinov.			
Rubensohl when 1NT is not available.					
1NT overcalls (2 nd /4 th seat; responses; reopen)		Leads			
1NT 2 nd seat = 15-18 HCP; Stayman, Transfers.			<i>Vs trump contracts</i>	<i>Vs NT contracts</i>	
1NT 4th seat (reopen) = 12-15 HCP, then natural bidding, no Stayman, no transfers.		A	AK(+), A(+)	AK(), AQ10x(+)	
		K	AK(+), AK, KQ() seq	KQ() seq, Miles	
		Q	QJ() seq, AKQ(+)	QJ() seq, Miles	
		J	J10() seq, Jx	J10() seq, Jx	
VUL vs NV: from down two to almost one down.		10	0/2 above, 10x, 109(xx+)	0/2 above, 10x, 109	
Other vuls: 6+ cards. Generally "SafetyRule-1" 2 nd seat, 1 st seat can be slightly pulled, 3 rd seat random.		9	0/2 above, H9x, 109x	0/2 above, H9x, 109x	
Reopen: Game invitational.		High	Sxx, xSxx(+), HSx	Sx(+)	
2NT = 2-suiter lower unbid suits.		Low	xS, HxSx, HxxxS	HxS(+), HHx..S(lowest)	
Cue-bids		Signals abd priority			
Michaels cue guarantees at least one unbid major.			<i>Partner leads</i>	<i>Declarer leads</i>	<i>Discards</i>
Jump cue = either a Gambling with no stopper or (semi) solid suit at least 9+ tricks.		Trumps:1 st	Hi = discourage	Hi/low = odd	Suit preference
		2 nd	Hi/low = odd	Suit preference	Hi/low = odd
		3 rd	Suit preference		
Versus natural NT		NT: 1 st	Hi/low = odd	Suit preference	Suit preference
vs strong (14+) direct ML. Reopen DONT: Dbl = any one-suiter, 2♣ = ♣ + any, 2♦ = ♦ + major, 2♥ = both majors		2 nd	Smith & Wesson	Hi/low = odd	Hi/low = odd
vs weak Multi-Landy: Dbl 15+HCP (reopen 12+)		3 rd	Suit preference		
2♣ = majors; 2♦ = 10..14 6+M, could be 6-4M with max 2♥♠ = 10..14 5+♥♠ and 4+♣		A,K,Q asking: "Attitude, Kount, Qount".			
In all another cases, when opponents bid 1NT natural, then if any side designated a major then our bids are DONT; otherwise our bids are Multi-Landy.		Suit preference: even – to low; odd – to high; the scale from even to odd is AQ1086423579JK; small cards may mean nothing.			
		S&W in NT: right defender encourage with high, left - with low.			
Versus preempts		Doubles			
Multi vs Multi [5];		Takeout double			
(weak 2)-2NT = 16-18 HCP; Michaels Cue, Roman jumps;		Simple takeout =3+cards in unbid ♥♠ and 2+cards in unbid ♣♦.			
(weak 2) – Dbl – (pass) – Lebensohl		1♦ = negative only after takeout dbl on 1♣.			
Versus artificial 1♣ (preparatory and 16+)		Responsive dbl = 9+HCP, usually two suits.			
Vs prep 1♣: overcall 2♣..2♠, 3♣..3♠ etc. = either 1-suiter in the next suit or 2-suiter in the other suits; ovc. 1♦ means 2♣ natural; ovc. 2NT = 13..15 6+♣♦; same stands vs 1♦ Precision or S/Off.		Opps raise to 2 nd level after our overcall ⇒ Rubensohl.			
Vs Precision 1♣: obligatory overcalls (1 st level and DBL); ovc NT on any level = 2 suiter non-touching suits; 2♣..2♠, 3♣..3♠ etc. the same as over preparatory 1♣.		Special artificail doubles and redoubles			
		Negative double after our 1♣♦♥♠/2♣ up to 4♦.			
		Natural double after our 1NT on 2 nd level.			
Versus takout double					
New suit: transfers defense system[4].		Antidouble – when our designated suit 4+ then from 2♥ up,			
1M-(Dbl)-?? 1NT = ♣, 2♦ = ♥, "split fit", 2NT minors.		when our designated suit 3+ then from 3♣ up.			
		Psychic calls: relatively often.			
		Any bids may have any deviations.			

OPENINGS BIDS DESCRIPTION AND CONSTRUCTIVE BIDDING REVIEW:							
Opng Bid.	Artificial	Least Amnt	Negative dbl up to	Opening bid descriptiom	Responces	Rebids and continuation	Changes when partner has passed
1♣	√	0	4♦	VUL: - balanced (11-13) - any 17+ but 20-21 NT NV: 14+ Polish club	1♦ - neg. 0-6, or 7-8 no ♥♠, or 14-16 balanced; 1NT=9-11; 2♣ = 12.. 5+♣/♦ or 12-13 NT; 2♦ = (5-9) 6+♥/♠; 2♥/♠ = (5-9) two=suiters; 2NT=14.. GF; 3♣/♦ = 6+ (5-11); 3♥/♠ = «5431»	1♣ - 1♦: 1♥/♠ = 3+; 1NT = 17-19; 2♣ = ΦΓ; 1♣ - 1♥/♠: 2♣ denies (2♦ promises) 3+♥/♠; 1♣ - 2♣: 2♦ = 17+ w/o 5♥♠; 1♣ - 2♣: 2♥/♠ = nat 4+, HCP clarified later; Cont.: artificial/relayed and natural.	2♣♦ = nat 2♥/♠ = MM 64 2NT = 5-5 ♣♦
1♦	√	4	4♦	- 11-17 4+♦ unbalanced, including 11..14 5♣4+♦ - 16-18 tricolor nat	2♣ = 4+♣ GF; 2♦ = 10+ natural forcing round 2♥/♠ = 6+ to play; 2NT = nat	natural, quasi-natural, 4SF and other common sense	2♣ = nat
1♥		5	4♦	11-17 (not vul 8-17) 5+♥	1NT=semiforcing; 2NT=5-5 ♣♦; weak jump shifts/WJR; 2♣ = 3-way inquiry; 2♦ = split fit (a raise 9+)	after raises – antiShurig; 1♥-2♣-2♦ = 2-way relay; Cont.: natural and quasinatural	2♣ = nat
1♠		5	4♦	11-17 (not vul 8-17) 5+♠	1NT= semiforcing; 2NT=5-5 ♣♦; weak jump shifts/WJR; 2♣ = 3-way inquiry; 2♦ = ♥; 2♥ = split fit (a raise 9+)	after raises – antiShurig; 1♠-2♣-2♦ = 2-way relay; Cont.: natural and quasinatural	2♣♦ = nat
1NT			-	VUL 14-16 NV 11-13	Garbage-Stayman; transfers; 2NT=♣; 2♠ = either ♦, or inquiry about strength; 3♣/♦ = invit. on a top hon.; 3♥/♠ = «5431»	GF relays after Stayman, Smolen, second round of transfers	
2♣		5	4♦	11-16,5+♣ and 4♥♠ or 6+♣	2♦ = inquiry; 2♥,2♠ - NF; 3♣ = NT invit.; 2NT = either weak ♣ fit, or GF twosuiters;		
2♦	√	0	2♠	5-11 6+♥♠	2NT = inquiry; 2♥♠,3♥♠,4♥♠ – pass or correct 3♠ = GF, asks for xf to ♥♠; 3♦ GF on resp. suits	2♦ - 2NT - 3♣/♦ - relay = inquiry 2♦ - 3♣ - 3♦/♥ - relay = start cuebids	preempts are more aggressive
2♥	√	5	-	5-11 NV: ♥♠ 4+4+; Vul: ♥5+♠4+	2NT = inquiry, no ♠4+; 3♠ = inquiry, ♠4+	High levels and slam bidding:	
2♠	√	5	-	5-11 ♠ with ♣♦	2NT = inquiry	Splinter/autosplinter. Cuebids of any class. 3NT mild slam try; skip => serious.	
2NT	√		-	5-11 ♥ with ♣♦	;	Jump to 4NT RKCB - 14, 30, 2noQ, 2wQ. Hoyt. P_E_DR_0. Exclusion - respond 0-1-2-3; 4NT Flamingo on 5 aces □ 1 or 2 or 3 by hand HCP.	
3x		6	-	Preepmt “safe-1”	3new = nat 5+ F1; 4♣ = inquiry (on 3♣ - 4♦)	5NT «Sly Gitza» - asks partner to bid a contract to his best knowledge and then pass.	
3NT	√		-	Gambling with a stopper	4♦ = inquiry	5NT trump value when after Flamingo ; 5NT Autoblackwood when missed 4NT.	
4x		6	-	Preepmt “safe-1”			
4NT	√			♣♦ 6-6			
5♣/♦		8		Preepmt			
5♥/♠				Allows raise to 6 or 7			
5NT	√			Minors w/o one top honour			
6x				Allows raise to 7			

Leads

vs NT: attitude

vs trump: polish parity

xx, xxx, Hxx

3rd/5th from a longer

10/9 – 0 or 2 above

Signals

UDCA (upside-down count/attitude)

Suit preference: "Flipping Kiev"

- 1st play in a suit, 3rd, 4th etc:
EVEN - to low, ODD - to high;
- exactly the 2nd card is flipped:
EVEN - to high, ODD - to low.

"Smith & Wesson" in NT:

- right defender enc. high;
- left defender enc. low;

Openings

-- Polish Club

1♣

11-13 RED

14-16 GREEN

strong 17+

(semi)balanced,
or tricolor 4414

1♦ 4+♦, can have longer ♣ (4♦5♣)

1♥♠ 5+, can be weak when green, 8-16

1NT

14-16
RED

10-13
GREEN

2♣ 11-16, 5+♣, "Precision"

2♦ one major, weak

2♥ both majors, weak

2♠ spade + minor, weak

2NT hearts + minor, weak

3NT Gambling with a stopper

seat	1 st /2 nd	3 rd	reopen
"weak hand"	5-10 hcp	5-14 hcp	invitation