CONVENTION CARD
THE POLISH BRIDGE UNION

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BASIC SYSTEM: polish club

1♣ opening: artificial wit artificial 1♦ response

1NT response: non forcing after 1♥/♠ openings;

Major suits preference:
Only in competitive and defensive bidding, without intervention only with hands up to 12PC;

COMPETITIVE AND DEFENSIVE BIDDING

OVERCALLS: light on 1 level, sound on 2 level;
2♣ response - Drury with fit;
One over one response – forcing;

TAKE OUT DOUBLE: up to 4♥ opening;
Natural responses;
Herbert negative only after 1♣ opening;

1NT overcall: (14)15-17 PC;
On re open: 10-14 PC, can be without stopper in opener's suit;

JUMP OVERCALLS: preemptive;

TWOSUITER:
Cue bid – with highets unbid suit;
2NT – two lowest unbid suits;

AGAINST 1NT OPENING:
Direct: dbl. – twosuiter 5+-4+ with 5 in a major;
2♣/♦ - 5+♣/♦ and 4 in a major;
at re-open: 2♣ - majors; 2♦ - major suit; 2♥/♠ - 5+♥/♠ with 4+ in minor;
After weak 1NT – like after strong at re-open

LEBENSOHL – after jump overcall on 2 level; after 1NT opening and overcall on 2 level; after take out double against weak two in major

AFTER OPPONENT'S TAKE OUT DOUBLE:
After 1♣ - dbl.: pass – negative, 3+♣, 1♦ - negative, 0-2♣;
After natural openings – 1/2/3NT – raise with defensive values

LEADS NAD SIGNALS

Against suit: honours - natural; spots – reversed;
Against NT: honours - sophisticated;
Against slams: Rusinow;

Under a honour: third – middle, fourth or longer – fourth best;

Bold first leads against NT, underlined – first leads against suit if different then against NT;

AK K**D** **D**W **W**10 **10**x
AKx K**D**x **D**Wx **W**10x **10**9
AKWx KDx**x** **D**W109 **W**1098 10**9**x
AKW10x **K**DWx **K**D10x KW**10**9 9**8**x x**x**
A**D**Wx KW**10**x **K**D109x K**10**9x x**x**x
AWx**x** K**x**x D**x**x W**x**x 10**x**x x**x**x**x**
KWx**x**x Kxx**x** Dxx**x** Wxx**x** 10**x**x**x** x**x**x**x**x
Kxx**x**xx Kxx**x**x D**10**9x Wxx**x**x 10**x**x**x**x x**x**x**x**xx

DISCARDS AND SIGNALS WHEN FOLLOWING SUIT:
1 – count odd; **2** – even;
D – discouraging; **E** –encouraging; **L** – Lavinthal;

	Card:	LOW	HIGH
SUIT	To partner's lead	1,D	2,E
SUIT	To declarer's lead	1	2
SUIT	When not follow the suit	1,L	2,L
NO TRUMP	To partner's lead	1,D	2,E
NO TRUMP	To declarer's lead	L,1	L,2
NO TRUMP	When not follow the suit	1,L	2,L

IN TRUMP SUIT – leads an discards – usually Lavinthal

SPECIAL DOUBLES

Opener's double after RHO overcall

Lightner double, lead directing doubles

Optional double when fit was found

OPENINGS WHICH CAN REQUIRE DEFENCE

1♣ - 12-14 or 18+ PC any hand or 15+ PC natural

2♣ - Precision – 10-14 5+ clubs and 4 major or 6+ clubs

2♦ - 6-10 PC, 6+♥/♠;

2♥ - 6-10 PC, 5+-4+ with hearts;

2♠ - 6-10 PC, 5+-4+, spades and minor;

2NT – 6-10 PC, 5+-5+ in minors;

3NT – solid minor without side stopper

PSYCHICS - sometimes

OPENING	TICK IF ARTIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSESQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	0	3♠	11-14 PC balanced or 18+ PC, or 15+ 5+ clubs	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major;	1♣-1♦-1♥ = 3+♥ 1♣ - 1♥/♠ - 2♦ = GF, 18+ 3+ support - ask	
					2♣/♦ - 5+♣/♦, GF;		
					3 spades – transfer for 3 NT		
1♦		4	3♠	11-23 PC, 5+♦ (4 when 4441 or 4 diamonds and 5 clubs)	2♣ - can be 2+♣ with strong hand ♦ fit;		major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
					3 clubs – either weakeast suport jump or strong splint. 3 diamonds – 7-9		
1♥/♠		5	3♠	11-17 PC, 5+♥/♠, possible longer minor;	1NT – non forcing – 6-11 PC without fit;	1♥-1NT-2NT = invitational; 1♠ – 1NT-2NT = invitational 1♥-1♠-2NT = GF without side suit, can be unbalanced	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
					2♣ - can be 2+♣ with strong hand with ♥/♠ fit;		
					2s,3c,d,h-bergen raise		
					3 NT – spl. Diam. after h. spl. H. after sp.		
					Splinter – 13+ PC;		
1NT				(14) 15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥/NT – transfer; 2♠ - invitation to 3NT or transfer to ♣; 3♣/♦/♥/♠ - 5431 convention; 4♣ - transfer for hearts; 4 diamonds – for spades;		Lebensohl; negative double on 3 level;
2♣	x	5		10-14 5+ clubs and 4 major Or 6+ clubs	2♦ - ask; 2 NT must bid 3 clubs; 3d/h/sp - invitational	2 cl – 2 d – 2 NT – 6+ clubs good hand;	
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT – relay; 3♣ - inv. Ask for suit by transfer; 3♦ - invitation to game in opener's suit; 3♥ - preempt with fits in majors; 4♣ ask for suit by transfer; 4♦ - asking for suit;	2♦-2NT - 3♣ - bad hand 3♦ - h, nice hand 3♥ - sp, nice hand 3♠ - any great suit	3♣ -sign off;
2♥	x	5		6-10 PC, 5+♥ and 5+ another	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	**SLAM BIDDING** **Roman Key Card Blackwood** (responses 102); **Hoyt**; **Cue bids**; **Trump 5NT** with non typical responses **Exclusion Blackwood on level 5**	
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;		
3NT	x			Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay		
4♣		0		7+			
4♦		0		7+			