

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Natural style, 5+ cards, strength 8-15. 2♣ after 1♣ means 5+4+♥♠.
 2♣ Drury without fit, cue bid is with fit and 10+HCP, jumping cue bid at level 3 is with fit 4+ and 8-9HCP. New suit is forcing only at level 1.
 After overcall at level 2 we use Ruben's transfers.
 We use convention suit + fit.

1NT OVERCALL

Direct 1NT is natural 15-17. After openings 1♣/♦ bid 2♣ is Stayman, all others bids at level 2 are transfers (transfer to opener's suit means at least inv with 4♥/♠).
 In balance position 1NT is natural, 11-14.

JUMP OVERCALLS

2♦/♥/♠ after 1♣ show distribution like opening with strength depended on vulnerability (6-10/7-10/11-13/13-15) except 2♦ which is always weak.
 After others openings jumps are weak, 2♠ or 2NT are relays.
 2NT always shows 2 lower suits with strength depended on vulnerability.
 We use aggressive preempts at level 3.

DIRECT CUE BID

Two suiters 5+5+ except 2 lower suits, strength depends on vulnerability (6-10/7-10/11-13/13-15) or 16+.
 Subsequent bidding: new suit for correction, 2NT relay at least invitation.
 Direct cue bid 2♣ means 5+4+♥♠ 10+ HCP.

VS. 1NT

Vs. strong: 2♣/♦/♥/♠ distribution like openings if no vulnerable could be weak. Dbl - 4♥/♠ and 5+♣/♦.
 After opponent's pass bidding is usually for correction, but after dbl/rdbl partner shows own suit. In balance position dbl is takeout 10+, others no change.
 Vs. weak:
 dbl - takeout, responses 2♣/♦ for correction, 2NT - two suiters, GF;
 2♣/♦/♥/♠ - distribution like openings, constructive; 3♣/♦ - constructive.

VS. PREEMPTS

2NT natural 15-18; takeout dbl, Lebensohl.
 4♣/♦ are strong two suiters with ♣/♦ and major.
 Opponent's suit is asking for stopper with full suit.
 After openings 3♥/♠ bids 4♣/♦ are two suiters with ♣/♦ and major.

VS. ARTIFICIAL STRONG OPENINGS

After 1♣ dbl like 1♠; 1NT 5+♣ 4♥/♠; 1♠ means 0-8 any distributon, but not obligatory; others no change, but may be more aggressive if no vulnerable.
 After 2♣ dbl with ♣, 2NT two suiters, others natural.

OVER OPPONENTS' TAKEOUT DOUBLE

After openings 1♣/♦ redouble is strong. Bids without jump are transfers except 1♠. Jumping bids (except 2♠) and 1♠ are with fit.
 After openings 1♥/♠ pass points 4+cards, redouble deny playing doubled 1♥/♠. Others no jumping bids are natural NF, jumps are usually with fit.

LEADS AND SIGNALS

OPENING LEAD STYLE

	LEAD	IN PARTNER'S SUIT
SUIT	4th	the same
NT	4th	the same
SUBS.	the same	the same

LEADS

LEAD	SUIT	NT
Ace	AKx(+)	AK(+)
King	AK; KQ(+)	KQ(+); AKJ10; AKJxx(+)
Queen	QJ(+); AQJ(+)	QJ(+), KQ10xx(+); AQJ(+)
Jack	J10(+); KJ10(+); AJ10(+)	the same
10	109; 10x; F10x; F109(+)	the same
9	109x(+); F9x	the same
High	HXx; HxxXx(+); HHxXx(+); 10Xx(+); xXx(+)	the same
Low	xX; HxxX; HHxX	the same
High		

SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
1	Hi-Lo = odd	Hi-Lo = odd	Lavinthal
Suit	2 Lavinthal	Lavinthal	Hi-Lo = odd
	3 Lo = encouraging		
	1 Hi-Lo = odd	as above	as above
NT	2 Lo = encouraging		
	3 Lavinthal		

Smith's signal against NT (small encouraging) if declarer took first trick.
 A kind of Lavinthal in trumps (Lo can show lower suit or nothing)

DOUBLES

TAKEOUT DOUBLE

Takeout dbl or 16+HCP.
 Herbert's negative bid after 1♣, after others openings limited bids.
 Opponent's suit is one round forcing.
 After opening 1♣ and double bids 2♣/♦/♥/♠ show distribution like openings (2♥/♠ with bid suit) with 4-7 HCP (2♣ 5-8).

SPECIAL. ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative double to 2♠, after opening 1NT too.
 Double transfer, invitation, support indication, cooperative, re-open, lead indication, Lightner's.
 Redouble SOS, transfer.

CONVENTION CARD

Sławomir Zawiślak POLAND
Bogusław Pazur POLAND

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

System Dwururka, BLUE category with BROWN sticker if allowed.
 Openings based on double transfer rule.
 Nonvul. opening 1NT 10⁺-13, vul. 14-16(17), can be untypical distribution without shortage (5422, 6♣/♦, 5♥/♠). Subsequent bidding could be untypical.
 Opening 2♣ 6-10 5+4+♥♠.
 The chipest response after opening 1♣..1♠ contains negative hands.
 After openings 1♣/♦ response 1♠ is artificial GF.
 Gadgets: 2♣/♦, relays, forcing 2NT.
 Transfer bids and Lebensohl after overcalls in many sequences.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
 1♣: 11+ 4+♥
 1♦: 11+ 4+♠
 1♥: 11+ 4+♣ no 4♥/♠ if below 17 HCP
 1♠: 11+ (4)5+♦ no 4♥/♠ if below 17 HCP
 1NT nonvul.: 10⁺-13 BAL, can be untypical distribution
 2♣: 6-10 5+4+♥♠
 2♦: 6-10 (5)6+♥/♠
 22+ BAL no 4♥/♠
 2♥: 6-10 if allowed 5+5+ ♥♣ or ♠♦ - else 5+♥ 5+♣/♦
 2♠: 6-10 if allowed 5+5+ ♥♦ or ♠♣ - else 5+♠ 5+♣/♦

SPECIAL FORCING PASS SEQUENCES

The strongest bidding is forcing pass and then cancellation partner's double.

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We prefer aggressive style of preempts.

PSYCHIC BIDS

Rarely.
 After 1♥-<dbl>-1♠ and raise by opener responder's suit back to opening suit is sign off and means, that the respond 1♠ was a bluff.

Opening	Artificial	Min no. cards	Ng do uble	Description	Responses	Subsequent bidding	Passed hand bidding and modification over competition
1♣	X	0	2♠	nonvul. 14-19/22+ 4♥ BAL vul. 11-13/17-19/22+ 4♥ BAL 11-16 5+♣/♦ 4♥ 11+ 4♥441 11+ 5+♥ 22+ 5+4+♥♠	1♦: negative, 7-11 6+♣/♦ or 5+5+♣♦, 10-12 about BAL 1♥: 7+ 4+♠; 1♠: 12+; artificial GF 2♣: 10-14 3♥ deny 4+♠, 12-14 3433 2♦: 7-9 3+♥; 2♥: 4+♥ invitation; 2NT: 12-14 4+♥ 3♣: 7-9 4+♥; 3♦: 6+♦ invitation 3♠: 10-11 4+♥ side shortage; 3NT: splinter ♠ 5+♥	1♣-1♦-1♥: 11-16 4+♥ 1♣-1♦-2♣: 18-21 4+♣/♦ 5+♥ or 1444, 22+ 5+♥ no4+♠ 1♣-1♦-2♠: 22+ 4+4+♥♠ 1♣-1♥-1♠: 3+♠ F1R 1♣-1♥-2♠: 17+; 5+♥ deny 3+♠ and 5+♣/♦ 1♣-1♠-1NT: 4♥ or 5♥332	transfers (if overcall at level 2 then from 2NT) 1♣-<1♦>-2♣, 1♣-<1♠>-2♠, 1♣-<2♠>-3♥: 4+♥ invit. 1♣-<1♦/♠>-2NT, 1♣-<1♦>-2♥: 4+♥ GF 1♣-<1♦>-2♠: 5-9 6+♠ 1♣-<2♠>-dbl: 9+ 3♥ 1♣-<2♠>-3♦: 4+♥ 7-9 or GF
1♦	X	0	2♠	Nonvul. 14-19/22+ 4♠ BAL vul. 11-13/17-19/22+ 4♠ BAL 11-16 5+♣/♦ 4♠ 11+ 4144 11+ 5+♠	1♥: negative, 7-11(with ♥ to 9) 6+ or 5+5+ no ♠, 10-12 BAL 1♠: 12+ artificial GF; 2♣: 10+ 5+♥ 2♦: 10-14 3♠, 12-14 4333; 2♥: 7-9 3+♠; 2♠: 4+♠ invit. 2NT: 12-14 4+♠; 3♦: 7-9 4+♠; 3♥/♥: suit 6+ invitation 3NT: 10-11 4+♠ side shortage	1♦-1♥-1♠: 11-16 4+♠ 1♦-1♥-2♣: 18-21 4+♣/♦ 5+♠ or 4144, 22+ 5+♠ no4+♥ 1♦-1♠-1NT: 4♠ or 5♠332 1♦-2♣-2♦: 14+ GF 1♦-2♦-2♥: 4♠	transfers (if overcall at level 2 then from 2NT) 1♦-<1♥>-2♣, 1♦-<2♥>-3♠: 4+♠ invitation 1♦-<1♥>-2NT, 1♦-<1♥>-2♠; 1♦-<2♥>-3♦: 4+♠ GF 1♦-<2♣>-2♦: 7+ 5+♥ 1♦-<1♥>-dbl, 1♦-<2♥>-dbl: 7+3♠
1♥	X	0	2♠	nonvul. 14-19 4♣ no 4♥/♠ vul. 11-13/17-19 4♣ no4♥/♠ 11+ 5+♣ no 4♥/♠ 17+ 5+♣ 4♥/♠	1♠: negative, 7-9 or 15+ 5+♥/♠, 7+ 5+♦, 11+ BAL 2♣: 10-14 5+♥/♠; 2♦: 10+ 4+♣; 2♥: 6-9 5+5+♥♠ 2♠: 7-9 4+♣; 3♦/♥/♠: splinters	1♥-1♠-1NT: 11-14/18-19 (nonvul 14-19) NT 1♥-1♠-1NT-2♣/♦: transfers on ♥/♠ weak or strong 1♥-1♠-1NT-2♠/3♣/3♦: (5)6+♦ 9-11/0-4 or 12+/5-9 1♥-2♦-2♥/♠/3♦: 11+ shortage	transfers (if overcall at level 2 then from 2NT) 1♥-<1♠>-1NT: 7+ 5+♦ 1♥-<2♥/♠>-3♦: 10+ 5+ other major F1R 1♥-<2♣>-2NT: 4+♣ invitation or limit to game
1♠	X	0	2♠	nonvul. 14-19 3343 vul. 12-13/17-19 3343 11+ 5+♦ no 4♥/♠ 17+ 5+♦ 4♥/♠	1NT: negative, 7-10 about BAL or ♣ 2♣: 10+ relay; 2♦: 5-9 6+♥/♠ or 9-11 6+♣ 2♥/♠: 6-9 5♥/♠ possible to play other suit; 3♦: 7-9 4+♦ 3♣: 4+♦ 0-6 or 12-15 with shortage; 3♥/♠: 6+♥/♠ invit.	1♠-1NT-2♣: 11-17 6+♦, 18-19 BAL, 17-21 4♣ 5+♦ 1♠-1NT-2♦: 11-16 4+♣ 5+♦; 1♠-1NT-2NT: 22+ any 1♠-2♣-3♥/♠/NT: 14-16 6+♦ shortage ♥/♠/♣ 1♠-2♠-2♦: 17+; 1♠-2♦/♥/♠-2NT: relay, F1R	1♠-<2♥/♠>-2NT: 10+ 5+ other major F1R 1♠-<2♣>-2NT, 1♠-<2♦/♥/♠>-3♣: 3+♦ invitation or limit to game 3♥/♠ after overcall at level 2 is invitation with 6+♥/♠
1NT		2	2♠	nonvul. 10-13 BAL vul. 14-16(17) BAL can be: 5♥/♠, 6♣/♦, 5422 with 5♣/♦	Stayman, transfers 2♦/♥ (could be 4 cards if invit or better) 2♠: 5+4+♣♦, 6+♦ GF, 6+♣ invitation 3♣: 6+♦ weak, 6+♣ GF; 3♦: 6+♦ invitation 3♥/♠: 6+♣ shortage ♦/6+♦ shortage ♣ GF	1NT-2♣-2NT/3♣: 44♥♠ +/- 1NT-2♣-2♦-2♠: 5♠ invitation lub 4♠4+♥ invitation 1NT-2♦-2♥-2♠: 5♥ invitation or 6+♥ GF no shortage 1NT-2♠-2NT/3♦: +/- ♦ no shorter than ♣	After weak 1NT doubled or strong 1NT penalty doubled: pas (after weak 1NT): required rdbl if opener has bottom rdbl: ♣ or 4+4+♦ and ♥/♠ 2♠: ♦ or 4+4+♥♠; 2♦/♥: transfers
2♣	X	0		6-10 5+4+♥♠	2♦: relay; 2NT: invitation with fit 4+; 3♣: 6+♣ invitation 3♦: 6+♦ NF; 4♣: choose♥/♠ by transfer; 4♦: choose♥/♠	2♣-2♦-2♥-2♠: relay; 2♣-2♦-3♣/♦: 65 longer ♥/♠ 2♣-2NT-3♣/♦: shortage ♣/♦ medium hand	2♣-<2♦>-dbl: relay; Double on 3♦ and 3♦ after 3♣ required to choose ♥/♠
2♦	X	0	2	6-10 (5)6+♥/♠ 22+ BAL no 4♥/♠	2♥: for correction; 2♠: for correction with ♥ support 2NT: asking forcing one round; 3♣/♦: 5+♣/♦, GF 3♥: for correction, preemptive; 3♠: invitation with ♠ 4♣: fits in ♥♠, required transfer; 4♦: 7+♥; 4♥: for correct	2♦-2NT-3♣: no surplus 2♦-2NT-3♦/♥: surplus adequately with 6+♥/♠ 2♦-2NT-3♠/NT: surplus adequately with 5♥/♠ 2♦-2NT-3♣-3♦: relay, GF	Double on 2♥/♠ is for correction Double on 3♣ is penalty Double on 3♦ and 3♦ after 3♣ are invitation with fits in ♥♠
2♥	X	0	5	6-10 5+5+ ♥♣ or ♠♦ if not allowed 5+♥ 5+♣/♦	2NT: relay, at least invitation suit bids for correction to 5♣ (4♣/♦ - preemptive)	2♥-2NT-3♣/♦: adequately ♣/♦ no surplus 2♥-2NT-3♥/♠: adequately ♣/♦ surplus	Double is penalty (can be guess opener's suit) Expected partner's suit after overcall is for correction
2♠	X	0	5	6-10 5+5+ ♥♦ or ♠♣ if not allowed 5+♠ 5+♣/♦	2NT: relay, at least invitation suit bids for correction to 5♣ (4♣/♦ - preemptive)	2♠-2NT-3♣/♦: adequately ♣/♦ no surplus 2♠-2NT-3♥/♠: adequately ♥/♠ or ♣/♦ surplus	Double is penalty (can be guess opener's suit) Expected partner's suit after overcall is for correction
2NT		2		19-21 BAL possible 5♥/♠, 6♣/♦, 5422 with 5♣/♦	3♣: kind of Stayman; 3♦/♥: transfers; 3♠: 5+4+♣♦, FK 4♣/♦: 6+♥/♠, strong; 4♥/♠: 4441, shortage in other major	2NT-3♣-3♦: 4♥/♠ (then transfers) 2NT-3♣-3♦-3BA/4♣: 6+♣/♦ strong 2NT-3♣-3♥: without 4+♥/♠; 2NT-3♣-3♠/NT: 5♠/♥	Double on overcall is optional (shows points) New suit after overcall is GF
3♣/♦		6		nonvul. weak preempt	3♦/4♣: ask for shortage; new suit is invitation	HIGH LEVEL BIDDING	
3♣/♦		6		vul. constructive preempt	3♦/4♣: ask for shortage, GF; new suit is F1R	Direct and descriptive encouragement. Showing shortage is preferred.	
3♥/♠		6		6+♥/♠ weak preempt	3♠: natural, GF	Cue bids, splinters, double splinters after openings 1♣/♦.	
3NT		0		gambling without stopper	4♣/5♣: for correction; 4♦: ask for shortage	RKCB with queen and kings (resp. 5♣-1/4, 5♦-0/3), Exclusive Blackwood. Turbo convention in some sequences.	
4♣/♦		7		7+♣/♦ weak preempt		After Blackwood on minor suit and answer beneath 5♠ bidding 5NT is sign off. 4♦ is preparing to sign off after relay sequence.	