

Strefa

Translated by Daniel J. Neill, September 2003

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Author: unknown

Note: This is the Polish played by Kwiecień - Pszczoła and Poletyło - Wójcicki.

Note: Brown Sticker 2-bids (and o/c's vs. 1♣) added to end, not in original html doc

Opening Bids

1♣ = 12-14 NT, OR 18-23 NT (may have 5M), OR 11-22 5+♣ (or 444-1♦)

1♦ = 11-22 5+♦ (or any 4441 with 4♦)

1♥/♠ = 11-22 5+ cards

1N = 15-17

2♣ = standard, any GF

2♦ = Multi, weak two in one major

2♥ = 6-10 5♥-5 other

2♠ = 6-10 5♠-5m

2N = 6-10 5-5 minors

3m = weak NV, 2 of top 3 7+ card Vul, 3rd seat anything goes

3M = preempt acc. to 4332 rule, 6+ crds NV

3N = gambling, solid 7+ minor and no side honors

4m = solid 7+ major, can have side A/K

4M/5m = preempt acc. to 4332 rule, 7+ cards

4N = asks for specific aces (5♣ = none, cue/6♣ = that one, 5N = 2)

(see end of notes for Brown-Sticker preempts and overcalls)

1♣ Opening

Meaning:

a) 12-14 balanced, no 5M

b) 18-23 bal, 5M ok

c) 11-22 5+♣ (or 444-1♦ exactly)

Responses

1♦ = 0-6 any distribution, OR 7-11 unbalanced no 4M, OR 13-15 bal no M with xx M, OR 16+ bal no 4M/5m

1♥/♠ = 7+, 4+ suit

1N/2N/3N = 7-10, 11, 12-15 balanced no M

2m = GF, 5+ suit, may have 4-crd major

2M = GF, good suit

3m = 6+ crds, 9-11, good suit

3M = 7-crds, 2 of top 3 honors, nothing else

4m = namyats, solid 7+ ♥/♠, could have side A/K

4M = weak, to play, QJ-eighth is typical, nothing special on the side

Developments

1♣ 1♦

1♥/♠ = 12-14 bal 3-4 crds, OR 12-18 4 crds with 5+♣

Jump-shift oM = 13-15, xx in oM, 3 in bid M, 4♣-4♦

2N = 16+ bal, no 4M/5m

3m = 4 cards

3♥ = weak 5+ crd ♣

3♠ = good 5+ crd ♣

3N = no 4-crd minor

4♣ = good hand, 5422

4♦/♥/♠ = good hand, splinter, 5♣-4M-3-1 ideally

3m = 9-11, 6+ crds to *at most* 1 top honor

3N = 13-15, xx in bid M, 3oM, 4♣-4♦

4♣ = 5♣-4M-2-2 slammish

4♦/♥/♠ = splinter, 5♣-4M-3-1 ideally, slammish

1N = 18-20 NT, 5M ok (but 5 crds ♠ will not be revealed)

2♣ = Stayman

2♦/♥/♠ = transfers, as over 1N opening

2♠ = invit to 3N, or ♣

3m = 9-11 6+ crds, weak suit

3M = 5431 convention as over 1N opening, 6-11 HCP

4m = Texas

2♣ = ?

2♦ = ?

2♥/♠ = 5♣-4♥/♠, strong?

NS or 2N = F1

3♣ = to play

3M raise = invit

2N = 21-23 NT

3♣ = Stayman (3M = only major, 3N = both majors [Texas follow-up])

3♦ = no major

3♥ = 5♥-4♠ weak, NF

3♠ = 5♠-4♥ F1

3♦/♥ = transfers

4m = 4+ cards

4♥ (over 3♥) = 5♠-5♥

3♠ = 5+ 4+ minors GF (3N = no minor, 4m = sets suit)

4m = natural, 9-11 6+ crds, weak suit

3♣ = 17-21 6+♣

3♦/♥/♠ = ?

3N = 18-21 long ♣, to play

1♣ 1♥/♠

1♠ = 4♠, 12-14 bal, or 12-23 unbal

1N = to play (2♣ = artificial GF)

2♣ = PRO (checkback or ♦ signoff [rebid 3♦ to play]), all seats, even over comp if avail.

2♦ = min no fit

2M = min fit

2oM = max fit

2N = max no fit

2♦ = 5+ ♦, weak to play

2♥ = 4♠-3♥-1♦-5♣ min
 2♠ = 4♠-6♣ min
 2N = 15-17 with 5♣
 3♣ = 4♠-6♣ max
 3♦ = 15-17 4♠-1♥-3♦-5♣
 2♥ = weak to play
 2♠ = 6-4 min
 2N = 15-17 with 5♣
 3♣ = 6-4 max
 3♦ = 15-17 splinter with 3♥
 3♥ = 12-14 3-crds unbal
 2N = invit (3♣ = to play, 3♦/♥ = shortness GF)
 3N = to play (4♣ = 15-17 4225, 4♣/♥ = shortness slammish)
 1N = 12-14 bal
 2♣ = PRO (see 1♣-1♥-1♠-2♣)
 3♣ = 5-5 GF
 NS = values, agrees ♣, doesn't deny 3-crd supp if below M
 3M = 3-crd supp, tends to turn off ♣ hopes
 3N = to play, no fits
 4♣ = max, 4+♣, 3M (double fit)
 4M = 3-crd supp, min
 2♣ = 5+♣ natural
 2♦ = modified PRO
 2M = min fit (3M = F now)
 2oM = min no fit (3M NF)
 2N/3M = max descriptive, GF
 3♦ = 14-17 5♣-4♦, no fit
 2N = invit
 2♦ = GF, natural reverse or just long ♣ (*not fit-reverse*)
 2M/3♦ = 5+ crds
 2oM = relay
 2N = ♣-♦ reverse, NT-oriented (3m sets suit)
 3♣ = ♣-♦ reverse, suit-oriented (3♦ asks to bid shortness)
 2♠/3♦/3♥/♠ = 6+♣, shortness
 3N = 6+♣, no shortness, 17-19
 4♣ = 6+♣, no shortness, 20-22, demands cues
 2N/3♣ = no slam
 3M = 6+ crds, at most 1 loser suit
 2M = normal raise (same if 1♦ op)
 relay = asks for doubleton (force to 3M)
 NS/NT = doubleton in suit/relay-suit
 3M/N = 4333 min/max
 above 3M NS = singleton min or max
 4♣ = 5422 very good ♣
 4M = 5422 av/av- clubs
 2N (if not relay) = nat invit, F1
 3M = pree
 2oM = GF 5+♣ 4oM
 2N = 18-23 bal, 2-3 supp, could have 4♠ over 1♥
 3♣ = checkback
 3♦/oM = 18-20/21-23, 4-5♣, doesn't deny 3M
 3M = 3-crds without 4+♣
 3N = no fit, denies ♣

3♦ = natural (over 3N, 4♣/oM = slammish splinter for ♦)
 3M = 6+ crds (or 5♥-4♠ over 1♥)
 3♠ (over 3♥) = natural (3N = 6♥ slammish, 4♥ = 6♥ mild slammish, 4m = cue for ♠)
 3♠ (over 1♥) = 4-4 M's (4m = cue for ♠)
 4m = autosplinter
 3♣ = 14-16, 6+♣
 3♦ = 18-23 bal, 4-crd raise, GF
 3M = 7-10 4333, OR 13+ balanced
 3N = 10-12, implies no shortness
 NS = shortness
 4M = to play
 3M = 15-17 value 4-crd raise
 relay = asks distro (same if 1♦ op)
 3N(4♥)/4♦ = short oM/♦
 4♣ = 5422 very good ♣ (one ♣ honor will run them)
 4M = 5422 av/av- ♣
 3N = to play based on good ♣, good hand, suggests shortness in responding suit
 DJS = splinter (3♥ = singleton ♥, 4♥ = void ♥)
 4♣ = 18-21 4-crd raise, 5♣-4-2-2

1♣ 1N

2♦ = artif GF relay (later 4m raise is always minorwood)
 2♥/♠ = 3M-2oM-4-4
 2N = asks for concentration
 3m = sets suit, demands cues
 NS non-jump = concentration
 2N = 4m-333
 3♣ = asks for 4-crd (♥ = ♣ [op's later NS = cue for m])
 NS = shortness
 3m = 5m-332 (relay asks bid doubleton)
 3♥/♠ = 5♣/♦-4om-2-2
 2N = invit with 5+♣ (3♣ to play)
 3♦/♥/♠ = 17-21 autosplinter, 6+♣

1♣ 2♣

2♦ = 16-23 with ♣ fit
 2M = 11-14 4-crds
 2N = 14+, no shortness
 3♣ = demands cues
 3♦/♥/♠ = splinter
 3♦/♥/♠ = splinter, 11+
 3♣ = 11-14, no 4M or splinter
 2M = 12-15 4-crds
 3♦
 3♥ = fit for ♦, stopper in 4th suit
 3♠ = denies stopper in 4th suit
 2N = natural waiting, could have a 4-crd major
 3♣ = 12-15 with ♣ fit
 3♦/♥/♠ = 12-15 splinter, 5+♣

1♣ 2♦

as above I guess, but

3♦ = normal raise (3M = values or advance cue, 4♣ = splinter, 4♦ = minorwood)

1♣ 2N (invit)

3♣/N = to play

3♦ = natural reverse, 2245 exactly

3M = shortness, worry about NT, or slammish (4m rebid)

4♣ = minorwood

4♦/♥/♠ = autosplinter for ♣

1♦ Opening

Meaning:

11-22 5+♦, or any 4441 with 4♦

Responses

1♥/♠* = 6+, 4+ suit, or controlled psyche with ♦ fit (* alert!)

1N/2N/3N = 7-10, 11, 12-15 balanced no M

2♣ = GF 5+ ♣, or GF balanced ♦ raise

2♦ = simple raise

3♣ = nat invit (3♦ = F1 6+ ♦, 4♣ = sets suit demands cues)

3♦ = invit

3M = splinter

Developments

1♦ 1♥/♠

1♠ = natural

2♣ = relay

2♦ = 12-14 no fit (now 2♥ NF, other GF)

2♥ = 11-14 4351 exactly (now 3♥ NF, others GF)

2♠ = 14-17, 4252 no ♣ stop

2N/3N = 13-14/15-17 no fit, ♣ stop

3♣ = 15-17, 3-4♣, but no ♣ stop

3♦ = 6+ decent ♦, some extras

3♥ = 15-17 4351 exactly

1N = 12-14 5+♦ no shortness

2♥ (over 1♠) = NF

2♣ = natural

2♥ = 4th suit forcing or 5-5 invit (rebid 3♥)

3♥ = 5-5 GF

4♥ = splinter for ♣

2♦ = natural

2♥ = seminatural, F1 (3♥ = 4♥ no ♣ stop, 3N = 4♥ with ♣ stop)

2N = GF

(if 1♥ response)

3♣/♦/♠ = stiff ♣/♥/♠

3♥ = 3-crds, balanced

3N = bal no fit

(if 1♠ response)

3♣ = stiff ♣ 6+♦, or 5-4 with any stiff (3♥ = 5♠-4♥ F)

3♦ = relay

3♥ = 5♦-4♥ stiff ♣

3♠ = 5♦-4♥ stiff ♠

3N = 6+♦ stiff ♣

3♦ = 6+♦, stiff ♠ (3♥ = 5♠-4♥ F)

3♥ = 6+♦, stiff ♥

3♠ = 3-crds, balanced

3N = bal no fit

2♥ (over 1♠) = natural reverse

2♠/3♦ = NF (3♦ rebid = NF)

3♥ = encouraging

2N/3♣ = F

3♠ = 3-crds (4♦ = sets ♦, 4♣/♥ = ♦/♥ cue for ♠)

2M = normal raise (now 3♦ = to play running from 1M psyche)

2N = GF, no side suit (if long ♦, not necessarily balanced)

3♣ = relay

3♦ = 6+♦, does not deny 3M

3M = 3-crds, 5332

3oM = singleton

3N = 533-2M

3♦ = encouraging, ♦ fit (3M = cue, 4♦ = minorwood)

3M = 6+ suit

4M = 6+ 1-loser suit, nothing special on the side

JS = splinter for ♦

3♦ = medium long ♦

3♥ (over 1♠) = values or natural

3M = 5+ crds, F

3M = medium raise (now 4♦ = to play running from 1M psyche)

3N = good ♦ suit, side stoppers, suggests shortness in partner's suit

3♥/4♥ (over 1♠) = sing/void splinter

DJS = splinters

4♦ = 18-21 4-crd raise 5422

1♦ 1N

2N = 6+♦ GF

1♦ 2♣

2♦ = 16-21 any dist

2M = natural

2♥ = 12-15, natural or any 5332

2♠ = seminatural

2N = both majors stopped

3♦ = 5+♣ 3+♦

3♥ = 4♥ no ♠ stop

3N = 4♥ with ♠ stop

2♠ = 4-crds (see above)

2N/3N = 12-14/15-17 444-1♣ (3♦ = 5+♣ 3+♦)

3♣ = 12-15 4♣

3♦ = 12-15 6+♦

3M = 12-14 splinter for ♣ (4-crd supp)

4♣ = weak 5-5

1♦-2N (invit)

3m = to play

3M = shortness, worry about NT, or slamish (rebid 4m)

1♥/♠ Opening

Meaning:

11-22 5+♥/♠

Responses

1♠ = natural

1N = forcing, could contain a bal invit/GF raise

2♣ = 11+ natural, or 2+ crds if contains strong raise for M, or lighter if fit-based

2♦ = 11+ natural, or lighter if fit-based

raise = normal (2N asks for conc.)

3m = 6+ suit, invit (3M 6+ crds F, 4m demands cues sets suit)

double raise = 0-5 preemptive, 4+crd supp (relay asks short, others show short [NT = ♠])

(over 1♥)

2♠ = any 6-9 splinter, 4-crd supp

2N = GF with 6+♠

3♠ = any 10-12 splinter

3N/4m = 13+ splinter in ♠/m

(over 1♠)

2♥ = GF

2N = any 6-9 splinter, 4-crd supp

3♥ = 6+ suit, invit (3♠ F)

3N = any 10-12 splinter

4lower = 13+ splinter

Developments

1♥ 1♠

2m = natural (3♥ = invit)

2♥ = natural

2♠ = NF

2N = relay

3m = shortness (3♥ = invit, NS = cue for ♥)

3♥ = short ♠

3♠ = 3♠-6♥-2-2

3N = bal no fit

2N = generic GF with no side suit, maybe not balanced, maybe 4♠-5♥-2-2

3♣ = waiting

3♦ = short ♦, 6+♥, maybe 3♠

3♥ = 6+♥, maybe 3♠

3♠ = 5♥-3♠-3-2

3N = 2533 exactly

4m = 20-21 4♠-5♥-2-2 cue-bid

4♥ = 17-20 7+ very good ♥

4♠ = 18-19 4♠-5♥-2-2

3♦ = 5+ suit

3♥ = encouraging, mild+ slammish

3♠ = 6+ suit

4m = splinter for ♥

4♠ = 6+ 1-loser suit, nothing special on the side

3m = GF (use this structure over any 1♥-1y-3m)

3♥ = either doubleton ♥ weak hand (c.o.g.), OR slammish 3+crd ♥ raise (follow with cue)

3N = to play based on long solid ♥

1♥ 1N

2♣ = 2+ crds, denies 4♦, 2-crds if 3532/4522 exactly

2♥ = 4-6 raise, or 5-9 2♥ (2N = 16-17 nat)

2♠ = invit 5+♣

3♥ = bal invit raise

3N/4♥ = 12-13(14) bal. ♥ raise, no good side suit

4♣ = 12-13(14) bal ♥ raise, with 4♣

2♦ = 4+♦, or 4531 exactly (see cont's above)

2♥ = 6+ crds

relay = asks for singleton (2N = sing ♠, 3m = sing m, 3♥/N = bal min/max, 4♥ = wtf)

2N = invit

3m = values, invit to 4♥

2N = generic GF with no side suit (nat cont's)

2♠/3m = nat GF

1♠ 1N

as above, but

2m

2♥ = 5+ suit (op runs with singleton to 2♠)

1M 2m

2♦ = natural

2M = 9-11, 5+m 3M NF

3♦ = GF sets ♦

3M = 5+♣, 3♥, slammish

4M = 5+♣, 3♥, to play

2M = minimum op, but forcing

2N = 16-21 1-suiter, maybe unbal

3♣ = relay

3♦/N = 5332 with 3/2-crd m support

3M = 6+ suit

3oM = 6+ suit, stiff oM

3♦ = good 6+m

NS above 3M = splinter for M

3N = 12-13 HCP, no fit

4M = 9-11, 5+m, 3M

3m = 15+ 4+crds

4m = min 5-5

1♠ 2♥ (GF)

2♠ = waiting no ♥ fit, OR good 6+♠ and ♥ fit (rebid 4♥)

2N = 16-21 1-suiter, or 5♠-4♥-2-2

3♣ = relay

3♦/N = 5332 with 3/2 ♥

3♥/♠ = 6+♠ with/without 3♥

4m = (19)20-21 5422 cue for ♥

4♥ = 17-19 5422 raise

3♦ = 5-5

3♥ = 6+ ♥

3♠ = encouraging

3N = descriptive

4m = splinter for ♠

4♥ = 6+♥, 1-loser, min

4♠ = discouraging

3♥ = F

3N = any 11-13 splinter for ♥ (4♣ asks: ♦ = ♦, ♥ = ♣)

Notes:

1. 2/1 is GF unless opener shows a potentially weak hand, and responder bids opener's suit cheaply.
2. A 2-level JS shows 6+ crds to at least 2 of the top 3.
3. After an invitational JS to 3-lower, opener's same-suit rebid is forcing, and 4m demands cues.
4. After a 2/1 in a minor, the raise shows 15+ and a good fit.
5. Opener jump-rebidding his suit is not forcing and shows, over a 1-over-1, 14-16 with a decent suit, and over a 2-over-1, 13-15 with a very good suit (min KQJxxx, AQJxxx, AKJTxx).
6. With very strong 1-suiters we go through the 2N rebid by opener.
7. Opener's 3N rebid after a 1♦/♥/♠ opener and 1-level response shows a great suit, with side stoppers, up to 16 HCP.
8. Fourth-suit forcing or 2N relay guarantees game except for some defined sequences. Fourth-suit at the 3-level asks for a stopper in that suit.

Passed-hand Bidding

1. Strength is limited, so 1♣-1N = (9)10-11, and 1♣-1♦ is used with 0-9.
2. Fit-showing jumps. 1♣-2M is fit-showing (3♣ = NF, 3♦ = nat reverse, 3M = invit, 2N = GF waiting, JS = splinter 5+♣, 4♣ = double-fit slammish). As is 1♦-2M/3♣ (3♦ NF, others F).
3. 1♦-2♣ = F1 (2♦/3♣ = NF, 2M = seminatural, 2N/3♦ = F).
4. Reverse Drury over 1M: 1M-2♣-2♦ = normal, 2M = bad, 2N = 15+ bal, 3m = 17+ nat, 3M = 6+ invit, DJS = 17+ splinter, 3N = c.o.g.)
5. 1M-2(M+1) = minisplinter as before. 1♥-2N = FSJ in ♠.

1NT Opening

Meaning:

15-17 bal or semibal

Responses

2♣ = Stayman

2♦/♥ = transfers

2♠ = ♣, or invite to 3N (2N = min, 3♣ = max)

2N = \diamond (3 \clubsuit = max with fit or min with 2 top honors, 3 \diamond = nope)

3 \clubsuit = GF short \clubsuit , 5+ \diamond , 4M

3 \diamond = GF short \diamond , 5+ \clubsuit , 4M

3 \heartsuit/\spadesuit = GF short \heartsuit/\spadesuit 5+ 4+ m's

4 \clubsuit = Gerber

4 \diamond/\heartsuit = Texas

4N = quant

Developments

1N 2 \clubsuit

2 \diamond = no major

2 \heartsuit = weak 4+ 4+ majors

2 \spadesuit = relay

2N = no 5-crder (relay for 3343/2344/3244/3334)

3 \clubsuit = 5 \clubsuit (relay for doubleton [NT = \diamond])

3 $\diamond/\heartsuit/\spadesuit$ = 5 \diamond doub in bid suit (\diamond = \clubsuit)

3N = 6 \diamond

2N = invit

3m = 5+ crds canape invite

3 \heartsuit = splinter, 4 \spadesuit

3 \spadesuit = relay for 4144/4135/4153/40(54) and 5m = 6m-3om no slam

3 \spadesuit = splinter, 4 \heartsuit

4 \clubsuit = interesting hand, seeks pd's 5-crdr suit

4 \spadesuit = nothing wasted in \spadesuit

4N = pick-a-minor no slam

5m = to play, own suit

2 \heartsuit = \heartsuit

2 \spadesuit = relay

2N = 4 \spadesuit (relay for 4432/4423)

3 \clubsuit = 4 \clubsuit (relay for 2434/3424)

3 \diamond = 4 \diamond (relay for 3442/2443)

3 \heartsuit = 5 \heartsuit -3 \spadesuit (relay for 3532/3523)

3 \spadesuit = 5 \heartsuit -2 \spadesuit -3-3

3N = 4 \heartsuit -333

2N = invit with 4 \spadesuit

3m = invit with 5m-4 \spadesuit

2 \spadesuit = \spadesuit not \heartsuit

2N = invit with 4 \heartsuit

3 \clubsuit = relay

3 \diamond = 4 \diamond (relay for hi/lo doub)

3 \heartsuit/\spadesuit = 4 \clubsuit 4324/4234

3N = 4 \spadesuit -333

3 \diamond = 5 \diamond -4 \heartsuit invit

After relays, the end-signal 4 \diamond is used to signoff, and the cheapest bid in any suit sets that suit (RKC?), followed by OSW Doroszewicza asking bids in suits: responses -/AKQ, Q/AK, K/AQ, A/KQ in steps.

1N 2 \diamond/\heartsuit

2 \heartsuit/\spadesuit = normal

NS = 4+crds, GF

3M/4M = good/bad hand with fit

raise NS = double-fit suit-values
NS = nat, no fit, OR preparatory with a good hand and fit

2N = invit
JS = autosplinter, good 6+ suit, mild+ slammish
4M = 6+crds bal slamtry
4N = quant 5332

2N = HHx support (retransfers on)
NS = 4-crd support, xx/Ax in bid suit
3N = bal slamtry
JS = slammish splinter
3NS = nat/seminat (except retransfer)
3♥/♠ = 4-crd support
NS = splinter
3N = bal slamtry

1N 2N
any
NS = shortness (op bids 4M to suggest moysian)
3N = slamtry NF

1N 3♣
3♦ = ♦ fit in case pd has slam interest, does not deny 4M or ♣ stopper
3♥ = natural
3♠ = proposes ♠ Moysian
3N = ♣ stopped, slam interest
4♣ = good ♥ raise
4♦ = sets ♦, no possible M game

3♥ = natural
3♠ = 4♠ medium?
3N/4N = 4♠, no slam/slammish
4♣ = sets ♥, slammish
4♦ = sets ♥, slammish, good ♦
4♥ = to play

3♠ = natural (see above)
3N = ♣ well-stopped
4♣ = ♦ fit, max, nothing wasted in ♣
4♦ = ♦ fit, max, Ace of ♣
5♦ = ♦ fit, no slam interest

1N 3♦
3M = natural
3♠ = natural
3N = no fit
4♣ = good ♣, 4216 exactly
4♦ = 4207 or 4306
4N = quant

3N = ♦ well-stopped
4♣ = sets ♣, no M, suggests Ace of ♦
4♦ = sets ♣, no M, nothing wasted in ♦
5♣ = no slam

1N 3♥
3♠ = relay for 2155/3145/3154/3055/1156/1165/3046/3064
3N = ♥ well-stopped

4m/5m = sets suit, slammish/not slammish
4♥ = nothing wasted in ♥
4N = pick-a-minor no slam

1N 3♠
3N = ♠ well-stopped
4m/5m = sets suit, slammish/not slammish
4♥ = proposes Moysian
4♠ = nothing wasted in ♠
4N = pick-a-minor no slam

2♣ Opening

Meaning:
any GF hand

Responses

2♦ = 0-2 controls, no good 6+ suit
2M/3m = 3+ controls, 5+ suit (force to 4N)
2N = 3+ controls, no 5+ suit (maybe weak 5m) (force to 4N)
3M/4m = 6+crds 1-loser suit, nothing on the side
3N = any solid 6+crd suit

Developments

2♣ 2♦
2♥ = natural
 2N = natural, or raise with bad trumps
 3♥ = maximum negative
 4♥ = weak, but trump values
2♠ = natural (see above)
2N = GF
 3♣ = Baron (bid suits up the line [NT = ♣])
 3♦/♥ = transfers (completing transfer shows fit)
 3♠ = 5+ 4+ minors (4m sets the suit)
 4m = 6-10 HCP, 6+ m
3m = natural
3♥ = sets suit
 3♠ = some 2nd round control, no 1st round ctrl (3N asks which, or cue)
 3N/4♣/4♦ = 1st round control (NT = ♠)
 4♥ = no 1/2 round control
3♠ = sets suit
 3N = some 2nd round control (4♣ asks, or 4♦ shows interest in ♥ ctrl)
 4lower = 1st rd control
 4♠ = no controls

2♣ 2N

3♣ = Baron or ♣
 bid suits up line (NT = ♣)
 4♣ = ♣
 cue = for responder's suit

JS = splinter for resp's suit with ♣ too
3♦/♥/♠ = natural (later 4N is vanilla BW)

Interference

(X) -

Pass = negative
XX = positive balanced
2N = ♣ well-stopped
others = as if no double

(suit) -

Pass = weak or nothing to say
X = optional, values in their suit
bids = natural, does not need 3+ ctrls

4th seat:

(2-level)

Pass = forcing, may be 2/3 suited
X = optional, values in their suit
2N = natural, Baron and transfers on

(3-level)

Pass = forcing, may be 2/3 suited

2♦ Opening

Meaning:

weak two in either major

Responses/Developments

2♥ = pass/correct

2♠ = ♠

3♣/♦/♥ = to play

2♠ = pass/correct (shows better ♥)

2N = ♥

3♣/♦/♠ = to play

2N = asks

3♣/♦ = ♥/♠ max

relay = asks for singleton if any, then cues

3M = to play, 2N was light

cues = for M

3♥/♠ = ♥/♠ min

3♣ = GF with any one suit (forces 3♦)

3♦ = invit in both majors (3M = min, 4m = max transfer, 4M = max to play)

3♥ = preemptive pass/correct

4♣ = asks to transfer to suit

4♦ = asks for suit

Interference

(X)-

Pass = 5+♦
XX = asks for major
2M/3♣ = own 6+ suit
else = unchanged

(2-suit)-

X = penalty
new suit = p/c if major, nat forcing if minor
2N = normal

(3-suit)-

X = penalty
3M = p/c
4♣ = to play

2♥ Opening

Meaning:

6-10 5♥-5 other suit

Responses and Developments

2♠ = p/c for opener's second suit

2N = asks for second suit

3♣ = ♣

3♦/♠ = cue for ♥

3♥ = invit

4♣ = sets ♣, demands cues

3♦ = ♦ (as above)

3♥ = ♠ (3♠ sets ♠, 4m cue for ♥)

3m = to play

3♥ = preemptive

Interference

(2♠)-

X = penalty
2N = asks for second suit
3m = nat forcing

(3-level)-

X = penalty

2♠ Opening

Meaning:

6-10 5♠-5m

Responses and Developments

2N = asks second suit

3♣/♦ = natural (cue for ♠, 3♠ invit, raise m sets suit for cues)

3lower = to play

3♠ = preemptive

X is penalty in interference.

2NT Opening

Meaning:

6-10 5♦-5♣

Responses and Developments

3♣/♦ = to play

3M = GF natural, support-asking

step 1 = 0-1 crd support

step 2 = xx support

step 3 = Qx/Kx/Ax support

step 4/5 = xxx/Hxx support

over all these responses, 4m is minorwood if available

4♣/♦ = preemptive

games = to play

4N = Vanilla BW

Interference

(X)-

Pass = to play 2N-X

XX = pick-a-minor

others = unchanged

(3-suit)

X = penalty

4m = to play

4N = pick-a-minor

3♣/♦ Openings

Meaning:

preempts, 2 top honors 7 cards if V

Responses

om = asks shortness (bid it [4♦ = ♣] or NT if none, then 4m = NF, 4shortness = BW, others = OSW ask)

3M = 5+ crds support-asking, as over 2N-3M (see 2N opening) (later 4m to play if no fit)

3♥/♠ Openings

Meaning:

preempt, 4332 rule, 7 cards vul

Responses

natural

3NT Opening

Meaning:

solid 7+ minor

Responses

4♦ = asks shortness (NT = none, 5m = om)

4M = to play

4♣/5♣ = p/c

If doubled, P/XX are brave. Others unchanged.

4♣/4♦ Openings

Meaning:

solid 7+ ♥/♠, may have side A/K

Responses

relay = asks for side control (1-step = none, suit = A/K [NT = 1-under suit]) then NSS is WKR ctrl-asks

2-step = to play

4N = asks length of suit

Slam Bidding

Cue-bids

Mixed cue-bids, up the line. We don't cue-bid shortness in partner's known 5+ card suit, but we can cue-bid a Queen also in such a suit. We can cue-bid shortness if for some reason it is impossible for us to have an honor.

Returning to the trump suit shows either a lack of control of a suit partner denied, or worry about trumps.

4N after a series of cue-bids is always Blackwood.

Blackwood

4N is Blackwood when

- it is bid immediately in response to an opening or overcall
- it cannot have a natural meaning
- it is preceded by cue-bids (the only exception is cue-bids after having strongly agreed a minor)

Responses to Blackwood (we always use 1430)

- 5♣ = 1 or 4 Aces
- 5♦ = 0 or 3 Aces
- 5♥ = 2 Aces and 0/3 Kings
- 5♠ = 2 Aces and 1/4 Kings
- 5N = 2 Aces and 2 Kings

The same over Gerber after a 1N opening.

After the initial ask, if not already revealed, is the ask for the number of Kings (1430 style as well).

End-signal

This technique is used at the end of a relay sequence (here, after 1N and relays) when opener's hand is completely known. After the last shape-response,

3N = to play

4♦ = forces 4♥ and responder will pass or correct to the final contract

4♥+ = agrees on one of opener's suits, starting in steps with the longest (lowest breaks ties) first and then in descending length order. This ask is RKC for that suit (1430, 5 keycards). Later bidding after RKC is quantitative (4N), trump queen-ask (5N), or OSW Doroszewicza control-asking (bid of new suit asks for control of that suit in steps: -/AKQ, Q/AK, K/AQ, A/KQ.)

WKR control-asking

This control-asking is used in some cases where opener is very distributional (Namyats, e.g.). Responses are:

1-step = no 2nd round control

2-step = 2nd round control

3-step = 1st round control

Trump Queen-Ask

After RKC, whether normal 4N, or in the end-signal queue, one can ask for kings, or the trump queen via 5N. The responses depend on what is agreed as trumps:

♣

6♣ = no trump Queen

6♦/♥/♠ = trump Queen + extra values in the bid suit

6N = trump Queen but no side extras

♦

6♣ = no Queen but extra length

6♦ = no Queen, no extra length

6M = Queen, and extras in bid suit

6N = Queen, no side M extras

♥

6♣ = no Queen, but extra length

6♦/♠ = Queen + extras in bid suit

6♥ = no Queen, no extra length

6N = Queen, no side extras

♠

as above

Over Double of our Splinter

XX = nothing wasted

Pass = encouraging (splinter-bidder XX's with a void)

cue = encouraging, Ace of splinter

return to suit = sign-off

Over Double of our Cue-bid

Pass = worry, no help

Cue = insurance against 2 fast losers in doubled suit (Q, K, or singleton)

XX = Ace

Over Interference of step-based structure: Blackwood/ControlAsks/et al

DOPI/ROPI

Redouble is only not a step if it is our trump suit they doubled.

Defensive Bidding

In General

Most of the treatments are standard.

Check out the Brown Sticker stuff at the end that Pszczola and Kwiecien like to play when allowed.

But...

We Open, They Bid

Back to the Polish-specific treatments.

Over 1♣ Opening

vs. Double

Pass = 0-6 3+♣, or 7-9 5+♣ (opener's 1N is 18-20 sys on with double take-out if they raise)

1♦ = 0-6 0-2♣, or 7-9 5+♦

XX = 10+ balanced

1♥/♠ = 7+ HCP, PRO checkback still available

1N = 7-10 no major

2♣ = F, artif, short ♣

2♦/2♥/2♠/3♣ = preemptive

2N = 5+♣ limit raise

1♣-1♦

(X)

Pass = (3)4♦

XX = 0-3 ♦, 4-3+ majors, any strength
1M = 4M + 5+ ♣
1N = 18-20 bal (sys on, doubles are take-outish here if they raise)
3 ♣ = semi-preemptive

(1 ♥)

1 ♠ = 4 ♠-5+ ♣
X = 18-23 NT without a ♥ stopper, or 18+ 4 ♠-5+ ♣
1N = 18-22 with ♥ stopper, maybe 4 ♠

(1N)

X = penalty
2 ♣ = any 1-suiter
2 ♦ = majors
2M = 5M-4m

1 ♣-1M

(suit)

X = 3-crd raise, non-minimum
NT = GF
cheap ♣ = NF
cue = general ask, could be 18-23 bal no stopper, or 6 ♣-3M 16+
reverse = GF
JS = splinter

(3 suit)

X = any GF
4 ♣ = NF
4 ♦ = reverse

Over 1 ♦/♥/♠

vs. Double

Pass = weak or 7-9 no fit
XX = 10+, forcing to 2 of opener's suit
NS 1-level = 6-9
JS = fit-showing (all levels)
1N = 6-9 raise
2N = invit raise
3N = Game raise with 2+ defensive tricks
raises = preemptive

vs. 1M-Unusual 2N

X = 9+ misfit
3 ♣ = over 1 ♥, invit raise or bal slammish raise; over 1 ♠, GF with ♥
3 ♦ = over 1 ♥, GF with ♠; over 1 ♠, invit raise or bal slammish raise
3M = competitive raise
3oM = 6+ suit, constructive but NF
3N = game raise, with 2+ defensive tricks
4m = 11+ splinter
4M = game raise with 0-1 defensive tricks

after a 2/1

Fast Arrival, FSJ, splinter only in their suit

Lebensohl, Lebensohl, Lebensohl

1♣-(2♦) Wilkosz

Pass, then X = penalty
2N = s/o one minor, or GF stayman
3Y = forcing
X = 9+

1♣-(2♥)

X = 9-11 blob, or GF Stayman without a stopper (op NF rebids are 2♠/2N/3♣ only)
2N = s/o one minor, or forcing with 5♠ and ♥ stopper (3♥ = bad stopper, 3♠ = good), or
4♠ and a ♥ stopper (rebid 3N)
3♠ = 5+♠ GF, no ♥ stopper'

1♣-(2♠)

X = 5♥ invit, or 4♥ GF no ♠ stopper, or 9-11 blob
2N = s/o in ♣/♦/♥, or GF Stayman with ♠ stopper (rebid 3N)

1♦-(2♥)

X = 4♠ (if GF, then no ♥ stopper)
2N = s/o ♣ or ♦, or GF 4♠ with ♥ stopper (rebid 3N), or GF with 5♠ and ♥ stopper (3♥ = weak stopper, 3♠ = good one)
3♦ = invit
3♠ = 5+♠ GF, no stopper

1♦-(2♠)

X = s/o in ♣/♦/♥, or GF with 4♥ and stopper (rebid 3N)
3♦ = invit

1♥-(2♠)

X = neg
2N = s/o in ♣/♦/♥, or GF with weak fit and ♠ stop (rebid 3N)
3♥ = invit
3♠ = GF with fit (3N suggests contract)

Over opener's reopening double: 1♦-(2♥)-P-(P);X-(P)-?

2♠ = 0-6 to play
2N = s/o ♣ or ♦, or 7-9 with 4♠
3♣ = 7-9
3♦ = 5-7

3♠ = 6-8 5♠

1Y-1N-(2 higher suit)

NS simple = GF

3Y = invit

2N = weak s/o in same or with side lower suit, OR GF 1-suiter (rebid higher suit or cue)

vs. Michaels of 1M

In the case of 1♥-(2♥)-

X = 9+ no fit

2♠ = fit, asks distr.

2N = constructive minor (p/c), or weak ♥ raise(3♥), or balanced slam raise (cue)

3m = nat, F

3♥ = invit

3♠ = splinter 11+

3N = game raise with 2+ tricks

4m = FSJ

4♥ = game raise with 0-1 tricks

1M-(2lower)

2N = GF with fit or s/o lower suit

cue = invit raise

3M = preempt

1♦/♥/♠-1Y-(2 higher)

2N = s/o in 1/2 suiter, or GF 1-suiter

reverse/3lower = GF

3 own suit = invit

Brown Sticker Openings (and vs. short 1♣ op) (Optional)

2♦ Opening (5+♥, or 5+♠-5+m 4-10)

Passable.

Responses:

2♥ = p/c

2♠ = ♠

2N = 6♠-5m

3m = 5♠-5m max

2♠ = relay, 0+ HCP

2N = ♥ max

3♥ = ♥ min

3♣ = 5♠-5♣

3♦ = strong ♣ raise

3♥ = strong ♠ raise

3♠ = NF
 3N = to play
 4♣ = invite
 3♦ = 5♠-5♦
 2N = 5+♠GF
 3♣ = no supp, min
 3♦ = no supp, good ♥
 3♥ = supp, balanced
 3♠/N = supp, l/h short
 4♣/♦ = 5♠-5♣ l/h short
 4♥/♠ = 5♠-5♦ l/h short
 3♣ = ♣+♦+♥ invite
 3♦ = ♥+♠ invite (3/4M = to play, 4♣/♦ = xfer accept)
 3♥ = ♥+♠ preempt
 3♠ = 5+♥ GF
 4♣ = asks xfer to M
 4♦ = asks for M
 4M = to play

(X)-

Pass = weak 2+♦, or strong
 XX = penalty strong 4+♦
 2♥ = p/c
 2♠ = to play
 2N = relay
 3♦+ = normal

(bid)-

X = penalty
 3♥ = p/c

2♥ Opening (5+♠, or 5+♥-5+m 4-10)

Responses:

2♠ = p/c

Pass = ♠

2N = ♥+m min

3m = ♥+m max

2N = relay, maybe weak

3♣ = ♥ + ♣

3♦ = strong ♣ raise

3♥ = NF

3♠ = strong hand with ♥

3N = to play

4♣ = invite

3♦ = ♥ + ♦

3♥ = NF

3♠ = strong ♦ hand

3N = to play

4♣ = strong ♥ hand

4♦ = invite

4M/5♦ = to play

3♥ = ♠ max (3♠ = invite, 3N/4♠ = to play, NS = cue for ♠)

3♠ = ♠ min

3♣ = ♣+♦+♠ invite
 3♦ = ♥+♠ invite (4♦/♥ = transfer accept)
 3♥ = ♥+♠ preempt
 3♠ = 5+♥ GF
 3N/4♥ = max/min bal
 4m = shortness
 4♣ = asks xfer to M
 4♦ = asks M
 4M = to play

2♠ Opening (1 bad minor preempt, or 5-5 majors 6-10)

Nonforcing, can be passed with a) long ♠, b) anticipated majors, c) any really bad hand NV.

Responses:

2N = asking
 3♣ = nat min
 3♦ = strong hand with ♣, demands cues
 3M = nat forcing
 3N/4M = to play
 4♣ = invite
 4♦ = splinter
 3♦ = nat min (as above but 4♣ = strong hand with ♦)
 3♥ = majors
 3♠/N/4M = to play
 4m = strong hand for corr. M
 3♠/N = ♣/♦ max (4m = sets opener's m, 4om = sets opener's m with cue)
 3♣ = p/c
 3♦ = 5-5 majors, invit+
 3M = nat invite
 3N = to play
 4♣ = ♣+♦+M preempt
 4♦ = natural preempt
 4M = to play

(X)-

Pass = 2+♠ p/c (not strong if 4♠)
 XX = strong penalty 5+♠
 2N = relay 0+ HCP
 3m = nat NF
 3M = ♣+♦+M p/c preempt

(bid)-

X = penalty
 2♠-(P)-P-(X);-?
 Pass = most of time
 XX = 6♦-4♣
 2N = 6♣-4♦
 3m = good suit