# DEFENSIVE AND COMPETITIVE BIDDING

## OVERCALLS (Style: Responses: I / 2 Level; Reopening)

1st level 6-16 usually 5 card suit, 2nd level 10-16 usually sound

CUE shows INV+ hand after I 🔩, INV+ with SUPP else

New suit at 2<sup>nd</sup> is NF but CONSTR, jump in new suit is NAT with SUPP

After 2<sup>nd</sup> level overcall bids higher than opening suit are TRSF

Jump in OPPS suit shows 4+ SUPP (mixed) in COMP

## INT OVERCALL (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)

 $2^{nd}$  position => 15 — 17 bal,

 $4^{th}$  position => 11 — 14 bal, if balancing

In competition — two-suited with the suit responded

#### JUMP OVERCALLS (Style; Responses; Unusual NT)

One suiter — weak, NV ws V can be very light

Two suiter — depending on VUL : NV weak, V vs V 10-13, V vs NV 13-16

Reopen: jump new suit CONSTR, 2NT 19-21 BAL

#### **DIRECT & JUMP CUE BIDS (Style; Response; Reopen)**

Direct CUE — 5+ highest unbid and other, strength as above in 2 suiters | |ump CUE — asking for stop, usually solid 7+ suit somewhere

#### VS. NT (vs. Strong / Weak; Reopening; PH)

#### VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl is T/O, Lebensohl if possible, CUE is stopper asking, 2/3 NT is NAT 4 min shows CONSTR 2 suiter, jump 4NT shows min 2 suiter if possible Vs Multi: dbl is 13-15 T/O of • or 17+

#### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs Polish style — NAT, 20 Mini-Multi

Vs Strong — dbl is ♠, I♠ is 0-7 any, other NAT destructive

#### **OVER OPPONENTS' TAKEOUT DOUBLE**

RD shows 9+, 2NT usually shows SUPP and UNBAL

In IX — (DBL) —? we mostly use TRSF

#### **LEADS AND SIGNALS**

#### **OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>
Subseq	2 <sup>nd</sup> / 4 <sup>th</sup>	2 <sup>nd</sup> / 4 <sup>th</sup>

Other: Low from non-honour doubleton, K or Q asks for UB

#### **LEADS**

Lead	Vs. Suit	Vs. NT		
Ace	AK(x)	AK(x)		
King	AK, KQ(x), AKJI0(x)	AK, KQ(x), AKJI0(x)		
Queen	KQ, QJ(x), KQ10(x)	KQ, QJ(x), KQ10(x)		
Jack	J10, HJ10(x)	J10, HJ10(x)		
10	10x, H109(x)	10x, H109(x)		
9	109(x), H9x	109(x), H9x		
Hi-x	xXx or more (MDU)	xXx or more (MDU)		
Lo-x	xX, HxxX or more	xX, HxxX or more		

#### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
I	LOW => EVEN	LOW => EVEN	LOW => EVEN
Suit 2	S/P	S/P	S/P
3	Lavinthal	Lavinthal	Lavinthal
I	LOW => EVEN	LOW => EVEN	LOW => EVEN
NT 2	S/P	S/P	S/P
3	Lavinthal	Lavinthal	Lavinthal

#### Signals (including Trumps):

Smith Signal vs NT (low both hands encourages), Lavinthal, UD count,

#### **DOUBLES**

#### TAKEOUT DOUBLES (Style; Responses; Reopening)

Might be light with classic shape

ART responses in (I♣) — DBL — P — ?

Lebensohl in (2X) — DBL — P — ? slow denies values, applies to reopening also

Penalty Pass while sitting over the suit dbled unless I 😓 opening

#### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP dbles and rdbles up to  $2^{\circ}$ , NEG dbles up to  $2^{\bullet}$ ,

LIGHTNER vs hi-level, 3NT, and by preempting hand, 2-WAY, OPT vs PRE,

MAX dble only when no other possibility

#### **CONVENTION CARD**

CATEGORY: RED WITH BROWN STICKER

NCBO: POLAND

Rafał **JAGNIEWSKI** — Bogusław **PAZUR** 

SYSTEM SUMMARY

PLAYERS:

#### GENERAL APPROACH AND STYLE

1 style, including GF hands

IM shows 5+ cards, INT response F, 24 ART NF

INT weak ( $10^+$  - 13) when NVULN, else  $14^+$  - 17

NV vs V PRE might be very light

Relay bidding might be applied in one way bidding

2NT almost always ART in competitive auctions

Frequent use of non-PEN doubles

2/I responses usually GF

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Responses to 1 desponing :

 $1 \diamond$  negative,  $2 \checkmark 5+4+ \text{ m} / 7-11$ ,  $2 / 3 \diamond$  TRSF to NT

Responses to I♦ opening:

2♦ GF, 2♥ INV with ♦ SUPP, 2♠ 6+♣ 9-11, 3♣ ♦ raise, 3♦ PRE

Responses to IM opening:

INT 10<sup>+</sup> BAL or 5+♣ or SUPP. 2♣ 6-9 without SUPP or 4-6 with SUPP

INT opening: 10<sup>+</sup> - 13 NV, else 14<sup>+</sup> - 17

20 Mini-Multi, might be on decent 5 cards, responses mostly P/C

2% 5+5+ % or \$%, 6-10 responses mostly P/C — **BROWN STICKER** 

2♣ 5+5+ ♥♦ or ♣♣, 6-10 responses mostly P/C — BROWN STICKER

2♦ Mini-Multi vs 1♣ opening — BROWN STICKER

1 8

Good/Bad 2NT in COMP (Good shows INV hand)

NFB and TRSF at 1st and 2nd level in COMP

WJS and Raises in COMP

Lebensohl in COMP (slow denies)

#### SPECIAL FORCING PASS SEQUENCES

In GF situations, often in V vs NV while game is reached,

In IX — (DBL) — RD new suit 2<sup>nd</sup> level is FIR

#### IMPORTANT NOTES

**PSYCHICS:** In I♦ — (DBL) — IM, seldom false CUE

NG	IF	5. OF 3S	) BL					
OPENING TICK IF	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
						IA IM THE 2 INT 14 IONN HOLD		
l 🛧	X	0	2 🛧	I. 5+♣ and 4M II+	$1\lozenge$ — 0-7 any or 7-9 with one minor or 16+ BAL w/o 4M	I $\diamond$ — IM might be on 3 cards, - INT is I4-I8 NV and I8-I9 V;	Usually the same	
				2a) 11 — 14 or 18 — 19 <sup>-</sup> BAL when V	2♣/◇ — GF with 5+ ♣/◇	I♦ — 2♦/♥/♠ either ♣ + suit bid or GF suit bid, FIR;		
				2b) 14 — 18 BAL when NV	2♥ — 5+4+ min, 7-11	IM — 2. is 5+ and 4 in OM, II-I4;		
				3. 5+♣ 16+	2/3♣ — NT TRSF	1M — 2♦ is 6+♣16+ w/o solid suit or 5+♣4♦ 15+ or ♦ GF;		
				4. 21+ BAL	3♣/◇ — 6+, 9-11	IM — 2OM is 5+♣ and 4OM 16+ or ♥ GF;		
				5. Any GF hand		INT — 2♦ is GF relay;2♥— 2♠ is INV+ relay;		
1 ♦		4	2 🛧	1.5+♦11—21	2♦ — GF with 3+ ♦	2♦ - 2♥/♠ and 3♣ - showing short suit	Usually the same	
				2. 4441 11 — 21 when V	2♥ — invitation with ♦ SUPP	2♦ - 2NT/3♦ - show good/bad waiting bid		
				3. 4∜441♣ II — I3 when NV	2♣ — 6+♣, 9-11	2♦ - 3♥/♣ - show good with xx in ♥/♠		
					3♣ — 6-9 with 4+ SUPP	2♥ - 2NT is GF relay		
					3◊ — PRE	2♠ - 2NT is INV+ relay		
						IM — IX — 2♣ is checkback; we might use further relays	2♣ Drury wit SUPP	
I ♡ / ♠		5	2🌣	1. 5+♡/♠ 11 — 21	INT — 10 <sup>+</sup> BAL or 5+♣ INV+ or SUPP GF		Jump new suit with SUPP	
					2♣ — 6-9 without SUPP or 4-6 with SUPP	…I♡ - 2♠ is INV+ relay;	I♥ - 2♠ is ♣ + SUPP	
					2♠ — 9-11, 6+♣ after 1♡	2NT — 3♣ is GF relay, - 3♦ is ART INV		
					2NT — INV with SUPP or GF no slam aspirations	I ♥ - 3♠ - 3NT is ASK, I♠ - 3NT — 4♣ is ASK;		
					3♣ — 6-9 with 4+♥ after  ♥, 9-  , 6+♣ after  ♠			
					3♦ — 9-11, 6+♦			
					3♥/♠/NT — PRE or weak splinter or 9-11, 6+♥			
I NT			2♠	I. I0 <sup>+</sup> — I3 NV	2♦/♥ — TRSF, might be 4♥/♠ if INV	2♣ - 2NT/3♣ is bad/good with both majors	Usually the same	
				2. I4 <sup>+</sup> — I7 V	2♠ — 5+4+ min or INV 6+♣ or GF 6+◊ w/o short ♣	2♣ - 2X — 3♣ is relay		
				Including all BAL untypical hands	3♣ — GF 6+♣ w/o short ◊ or 6(5) ◊ S/O	2 - 2NT is minimum		
					3♦ — INV 6+♦			
2 💠		5	2♠	5+♣ without 4 in major 11 — 15	2♦ — relay		Usually the same	
2 💠	Х	0	2♠	5+♥ or ♠, 4 — 10	2♥/♣ — P/C, 2NT — relay, 3/4 ♥ - P/C, 4♣ - TRSF your suit	2NT — 3♣ any minimum, 3♦ max with 6♥, 3♥ max with 6♣		
					3♣/◇/♠ — NAT, 4♦ - bid your suit	3♠ max with 5♥, 3NT max with 5♠;		
2 ♡	Х	0	2♠	5+♥ and 5+♣ or 5+♠ and 5+♦, 6 — 10	2NT — relay; else P/C usually	2NT — 3♣/◊ minimum, 3♡/♠ maximum		
2 💠	Х	0		5+♥ and 5+♦ or 5+♠ and 5+♠, 6 — 10	2NT — relay; else P/C usually	2NT — 3♣/◊ minimum, 3▽/♠ maximum		
						HIGH LEVEL BIDDIN	IG	
2 NT				1. 19 — 21 <sup>-</sup> NV	3♣ — Puppet; 3♠ - 5+4+ min, GF; 4♣ - ST with 6+♡			
				2. 19 <sup>+</sup> — 21 V	4◊ — ST with 6+♠, 4♡/♠ - ST with ♡/♠ short	Cue-bids, Splinters, RKCB 1430, 5♠/ NT — Trump Enquiry, relay sequences might result in		
				Including all BAL untypical hands		4♦ being ART force to 4♥, Short Suit Cue preference if MAJ agreed, FP when in GF		
PRE		6		NV might be very light	3 m — 3/4 om is relay	situations, usually indicating CUE in OPPT suit		
3 NT	X			I. I <sup>st</sup> and 2 <sup>nd</sup> Gambling	4/5♣ - P/C, 4♦ - relay			
				2. 3 <sup>rd</sup> and 4 <sup>th</sup> S/O	After 3 <sup>rd</sup> 4 <sup>th</sup> opening NAT			

## BROWN STICKER OVERCALL ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to <a href="mailto:anna@ecats.co.uk">anna@ecats.co.uk</a> in accordance with the Supplemental Conditions of Contest for the event

Names: Rafal Jagniewski – Boguslaw Pazur

**Country:** Poland **Event** Bermuda Bowl 2005

After opponents opening bid of  $1 \clubsuit$  showing  $3 \text{ or more } \clubsuit s$  Our overcall of  $2 \diamondsuit$  at Any vulnerability

**Shows:** 4-10 with 6(5)+% or  $6(5)+\spadesuit$ 

Applies: All the time Detailed Description:

Generally disciplined when vulnerable, mixed versus passed hand, usually without side 5 card minor and 4 card major, 5 cards are rare with decent suit only, 7 cards are rare usually with hand too good for direct 3<sup>rd</sup> level jump, which is destructive, with intention of bidding again.

## **Responses and Rebids When Responder Passes**

# With what hands will advancer pass the overcall?

a/5+\dip with no possible better place to play b/random with very weak hand

## Meanings of other advances and follow ups:

 $2\heartsuit = a/P/C$ ,  $b/ \clubsuit$  longer than  $\heartsuit$  invitational or better if partner has  $\spadesuit$ ,  $c/6+\heartsuit$  invitational  $(2\diamondsuit-2\heartsuit-2\spadesuit-3\heartsuit)$ ;  $2\spadesuit = a/P/C$ ,  $b/ \heartsuit$  longer than  $\spadesuit$  with unknown intentions if partner has  $\heartsuit$  (2NT max with 5 cards,  $3\clubsuit$  max with 6+,  $3\diamondsuit$  interm with 6+,  $3\heartsuit$  min with 5+); 2NT = relay at least invitational ( $3\clubsuit$  any min then  $3\heartsuit$  only NF P/C bid and  $3\diamondsuit$  ART forcing,  $3\diamondsuit$  max with  $6+\heartsuit$ ,  $3\heartsuit$  max with  $6+\spadesuit$ ,  $3\spadesuit$  max with  $5\heartsuit$ , 3NT max with  $5\spadesuit$ ); 3m = 6+m GF (4M is SPL);  $3\heartsuit = PRE$  with 2+2+ in M;  $3\spadesuit = 6+\spadesuit$  invitational;  $4\clubsuit = transfer$  your suit;  $4\diamondsuit = \heartsuit$  s/o;  $4\heartsuit = P/C$ .

## **Competitive Agreements**

# Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

PASS shows  $6(5)+\Diamond$  and suggests no support for overcaller's suit; RDBL shows 16+ and  $3+\Diamond$ , overcaller stands with  $3(2)+\Diamond$  with an exception of no-defense minimum, subsequent DBLs are penalty, new suit is 1RF or better; Other as in uncontested bidding.

# Responses after opponent's bid:

After  $2^{\heartsuit}/\spadesuit$  DBL is 10+ P/C (after  $2\spadesuit$  overcaller having  $\heartsuit$  bids the same way as in uncontested), 2NT is relay, 3OM is P/C, 3m is 1RF with support possible, 4m is suit and support, Opp's suit is asking for stopper; After  $3\clubsuit$  DBL is penalties,  $3\diamondsuit$  is invitational with both supp; After  $3\diamondsuit$  DBL is invitational with both supp; After 3m 3M is P/C, 4<sup>th</sup> level as in uncontested. After 3M DBL is penalties, OM is P/C, 4m is slam going with support or nat, opp's suit is CB with supp.

## Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?

PASS shows  $2+\diamondsuit$ , pull is nat

# Rebids after opener DBLs advancer's bid:

Passing DBL of 2M shows suit, system on after DBLing 2♠/2NT

# Rebids after opener's suit rebid:

DBL is t/o with 6 and max,  $3\diamondsuit$  shows feature or lead direction and max, 3M shows 7 cards and hand too good to interfere directly at  $3^{rd}$  lvl.

# **Proposed Defence**

DBL is 9+ with bal or semi bal, 2M nat NF or F1, higher depending on style of play.

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

# This form is to be completed and sent, by email, to <a href="mailto:anna@ecats.co.uk">anna@ecats.co.uk</a> in accordance with the Supplemental Conditions of Contest for the event

Names: Rafal Jagniewski – Boguslaw Pazur Country Event

**Opening bid of** 2\(\times\) in All seats **seat at** Any vulnerability

**Shows:** 6-10 PC with  $5+\heartsuit$  and  $5+\clubsuit$  or  $5+\spadesuit$  and  $5+\diamondsuit$ 

**Detailed Description:** 

We do not usually deviate from the range and lengths of the suits in 1<sup>st</sup> and 2<sup>nd</sup> position.

In 3<sup>rd</sup> position opening might be as light as 4 PC with 5+5+.

In 4<sup>th</sup> position opening have to be sound with decent suits.

## **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

- 1. with  $5+\heartsuit$  expecting no better spot to play 2. with  $\heartsuit$  support expecting partner to have the suit
- 3. randomly with very weak hand

## Meanings of other responses and rebids:

2NT is relay showing invitational or better hand; All other bids up to 5♣ are P/C; Responder shows his own suit by bidding it twice (with at most invitational values). Responder can bid his suit GF through 2NT relay. NT bid by opener after P/C response shows that second suit is longer than nearer suit.

2♥-2NT: 3♣ minimum with ♥♣, 3♦ minimum with ♦♦, 3♥/♠ maximum with ♥♣/♠♦

3M in opener's suit after minimum response is NF, showing invitation, 4m in opener's suit is GF slam try, 3 & 4 in other suits are CB agreeing opener's M or are natural when bid directly again.

## **Competitive Agreements**

## Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

PASS is P/C, opener shows the nearest suit directly while lengths are the same or the nearest suit is longest (eg.  $2\heartsuit$ -X-P-P-2 $\spadesuit$  shows  $\spadesuit$  equal to or longer than  $\diamondsuit$ ), redoubles with the second suit longer than nearer one (eg  $2\heartsuit$ -X-P-P-XX shows  $\diamondsuit$  longer than  $\spadesuit$ ). In consecutive bidding DBLs are for penalty. RDBL shows 15+ PC with 5+ $\heartsuit$ . Other bids same as in one-way bidding.

# Responses after opponent's overcall:

DBL is penalty but a/ based on hand values or b/ based on assumption that opener has 5+ in overcaller's suit. New suit is NF if it is in opener's suit (eg  $2\heartsuit - <3\clubsuit > -3\spadesuit$ ), invitational otherwise (eg  $2\heartsuit - <3\clubsuit > -3\heartsuit$ ). If opener has 5+ suit in overcaller's suit, he is obliged to bid assuming that partner misjudged the combination – therefore partner willing to play in his own suit, and knowing that opener has opponent's suit shall bid his suit twice (usually one level lower than his initial intention) eg  $2\heartsuit - <3\clubsuit > -3\diamondsuit - 3\diamondsuit - 4\diamondsuit$ . Opponent's suit is asking for a half-stopper while below 3NT, cue-bid otherwise.

# Rebids after 4<sup>th</sup> hand DBLs the response:

PASS is non-descriptive, pulling is rare showing untypical hands

# Rebids after 4<sup>th</sup> hand overcalls:

DBL is for penalties with maximum, others are natural, distributional.

# **Proposed Defence**

DBL = t/o of  $\heartsuit$ , suit = natural, constructive, 2NT = 15-18 bal. In balancing position DBL shows opening values with bal or semi-bal, others as in direct position. In competition, DBL is values usually balanced, assumptions on opener's combination should be based on judgement and handled with care ©

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

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Names: Rafal Jagniewski – Boguslaw Pazur

**Country** Poland **Event** Bermuda Bowl 2005 **Opening bid of** 2♠ in All seats **seat at** Any vulnerability

**Shows:** 6-10 PC (8-11 PC in  $4^{th}$ ) with  $5+\heartsuit$  and  $5+\diamondsuit$  or  $5+\clubsuit$  and  $5+\clubsuit$ 

**Detailed Description:** 

We do not usually deviate from the range and lengths of the suits in 1<sup>st</sup> and 2<sup>nd</sup> position.

In 3<sup>rd</sup> position opening might be as light as 4 PC with 5+5+.

In 4<sup>th</sup> position opening have to be reasonable with constructive values.

## **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

a/ With  $5+\clubsuit$  expecting no better spot to play b/ With  $1+\clubsuit$  support expecting partner to have the suit and no better possible spot to play c/ randomly with very weak hand.

## Meanings of other responses and rebids:

2NT is relay showing invitational or better hand; All other bids up to 5♣ are P/C; Responder shows his own suit by bidding it twice (with at most invitational values). Responder can bid his suit GF through 2NT relay. NT bid by opener after P/C response shows that second suit is longer than nearer suit.

2♥-2NT: 3♣ minimum with ♦♣, 3♦ minimum with ♥♦, 3♥/♠ maximum with ♥♦/♠♣.

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(including Pass, RDBL and expected follow-ups)

PASS is P/C, opener shows the nearest suit directly while lengths are the same (eg.  $2\spadesuit$ -X-P-P- $3\diamondsuit$  shows  $\diamondsuit$  equal to  $\heartsuit$ ), redoubles with the second suit longer than nearer one (eg  $2\spadesuit$ -X-P-P-XX shows  $\heartsuit$  longer than  $\diamondsuit$ ), bids 2NT with the nearest suit longer than second one (eg  $2\spadesuit$ -X-P-P-2NT shows  $\diamondsuit$  longer than  $\heartsuit$ ). In consecutive bidding DBLs are for penalty. RDBL shows 15+ PC with  $5+\spadesuit$ . Other bids same as in uncontested bidding.

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# Rebids after 4<sup>th</sup> hand DBLs the response:

PASS is non-descriptive, pulling is rare showing untypical hands

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DBL = t/o of  $\spadesuit$ , suit = natural, constructive, 2NT = 15-18 bal. In balancing position DBL shows opening values with bal or semi-bal, others as in direct position. In competition, DBL is values usually balanced, assumptions on opener's combination should be based on judgement and handled with care  $\textcircled{\odot}$