

# Strefa

Translated by Daniel J. Neill, September 2003

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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, 3<sup>rd</sup> 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♦/♥/NT = 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 4<sup>th</sup> suit

3♠ = denies stopper in 4<sup>th</sup> 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 slamish (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♥ = 4<sup>th</sup> 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 slammish (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 = ♦ (3♣ = max with fit or min with 2 top honors, 3♦ = nope)

3♣ = GF short ♣, 5+♦, 4M

3♦ = GF short ♦, 5+♣, 4M

3♥/♠ = GF short ♥/♠ 5+ 4+ m's

4♣ = Gerber

4♦/♥ = Texas

4N = quant

## Developments

1N 2♣

2♦ = no major

2♥ = weak 4+ 4+ majors

2♠ = relay

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

3♣ = 5♣ (relay for doubleton [NT = ♦])

3♦/♥/♠ = 5♦ doub in bid suit (♦ = ♣)

3N = 6♦

2N = invit

3m = 5+ crds canape invite

3♥ = splinter, 4♠

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

3♠ = splinter, 4♥

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

4♠ = nothing wasted in ♠

4N = pick-a-minor no slam

5m = to play, own suit

2♥ = ♥

2♠ = relay

2N = 4♠ (relay for 4432/4423)

3♣ = 4♣ (relay for 2434/3424)

3♦ = 4♦ (relay for 3442/2443)

3♥ = 5♥-3♠ (relay for 3532/3523)  
 3♠ = 5♥-2♠-3-3  
 3N = 4♥-333  
 2N = invit with 4♠  
 3m = invit with 5m-4♠  
 2♠ = ♠ not ♥  
 2N = invit with 4♥  
 3♣ = relay  
     3♦ = 4♦ (relay for hi/lo doub)  
     3♥/♠ = 4♣ 4324/4234  
     3N = 4♠-333  
 3♦ = 5♦-4♥ invit

After relays, the end-signal 4♦ 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♦/♥

2♥/♠ = 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 2<sup>nd</sup> round control, no 1<sup>st</sup> round ctrl (3N asks which, or cue)

3N/4♣/4♦ = 1<sup>st</sup> round control (NT = ♠)

4♥ = no 1/2 round control

3♠ = sets suit

3N = some 2<sup>nd</sup> round control (4♣ asks, or 4♦ shows interest in ♥ ctrl)

4lower = 1<sup>st</sup> 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

4<sup>th</sup> 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 Doroszewicz 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 2<sup>nd</sup> round control

2-step = 2<sup>nd</sup> round control

3-step = 1<sup>st</sup> 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