

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SINGALS (Polish Club Style, UDCA+OE)			Category	Polish Club (5542+Precision)	
OVERCALLS(Style; Responses, 1/2 Level; Reopening)		OPENING LEADS STYLE			NCBO		
overall: 6-16HCP 5+card partner passed, overcall one level may be 4 card Resp: Cue F1; new suit: NF take-out double: up to 4H 1D(opp) 2D up (we)=Similar to opening (2D=H) 1H(opp) 2H(we)=55+, S+m 2S(we)=S suit 1S(opp) 2S(we)= 55+, H+m		Lead	In Partner's Suit		Event	Apr., 2018	
		Suit	02/Lo=even	Lo=encourage or even # of cards	Players	C.B. Yang, S. F. Wu (楊昌彪 吳昇峰)	
		NT	02/ Lo=even , xSxx(+)	Same as above	SYSTEM SUMMARY		
		Subseq.			GENERAL APPROACH AND STYLE		
		Other: 10 is a large card			Polish Club system		
		LEADS			2D: weak one M or 20-21BAL		
		Lead	Vs. Suit	Vs. NT	2H:H&other suit 2S:S&m		
INT OVERCALL (2ND/4TH Live; Responses; Reopening)		Ace	AK(+); Ax(+)	AK(+); A(+)	4th suit: game forcing		
2nd: 16-19 4th: 12-15		King	AK; KQ(+); Kx	AKJ(+); KQ10(+);KQx; Kx	Major: 5cM, 1N force, Bergen raise, Mini-Splinter		
Resp: same as our 1NT opening		Queen	QJ(+); Qx	AKQ(+); QJ(10/9)(+); QJx; Qx	Minor: inverted		
		Jack	J10(+); Jx	(A/K)QJ(+); J10(9/8)(+); J10x; Jx	2N/3X: one weak suit or two strong suits		
JMUP OVERCALLS(Style; Responses, Unusual NT)		10	KJ10(+); 109(+); 10x	A(K/Q)10(+); (A/K)J10(+); 109(+); 10x	1NT Openings: 15-17 (Lebensohl after OPP overcall)		
1-suit		9	(K/Q)109(+); 9xx	(A/K/Q)109(+);98(+);9xx; [9x leads x]	2 OVER 1 Response: 90% GF (game forcing)		
2-suit:		Hi-x	Largest for 3 small	Largest for 3 small Second for 4(+) small			
Reopen:		Lo-x	Even # of cards Middle for Hxx	2 small, or 4th & large cards Middle for Hxx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JMUP CUE Bid(Style; Responses, Reopen)		SINGALS IN ORDER OF PRIORITY			2D: weak one M, or 20-21 BAL		
			Partner's lead	Declarer's lead	Discarding	2H: weak, H & any other suit 54+	
VS. NT(vs. Strong/Weak; Reopening; PH)		Suit: 1st	Lo=encourage	Lo=even	Odd=welcome	2S: weak, S & m, 54+	
DONT: (option)		2nd	Lo=even	Lo=even	Even=LAV Tr	2N: weak 3C or better 5C or strong 55+C&D	
X: 1 suit		3rd				3C: weak 3D or better 5D or strong 55+ D&H	
X: Penalty		NT: 1st	Lo=encourage	Suit choice	Odd=welcome	3D: weak 3H or better 4H or strong 55+ H&S	
2C: C & other suit		2nd	Lo=even	Lo=even	Even=LAV Tr	3H: weak 3S or better 4S or strong 55+ S&C	
2D: D & Majors		3rd				3S: any one suit AKQXXXX, no outside A or K	
2H: H & S		Signals(including trumps)			3NT: weak, C or D suit. Same as open 4C/4D		
2S: S suit		NT lead honor: Attitude for dummy 2-c, Count for dummy 3+c			4C/4D: strong 55+ C&H/ D&S		
		5/6-level, or agreed suit: AK(+) first leads K.			OPP open 1NT: CAPP (DONT)		
		Other level: Not first lead: AK(+) leads K			SPECIAL FORCING PASS SEQUENCES		
VS. PREEMPTS(Double; Cue-bids; Jumps; NT bids)		DOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2D(Opp, 2M)-X=Take-out for S.		TAKEOUT DOUBLES(Style; Responses; Reopening)			Optional: (1) 1N 2B X=takeout (2) Rubens TR		
2NT: 16-18 nature, then Stayman & Transfer		OPP Open: other 4+ M or 16+HCP any shape			Psychics:		
2NT-X(Opp)- ? same as 1N-X(opp)- ?		OPP open multi 2D: double=X over 2S			Against 2D(=2M)		
		Resp: Cue GF; jump strong but non-F			X: 13+, 2m 54+		
VS. ARTIFICIAL STRONG OPENINGS		Special, Artificial and Competitive Doubles/Redoubles)			Against 2S(=2m)		
1C(NAT or 2/1): X=same as open 1C, others=our opening		slam: Lightner X, Cooperative X			X: 2M		
1C(strong): See bottom of next page		Negative X to 3D 3-card Support X/XX			2H/2S: C/D suit, 17+		
		INV X (Max X) X over opp multi 2D=X over 2S			2N: 16~19,BAL		
OVER OPPONENTS' TAKEOUT DOUBLE		Opening Lead X for NT XX to show first control			3C/3D: H/S suit, Inv.+		
1M-X-XX:11+					3H/3S: To play		
1m-X-Rubens Transfer							
1M-X-1N/2C/2D/2H: Transfer 2C/2D/2H/2S							

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	YES/NO	0/2	3D	(1) 12~14, BAL (no 5cM/4cD) (2) 12~17, 4414 (3) 15~17, 5cC, UNBAL (4) 18+HCP, any shape	1D=0~8, or 9~11 UNBAL m, or 15+BAL 1H/1S=7+, H/S, 1N/3N=9~11/12~14 BAL 2C/2D=GF, 2H=H+any suit, weak 2S=10~11, any 6 card suit with 2 honors 2N=4-6, any suit 6c, 3-level=7-9, 6+c suit	1C-1D-1H/1S=Better M, may 3 card if 12~14 1C-1S-1N-2H=nonforcing 1C-1B-New suit=15+ or 18+ 1C-(X/1D/1H): Rubens TR 1C-(X)-XX/1D/1H/1S: Rubens TR	
1D		4	3D	(1) 11~17, 4+ D open 1D when 4cD & 5cC (2) 18~21, 5+D	1D-2D=GF 1D-2H=10+, fit D, no 4M & short 2S/2N=same as 1C, but 7 card suit 3-level=7-9, 7+c suit or fit D	Two-way checkback 1D-2D-(3H~3N)=short, 1D-2D-4D=RKC 1D-2H-2S=ask Rubens TR	All bids same as not passed new suit=nonforcing
1H		5	3D	11~17, 5+ H	1NT forcing; 2/1 90% GF; 2C=ask power 2S=7~12, 4+ H with one short 2N=13~15, 4+H, Balanced 3C=7~8, 4+H no short 3H=Prem 3D=11~12, 4+ H no short, or 12, 3cardH 3S=13~15, 4+card H one short 3N/4C/4D=13-15, void, 4+H	1H-2C-2D/3H-3C=nonforcing 1H-2S-2N: ask 1H-(X)-1N=transfer 2C, C suit 2C= transfer 2D, D suit 2D=normal raise 2H 2H=bad raise XX=11+HCP	All bids same as not passed 1N:forcing 2C: ask power(similar reverse Durry) 1H-2C-2D: better than min 2H:min other: nature
1S		5	3D	11~17, 5+ S	similar to 1H All can be added by one higher ranking suit 3S=Prem	1S-(X)-1N/2C/2D=transfer 2C/2D/2H 2H=normal raise 2S 2S=bad raise	Same as opening 1H
1N			2S	15~17 balanced 5422, 5 card m is allowed. 6 card m or 5cM is possible.	2C: Stayman, 2D/2H/4D/4H: TR 2S: one or wo minor (weak or strong) 3C/3D: C/D suit, invite 3N 3H/3S: 4441 or 5431, short S/H, 2m	1N-2S-2N: D better, 1N-2S-3C: C better 1N-(X)-XX: one suit; -2C: C & other suit -2D: D & major -2H: two major 1N-(2any)-2N: Lebensohl -X: take-out(option)	1N-(2any)-3level: TR, INV
2C	No	5	3D	11~14, 6+card C, or 5 cards C & 4 cards M	2D=ask 2H/2S=6~11, suit, NF 2N= Weak support C, or GF in 2 suits (55+) 3-level: invite	2C-2D-2H/2S=4 cards 2C-2D-3D/3H/3S=6 card C & 4 card suit, Max 2C-2D-2N/3C=no 4cM, min/Max	
2D	Yes	0		Weak one M, or 20-21 BAL	2M/3M: Pass/Correct; 4H/4S: to play 2N: ask, at least INV 4C/4D=ask suit	2D-2N -3C/3D=weak H/S; -3S/3H=Max, H/S suit; -3N=20-21.BAL	2D 4C 4D/4H=H/s suit
2H	Yes	5		weak, H & other suit 54+	3H/4H: to play 3m/4m: Pass/Correct 2N: ask	2H-2N-3m: H&m min -3H/3S: H&S Min/Max Then 4C: ask short	2H 2S 2N/3C/3D Min.H+m / Max.H+C/D
2S	Yes	5		weak, S & m 54+	Similar to open 2H	2S-2N-3m:min, S&m -3H/3S:Max, S&m	
2N	Yes	0		weak 3C or better 5C or strong 55+C&D	3C:Pass/Correct; 3D: fit C, ask short 3H/3S: GF, NAT 3N:to play if weak 4 /5 level new suit: CAB(control asking bid)	2N-3C-P: weak 3C -5C=9-10 tricks (open 5C) -3D/3H: strong C&D 4/3 losers	
3C	Yes	0		weak 3D or better 5D or strong 55+D&H	3D:Pass/Correct; 4C: fit D, ask short others: similar to open 2N	3C-3D-P: weak 3D -5D=9-10 tricks (open 5D) -3H/3S: strong D&H 4/3 losers	
3D	Yes	0		weak 3H or better 4H or strong 55+H&S	3H:Pass/Correct; 4C: fit H, ask short others: similar to open 3C	3D-3H-P: weak 3H -4H: 8~9 tricks (open 4H) -3S/3N: strong H&S 4/3 losers	
3H		0		weak 3S or better 4S or strong 55+S&C	3S:P/C: 4C:fit S, ask short	3H-3S-P:weak 3S -4S: 8-9 tricks (open 4S) -3N/4C: strong S&C 4/3 losers	
3S		0		any AKQXXXX suit, without outside A or K	3N: to play; 4C: P/C; 4D: ask which suit; 4M/5m: to play new suit:CAB		
3N		0		Weak 4C or 4D	4C: P/C; 4D: ask short		
4C		5		Strong 55+C & H	4H/5C: to play; 4D/4S: CAB		
4D		5		Strong 55+D & S	4S/5D: to play; 4H/5C:CAB		
HIGH LEVEL BIDDING						Against Strong 1C	
(1) ask A: RKC, all five key cards (Gerber 4C, 4N) 1-4, 0-3, 2,2 (2) ask trump Q (3) forcing pass (4) slam: cooperative double, Lightner (5) unnecessary jump: Splinter (6) DEPO (Double Even, Pass Odd) (7) DOPI (Double 0, Pass 1)						Opp open 1C(Strong): P: 13+HCP or nothing X: two M (44+) 1D/1H/1S/2C: nature 1N: two m(55+) 2D: weak H (or S) 2H: H & other suit 54+ 2S:S&m 54+ 1C(opp) P 1D ? same as above (but X is D suit)	

