

Supplementary notes file (kw-psz.txt) Michal KWIECIEN - Jacek PSZCZOLA (POLAND)

(NOTE 1) After 1H/S opening, response 2over1 is F1

1H-2C-2D/H-3C:NF

1H-2C-2D-2H:NF

1H-2D-2H-3H:NF

1C-2C/D:FG

(NOTE 2) Defense over NT

STRONG NT (14-17) HCP:

1NT-?: DBL= 5M/4+?

2C/D= 5+C/D and 4M

2H/S= natural

1NT-dbl-pass-2C/D/H/S: correctable

1NT-pass-pass-?: 2C= one suiter

2D= 4+H/4+S

2H/S= 5H/S and 4+m

WEAK NT (10-14 HCP):

1NT-?: DBL= 12+ HCP 2C= one suiter

2D= 4+H/4+S 2H/S= 5H/S and 4+m

1NT-pass-pass-?: as above

(NOTE 3) Defense over 1C (2+C)

1C-?: 1D/H/S= 5+ cards

1NT= 15-17 HCP

2C= weak 5+/4+M

2D/H/S= system-on

(NOTE 4) Defense over strong 1C/D

1C-?: DBL= shows C

1D/H/S= 4+ cards, may be very weak, after 1C-1M-2C: DRURY

2C= 4+/4+M

2D/H/S= system-on

1D-?: DBL= shows D

1H/S= 4+ cards, may be very weak, 1C-1M-2C: DRURY

1NT= 4+/4+m

2C= natural C

2D/H/S= system-on

NOTES 5-11!!! BROWN STICKER CONVENTIONS!!! NOTES 5-11

Opening bids/overcalls after opponents' 1C opening bid:

2D = 3-10 HCP, 5+H or 5+S/5+m [notes 5,8,9]

2H = 3-10 HCP,5+S or 5+H/5+m [notes 6,10]

2S = 3-10 HCP, 6+C/D or 5+H/5+S [notes 7,11]

2NT: 3-10 HCP, 5+C/5+D

(NOTE 5) Bidding after 2D opening/overcall after opponents' 1C opening bid:

2D-?: 2H=0+H NF; 2S=RELAY not FG; 2NT=5+S; 3C=support H+C+D but 0-1S

invite; 3D=support H+S invite; 3H=support H+S PRE, 3S=5+H FG;

3NT=sign-off; 4C=opener bids 4D with H and 4H with S;

4D=transfer for H or S; 4H/S=sign-off

2D-2H-?: pass=5+H; 2S=5S/5m; 2NT=6S/5m; 3C=5S/5C (+); 3D=5S/5D (+)

2D-2S-?: 2NT=5+H (+); 3C=5+S/5+C; 3D=5+S/5+D; 3H=5+H (-)

2D-2S-3C-?: 3D=strong hand with C; 3H=strong hand with S; 3S=NF;

3NT=sign-off; 4C=4+C invite

2D-2NT-?: 3C=no S supp (-); 3D=no S supp, good H; 3H=S supp no short;

3S=S supp C short; 3NT=S supp D short; 4C=5S/5C 0-1D;

4D=5S/5C 0-1H; 4H=5S/5D 0-1C; 4S=5S/5D 0-1H

2D-3D-?: 3H/S/4H/S=sign-off; 4C/D=transfer to H/S

2D-3S-?: 3NT=no shortness (+); 4C/D=shortness C/D; 4H=sign-off

(NOTE 6) Bidding after 2H opening/overcall after opponents' 1C opening bid:

2H-?: 2S=0+S NF; 2NT=RELAY not FG; 3C=supp S+C+D 0-1H invite;
3D=supp H+S invite; 3H=supp H+S PRE; 3S=5+H FG; 3NT=sign-off;
4C=opener bids 4D with H and 4H with S; 4D=transfer to S or H;
4H/S=sign-off
2H-2S-?: pass=5+S; 2NT=5H/5m (-); 3C=5H/5C (+); 3D=5H/5D (+)
2H-2NT-?: 3C=5H/5C; 3D=5H/5D; 3H=5+S (+); 3S=5+S (-)
2H-2NT-3C-?: 3D= strong hand with C; 3H=NF; 3S= strong hand with H;
3NT= sign-off; 4C=4+C invite
2H-2NT-3D-?: 3H=NF; 3S=D (+); 3NT=sign-off; 4C=H (+); 4D=4+D invite
4H/S/5D= sign-off
2H-2NT-3H-?: 3S=3+S NF; 3NT= sign-off; 4C/D/H= 3+S CUE-BID; 4S=sign-off
2H-3D-?: 3H/S= sign-off; 4C/D= transfer to H/S; 4H/S= sign-off
2H-3S-?: 3NT (+) no shortness; 4C/D= shortness C/D; 4H= (-)

(NOTE 7) Bidding after 2S opening/overcall after opponents' 1C opening bid:

2S-?: 2NT= 12+ HCP RELAY; 3C= correctable; 3D= 5+H/5+S invite or forcing;
3H/S= natural invite; 3NT= sign-off; 4C= supp C/D/H or S PRE;
4D= natural PRE; 4H/S= sign-off
2S-2NT-?: 3C= 5+C (-); 3D= 5+D (-); 3H= 5+D/5+S; 3S= 5+C (+); 3NT= 5+D (+)
2S-2NT-3C-?: 3D= strong hand with C, CUE-BID asking; 3H/S= natural F;
3NT= sign-off; 4C= invite; 4D= splinter; 4H/S= sign-off
2S-2NT-3D-?: 3H/S= natural F; 3NT= sign-off; 4C= strong hand with D;
4D= invite; 4H/S= sign-off
2S-2NT-3H-?: 3S= 3+S NF; 3NT= sign-off; 4C/D= strong hand with H/S
2S-2NT-3S-?: 4C= strong hand with C; 4D= strong hand with C and D cue
2S-2NT-3NT-?: 4C= strong hand with D and C cue; 4D= strong hand with D

(NOTE 8) Bidding after 2D opening [overcall after opponents' 1C opening bid]and intervention:

2D-dbl-?: pass= weak or strong with max 3D; rdbl= penalty strong w/4+D;
2H= 0+H NF; 2S= sign-off; 2NT= RELAY; 3D= sign-off
2D-dbl-2NT-pass-?: 3C= 5+C/5+S; 3D= 5+D/5+S; 3H= 5+H
2D-2H: dbl= penalty, if opener has 5+H; 2S=3+S PRE; 2NT= RELAY;
3C/D= natural NF; 3H= asking about H stopper; 3S= PRE; 3NT= sign-off
2D-2H-2NT-pass-?: 3C= 5+C/5+S (-); 3D= 5+D/5+S (-); 3H= 5+C/5+S (+);
3S= 5+D/5+S (+)
2D-2S-?: dbl= pnlt, if opener has 5+S; 2NT= 3+H invite or GF any shape;
3C/D= natural NF; 3H= 3+H PRE; 3S= asking about S stopper;
3NT= sign-off; 4C/D suit and H support
2D-2S-2NT-pass-?: 3C/D = (+); 3H= (-); 3S= 0-1S; 3NT=5S+5C/D; 4C= 0-1C;
4D= 0-1D; 4H= good H suit without shortness
(continued on NOTE 9)

(NOTE 9) Bidding after 2D opening [overcall after opponents' 1C opening bid]and intervention (cont.):

2D-2NT-?: dbl=16+ HCP; 3C= 3+C NF; 3D= natural NF; 3H= supp in H and S;
3S= natural NF; 4D= transfer to H or S; 4H/S= sign-off
2D-3C-?: dbl=penalty; 3D= natural NF; 3H= supp in H and S; 3S= natural NF
4D= transfer to H or S; 4H/H= sign-off
3D-3H-?: dbl= penalty; 3H= support H and S; 3S= natural NF;
4D= transfer to H or S; 4H/S= sign-off

NOTICE: after responder's pass or redouble, all his doubles are penalty

(NOTE 10) Bidding after 2H opening [overcall after opponents' 1C opening bid] and intervention:

2H-dbl-?: pass= weak or strong max. 3H; rdbl= penalty strong 4+H;
2S= 0+S NF; 2NT= RELAY; 3C= sign-off
2H-dbl-2NT-pass-?: same as without intervention
2H-2S-?: dbl= penalty if opener has 5+S; 2NT= RELAY; 3C= 5+C NF;
3D= 5+D NF; 3H= 3+H PRE; 3S= asking about S stopper; 3NT= sign-off
2H-2S-2NT-pass-?: 3C= 5+C/5+H (-); 3D= 5+D/5+H (-); 3H= 5+C/5+H (+)
3S= 5+D/5+H (+)
2H-2NT-?: dbl= 16+ HCP; 3C= 3+C NF; 3D= natural NF; 3H= supp in H and S;
3S= natural NF; 4D= transfer to H or S; 4H/S= sign-off
2H-3C-?: dbl= penalty; 3D= to opener's suit NF; 3H= supp in H and S;
3S= to opener's suit NF; 3NT= sign-off; 4D= transfer to H or S
2H-3D-?: dbl= penalty; 3H= supp in H and S; 3S= to opener's suit NF;
3NT= sign-off; 4D= trasfer to H or S

(NOTE 11) Bidding after 2S opening [/overcall after opponents' 1C opening bid] and intervention:

2S-dbl-?: pass= weak or strong max 4S; rdbl= penalty 5+S strong;

2NT= RELAY; 3C/D= 5+C/D NF; 3H= supp in H/C/D PRE;

3S= supp in S/C/D PRE; 3NT= sign-off; 4C= supp in C/D/H PRE;

4H/S= sign-off

2S-dbl-2NT-pass-?:3C= 5+C; 3D= 5+D, 3H= 5+H/5+S

2S-dbl-2NT-pass-3H-pass-?: 3S= 3+S NF, 3NT= sign-off

2S-dbl-pass-pass-?: rdbl= 6D and 4C, 2NT= 6C and 4D

2S-pass-pass: contract is in my decision

2S-pass-pass-dbl-?: rdbl= 6D and 4C, 2NT= 6C and 4D; 3C = good suit (0-1S)

or very good suit; 3D= good suit (0-1S) or vgs

NOTICE: doubles are penalty in either position
