

THE POLISH CLUB

The Polish Club: Summary and 1 Club Auctions

This report describes only the unique features of the Polish Club bidding system, the auctions that proceed from the nebulous 1 Club opening and, to a lesser extent, the Club showing 2 Club opening. The system mandates no unusual procedures for auctions that begin with the remaining constructive openings (1 , 1 , 1 and 1 NT). Partnerships may use their favorite five card Major style, noting that:

The 1 , 1 , and 1 openings are limited to about 18 hcp.

The 1 opening promises four Diamonds, but may conceal longer Clubs, even when quite strong (up to 18).

The 2 opening shows 12-15 points and six Clubs, or five Clubs and a four card Major.

The various strength ranges for balanced hands are developed in the following fashion:

12-15: rebid 1 NT after opening 1 , 1 , or 1 , or after 1-1Major. After 1-1 rebid one of a Major, even if only on three cards (rarely on two Hearts if 3-2-3-5.)

16-18: open 1 NT (although a weak NT may be used, possibly only in third and fourth seat).

19-21: open 1 and after a 1 response rebid 1 NT; after 1-1 or 1-1 rebid 2 NT (forcing, could also be 24+, after which rebid naturally); after 1-1NT rebid 3NT.

22-23: open 2 NT.

24+: open 1 and after a 1 response jump to 2 NT. After any other response find a forcing rebid, usually 1 , 2 , 2 or 2NT.

The 1 Club Opening

The Polish Club system opens 1 Club on all hands of 19+ points (except the 22-23 point balanced hands which are opened 2 NT) and weaker hands (12-18 hcp) unsuited for any other opening bid. There are three of these weaker types:

1. 12-15 high card points, balanced, with no five card Major and fewer than four Diamonds. Opener may have 5 Clubs (e.g. 2-3-3-5), but in this case will not have

a four card Major. (The 2 Club opening describes the 12-15 point x-4-x-5 and 4-x-x-5 hands, along with one-suited hands with six or more Clubs.) Opener may have as few as two Clubs (specifically 4-4-3-2) when less than 19 points, but generally has three or more. Note that hands in this range with four Diamonds (and possibly longer Clubs) prefer the 1 Diamond opening.

2. 12-18 high card points, and specifically 4-4-1-4 (short Diamonds).

3. 16-18 high card points, and either six or more Clubs, or five Clubs and a four card Major.

After a forward going response the opener can generally clarify the situation on his next bid: jumps and reverses show the big (19+ point) hand types, a minimum Club rebid shows the 16+ Club hand, a minimum Diamond rebid is always artificial and strong. Other rebids are natural. The rebid structure after a 1 response (usually showing 0-6 points) is necessarily more constrained.

Constructive Responses and Continuations to 1 Club

The 1 Diamond response to 1 Club is artificial and usually shows a weak hand (0-6 hcp or 7 without a five card Major) but is also used on some stronger hands that lack a Major. The auctions that begin 1-1 make more sense once the remaining (constructive) responses are understood so they will be explored first.

Responding with Balanced Hands Lacking a Major

Most 1 Club openings are balanced minimums, 12-15 points. Catering to this the system uses a ladder of No Trump responses that deny a four card Major and suggest No Trump possibilities. When the opener is not balanced his hand types fall into just a few rather specific categories which his rebid can describe quite clearly. This makes the space consuming 2NT and 3NT responses much more playable than they are in standard systems. Here is the schedule of balanced hand responses:

1 NT: 7-10 hcp.

2 NT: 11-12.

3 NT: 13-15.

3 / : 13-15, asks for a stopper in bid suit, something like: xx KJx AQxx KJxx.

Should have three of other Major.

1 : With 16+ hcp and after the expected 1 or 1 rebid, jump to 2NT. (Opener rebids 3 with five Clubs, 3NT with two or three and his shortest suit with four, to facilitate a Club slam search.)

After a 1NT response the opener passes all weak balanced and three suited hands, raises to 3NT with the 19-21 point balanced hand, or 2NT or 3NT with an otherwise suitable

16+ Club hand. Opener's minimum Club rebid shows some sort of strongish Club hand with reservations about No Trump. 3NT after 1♣-2NT is to play. Other rebids (x, x and x) after both 1NT and 2NT responses show 19+ points. Here is the schedule of opener's strong rebids after 1♣-xNT:

Minimum Club rebid shows 16+ and Clubs, one round force. Responder rebids a stopper or No Trump.

Minimum Diamond rebid shows 19+, Minor suit interest, and requests shape clarification:

x shows five Clubs.

x shows five Diamonds.

xNT denies a five card Minor, must be at least x-x-3-4 because responder has denied holding a four card Major.

Jump to 3♣ or 3 after 1♣-1NT shows a six card suit.

Jump to 3 or 3 after 1♣-1NT shows a seven card Club or Diamond suit respectively. Alternatively could be used to show the weaker range (7-8) with a five card suit.

Jump to 3NT after 2 optionally shows 7-8 with no five card Minor.

Minimum Major suit rebid shows 19+ and a 5+ card suit.

After 1♣-1NT, 3 of a suit shows 19+, sets the trump suit and ask responder to cuebid cheapest control.

After 1♣-1NT and 1♣-2NT, 4 and 4 are Roman Keycard Kickback in Clubs and Diamonds respectively.

After 1♣-3NT, 4 and 4 ask that the responder cuebid with three card support or better, otherwise bid 4 NT.

Responding to 1 Club with a (four or more card) Major Suit

The 1 and 1 responses to 1♣ show four or more cards in the bid suit and 7 or more points, possibly as few as six points with a suit of five or more cards. These responses may be made with a longer Minor, the ambiguity is sorted out in subsequent rounds if need be.

After 1♣-1Major opener has a variety of ways to show stronger hands while largely retaining the natural (and limited) meaning of his raises and minimum rebids. Opener's 1 and 2 rebids are forcing and are used on a variety of otherwise awkward hands in addition to their natural uses. Here is the general plan for opener's rebids after 1♣-1Major:

After a 1 response, 1 (forcing) shows, if less than 19 points, exactly four Spades and fewer than four Hearts. In the 19+ point case the opener's Spades could be longer. This case is revealed when the opener rebids the suit, thus: 1-1, 1-any, 2. Note that with 19+ points and four Spades (and fewer than three Hearts) a 1 rebid is always preferred except when holding five or more Clubs (in which case opener rebids 2.) Responder sorts this out using the Checkback convention.

Opener must rebid 1NT after a 1 or 1 response, not 2, even when holding the 12-15 2-3-3-5 type 1 opener, because...

2 (forcing) depicts 16-18 and Clubs (with fewer than four Spades after 1-1) or 19+ points and a variety of hands that include Clubs, including 2-2-5-4 or (after 1) 1-4-4-4 or 4-2-2-5 (after 1). After 1-1 Major, 2 responder's only forcing rebids are jumps, 2 (artificial) and the reverse into 2. If the responder does not force, the opener can continue without forcing by rebidding 1NT, 3 or raising one of the responder's suits. 1-1M, 2-2 is artificial, much like 2 after the 2 opening. It is forcing (and promises a rebid) but possibly of only invitational strength; the opener and the responder rebid naturally. Note that after 1-1 the opener rebids 1 with 16-18 points and 4-x-x-5 in order to anticipate problems that the responder may have when holding both Majors. Thus 1-1, 2-2, 2 may reflect as few as 16 points, but 1-1 2-2, 2 will always be 19+ because with less the opener would have rebid 1 after 1-1.

2 shows at least 19+ points, three card support for the responder's Major and asks for more information. A variety of reply schemes are possible at this point, but a simple and natural one can be quite effective:

Two of the original suit with five or more and a good hand (10+ hcp), sets the trump suit.

Three of the original suit with five or more and a weak hand (6-9 hcp), sets the trump suit.

2NT with only a four card suit but good hand. No trump agreement is implied until the opener rebids the suit.

A new suit with only four cards in the first suit and a weak hand. Again, No Trump agreement is implied.

2 (after 1) shows 19+ and 6+ Spades. Game force. (Rarely necessary, candidate for alternate use, such as 22+ 3-1-5-4.)

2 (after 1) shows 19+ and 5+ Hearts (of any quality). Game force.

2NT shows 19-21 or 24+ balanced and little support for responder. Game force, natural

continuations.

3♣ shows 19+ and a very good six card or longer suit. Forcing.

3♦ shows 19+ and Diamonds with no four card side suit (see 3♥ and 3NT below). Suit quality is less strict than 3♣ because a 2♣ rebid to show Diamonds is not available.

3♥ (after 1♣) shows 19-21 and specifically 1-4-5-3. This is one distribution that is particularly difficult to develop after 1♣-1♥ given that the auction 1♣-1♥, 2♣ is reserved for a strong supporting hand, and 1♣-1♥, 3♥ must deny another four card suit in order to be manageable. The system uses this artificial 3♥ rebid to compensate for the loss of a natural 2♣ bid. Note that a similar kludge is not needed with 4-1-5-3 after 1♣-1♥ because opener can rebid 1♥ which is forcing.

3NT shows 19-21 and 1-3-5-4 or 3-1-5-4 - singleton in partner's suit. Similar to the 3♥ bid above, this again compensates for the loss of the natural 2♣ rebid.

4♣ shows 17-18, four card support and a near solid six card Club suit.

Double jump shifts are splinter raises of the responder's Major (as per standard practice).

Note: Edward Sheldon suggested that the 2♣ and 2♦ responses to 1♣ could be pressed into effective service to show a five card suit, 7-10 points and four Clubs. This bid makes it more difficult for the opponents to enter the auction and keeps you from missing your Club fit (which is certain to exist when the opener does not have support for the responder's Major, the worst case being 4-2-3-4.)

Responder to 1♣ has Clubs

The responding structure for hands that are dominated by a Club suit is based on the presumption that the opener will generally have the balanced 12-15 point 1♣ hand. The various possibilities for responder include:

With a good Club suit and little else, something like: xxx xx Jx AQ10xxx, 3♣ may steer you into 3NT and will preempt the opponents. A new suit by partner at this point suggests the big opening and is forcing.

With a worse suit and 7-10 hcp the choice is between a speculative 1NT, and 1♦, expecting to rebid 2♣ on the next round (although a slight underbid the opener's expected 12-15 points makes it unlikely that you will miss a game.)

With a powerful Club suit, 13+ points and slam interest, start with 1♥ and on the next round jump to

3♣ or

3♥ or 3♠, an unbid Major suit singleton (e.g. 1♣-1♥, 1♣-3♥ on: Kxx x QJx AKJxxx.)

With 10+ hcp, 5+ Clubs and No Trump interest, bid 2♣, forcing to 2NT or 3♣. After 1♣-2♣ opener rebids:

2♣ showing one of these hand types:

A good hand in the 12-15 range. After hearing about responder's stoppers, the opener can sign off in 2NT or 3♣ if game looks doubtful.

A variety of 19+ point hands that lack Club interest. Opener rebids 3♥, 3♠ or 3♣ on the next round to complete the picture.

After opener's 2♣ the responder shows a Major suit stopper, rebids a (forcing and) natural 2NT with both Majors, or, if lacking Heart and Spade stoppers, rebids 3♣ or 3♥. Note that the responder never rebids 3NT. This ensures that if the opener has a 19+ point hand it can be described economically.

2♣ / ♣ showing a stopper on a poor hand in the 12-15 range, responder rebids naturally. Note, do not use the 2♣ / ♣ rebid with a 19+ hand and that suit; you would not want to be exploring at the four level after the responder rebids 3NT.

2NT invitational, 12-13 points.

3♣ with 13+ and good Clubs, forcing one round, may have slam interest.

3♥ / ♠ splinter bid in a 16+ point Club hand. Sets Clubs as the trump suit.

3NT is to play, 14-15 points.

4♣ is Roman Keycard Kickback in Clubs.

Responder to 1 Club has Diamonds

As in the Club case described above, the responding structure for hands that are dominated by a Diamond suit is based on the presumption that opener will generally have the balanced 12-15 point 1♣ hand. There are parallels to the Club structure, but also differences. Here are the possibilities:

As in the Club case, with a good Diamond suit and little else, something like: xxx xx AQ10xxx Jx, 3♥ may steer you into 3NT and has good preemptive effect. A new suit by partner at this point suggests the big opening and is forcing.

With other Diamond hands and less than game going strength respond 1 and after the expected Major suit rebid:

2 with 7-10 (the opener will think you have less, but who cares, there still is not enough to consider game).

Jump to 3 with 10-12 hcp with six or more Diamonds, or, after 1-1, 1, possibly just five Diamonds (and necessarily at least four Clubs otherwise a 2NT response would have been possible, the distribution being 3-2-5-3 or 2-3-5-3, and preferred).

But, after 1-1, 1 ...

Jump to 2 after 1-1, 1 (an otherwise meaningless bid) to show 10-12 and five Diamonds and at least four Clubs.

With Diamonds and at least 13 points respond 2, forcing to 3NT or 4 of a Minor. (This is the preferred bid with 5-5 in the Minors.) After the 2 response, the opener rebids:

2 / nominally showing a stopper (and 12-15 or so) but may be first move on big one or two-suited hand, indicated by rebid. Responder must accommodate the big hand possibility by not rebidding above 3.

2NT showing specifically 4-4-1-4, any strength. Forcing.

3 showing 16+ points and five or more Clubs.

3 showing support (at least three) and some slam interest (if weak, at least good control structure).

3 / splinter bids in support of Diamonds (16+ hcp).

3NT showing a balanced 12-15, with usually exactly two Diamonds, or three with bad control structure, warning partner to be wary if he has slam aspirations.

4 is Key Card Gerber in Diamonds (Kickback).

The 1 Diamond Response to 1 Club

The 1 response is used on those hands that cannot make one of the constructive responses described above. Generally this means 0-5 hcp, or 6 without a five card Major. (Put another way, positive responses start at seven points, six with a five card Major.)

There are, however, five hand types that are stronger than this yet cannot effectively be developed with a constructive response to 1 that are also started with a 1 response.

Discussion of these anomalous auctions was scattered in the previous sections. Here is a consolidated summary the positive hand types that use an initial 1 response:

7-10 point hands without a four card Major that are unsuitable for 1NT, e.g.: x xxx Kxxxx AJxx. When the opener now rebids 1 or 1, the responder rebids the long Minor. Although slightly misleading, there is rarely sufficient strength for game, so little harm is done. In the case where the opener's Major suit rebid actually was strong, you will get another chance to clarify your strength.

10-12 point hands with 6+ Diamonds. After the opener's minimum rebid jump to 3.

(Could also be 10-12 and x-x-5-4 after 1♣-1♦, 1♥, see case 3 below.)

10-12 point hands with 5+ Diamonds and 4+ Clubs (unsuitable for 2NT, not strong enough for 2♣) rebid 2♣ over opener's 1♣ (1♣-1♦, 1♣-2♥), or 3♣ over 1♦ (1♣-1♦, 1♣-3♣).

13+ point hands with a powerful 6+ card Club suit and slam interest that would be difficult to express after 1♣-2♣. After opener's expected 1♥ or 1♠ rebid, continue with:

1♣-1♥, 1M-3♣ or
3♣ or 3♦, a singleton or void suit.

16+ point balanced hands lacking a four card Major or five card Minor, jump to 2NT after opener's 1♥/1♠ rebid.

Opener's Rebids After 1 Club - 1 Diamond

With all minimum (12-15 point) hands opener must rebid 1♥ except with exactly 2 Hearts and 4 Spades (specifically 4-2-3-4, or possibly 4-2-2-5 with weak Clubs where the opener elected not to open 2♣) where 1♠ is rebid. (Note that this could be a doubleton Heart when 3-2-3-5.) This approach allows the maximum signoff flexibility at the one level. Although these bids are non-forcing, a decent responding hand having support should raise the opener's rebid, particularly 1♥, as there are some distributions where opener will rebid in this way with 19-21 points (e.g. 4-4-1-4, 4-x-x-5 and x-4-x-5 hands). See below.

With an intermediate (16 to about 22 point) hand the opener has more rebid options after 1♣-1♦. In the 16-18 point cases the opener will be either 4-4-1-4 or have long Clubs:

With 4-4-1-4 rebid 1♥.

With long Clubs rebid a four card Major if present, otherwise 2♣.

With 19-22 or so (but less than game forcing strength) the opener, after 1♣-1♦, rebids:

1. With long Clubs and an unbalanced hand:

2♣ or ...

3♣ with a very good six card suit and good playing strength.

3NT to play with a solid Club (or Diamond) suit.

2. With long Diamonds and an unbalanced hand (this is the most awkward case):

1♥/1♠ with insufficient strength for a jump to 3♥, may be on fewer than four cards.

3♥ with a very good five or good 6+ card suit (2♥ has a special meaning).

3NT to play with a solid Diamond (or Club) suit and the expectation of making it.

3. With a Major suit:

1 / with an unbalanced hand (prefer a 1NT rebid holding a five card Major, but otherwise balanced) and insufficient strength for a jump, recognizing that it usually takes more than 26 points to make game when the strength is unusually concentrated in one hand. Rebid the suit if given the opportunity.

2 / with a powerful six card suit and some extra strength. This is an Acol-style two bid, not forcing but highly suggestive. Responder's rebid in a Minor is forcing (remember, there are some strong 1 response types), other rebids are natural and not forcing.

3 / with nine playing tricks, not forcing, but the responder should continue with a trick somewhere.

4. A balanced hand (which may contain a five card Major):

1NT with 19-21 points. After which any rational No Trump structure will work fine, such as the one described in the companion paper. (See: Fiskforsk No Trump Structure)

2NT with 24-25 points, use the same basic responding structure.

Hands that want to force game regardless of the responder's holding, use the 2 rebid after 1-1 to show much the same as a standard 2 opener -- nine or more tricks or, if balanced, 26+ points. It requires that game be reached or that the opponents be doubled if they enter into the auction. A natural rebid structure can be used but there are better alternatives. Here are two of them.

Bidding 'one under' responder's natural rebid often saves space and puts the declaration in the strong hand. The whole scheme after 1-1, 2 looks like this:

2 : 4+ points, the only 'positive' rebid after a 1 response. If the opener rebids 2NT (since opener did not rebid 2NT, this must be a really big hand, or a balanced hand with a No Trump flaw, a small doubleton) then the responder can use the agreed upon No Trump system.

2 : 0-3 balanced points; if the opener rebids 2NT then the No Trump system is on.

2NT: 0-3 points and a Club suit.

3: 0-3 points and a Diamond suit.

3 : 0-3 points and a Heart suit.

3 : 0-3 points and a Spade suit.

3 : 0-3 points and 5-5 in the Minors.

3NT: 0-3 points and 5-5 in the Majors.

Note that the opener is under no obligation to accept a transfer response. Acceptance in a suit constitutes trump agreement whereas in No Trump initiates the agreed upon No Trump search structure.

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Here is a simpler alternative approach that, after 1♣-1, 2, melds better with the constraints that the 1 response has already imposed on the responder's hand:

2 shows 0-3 points.

2 shows 4-6 points.

2NT shows 7+ points and 5-4 or better in the Minors. (The hand that is too scared to respond 1NT.)

3♣ shows 7-9 and 5+ Clubs. (The hand that is too weak to respond 2♣.)

3 shows 7-12 and 5+ Diamonds. (The hand that is too weak to respond 2.)

3 and 3 show 0-3 points and a 6+ card suit.

3NT shows the 16+ point balanced hand (should it ever come up.)

After these rebids the auction proceeds naturally.

Interference after 1 Club

When the 1♣ opening is doubled (for takeout or to show Clubs), the responder operates as if the opening was natural. Should the auction proceed 1♣-X-p-p, the opener's redouble asks the responder to bid something. Here is the rest of the structure after 1♣-X:

Pass with 0-6 points, to maybe 10 without a Major.

1 is natural, showing Diamonds and 6+ points.

1 / are the same as without the double (forcing).

2♣ shows Clubs and 6-10 points.

1NT and 2NT (invitational) are natural.

2 or 3 of a suit is preemptive (again, pretty standard practice).

Redouble is a good hand (10+) but no clear cut action.

After a (usually natural) overcall your usual free bid approach can be used, i.e. negative doubles, constructive or non-forcing free bids, natural NT bids. It is recommended that a cuebid of the overcalled suit be used to show a good hand with Clubs. You will want to discuss whether competitive jump shifts are to be weak (complements forcing free bids) or strong (if the free bid in that suit would be non-forcing.)

The 1 Diamond Opening

General, auctions after the 1 opening operate along standard lines. The only unusual area concerns the case when the opener has four Diamonds and longer Clubs, and a good hand. (With a weak hand treat the Clubs and Diamonds as if they were equal length.) Here is the recommended rebid structure after 1-1 with the various strong (16-18)

hands:

2 and 2 are the standard x-4-5-x and 4-x-5-x reverses.

2NT shows a six card Diamond suit and 0-2 cards in partner's suit.

3 shows exactly five Clubs and 4-5 Diamonds.

3 shows six Diamonds and exactly three card support for responder's Major.

2 is ambiguous, showing four Clubs and 12-18 points. The responder must take into account that the opener could be quite strong (this is not that different from standard practice.)

Alternative Treatments

Many alternative treatments can be incorporated into the Polish Club system. Here is a popular one.

Weak 1 No Trump Opening

It is possible to play a weak (12-15 point) 1NT within the system. It is recommended that these openings do not have a four card Spade suit which is unlikely to get lost in a competitive auction after a 1 opening anyway. The adjustments to the system are:

1 shows either 12-15 balanced with four Spades or 16-18 balanced and fewer than four Diamonds, or, as before, 4-4-1-4 or 19+ points.

1 shows either 12-15 unbalanced or balanced with four Spades, or any suitable 16-18.

1NT shows 12-15 balanced with 2-3 Spades.

Review of Oddball Sequences

1 Club - 1 Diamond, 2 Diamonds

This bid creates a game forcing auction and is used on hands that, in traditional methods, would open 2. The responder's only strong rebid at this point is 2, which shows 4-7 points, any distribution. All of the remaining responses show 0-3 points and transfer to the next higher bid (2 ->2NT). 3 shows 5-5 in the Minors, 0-3, and 3NT shows 5-5 in the Majors, 0-3. The subsequent auction is natural except after the opener's 2NT rebid (1-1, 2-2, 2NT and 1-1, 2-2, 2NT) the No Trump system is on.

1 Club - 1 Heart/Spade, 2 Clubs

In this sequence opener will always have at least 16 points and usually six Clubs, but could have an otherwise awkward hand with shortness in partner's suit or various Minor two and three-suiters. The responder's jump shift rebids are forcing, non-jump rebids are not, except 2 is artificial and of at least invitational strength to which the opener rebids naturally.

1 Club - 1 Heart/Spade, 2 Diamonds

This bid shows 19+ points and support for the responder's Major, at least three, and asks the responder to clarify his hand. The responder's rebids are oriented toward disclosing strength and discovering if a real (8+ card) fit is present. With only a four card suit and a minimum hand (6-9) responder rebids a second suit, or, with 4-3-3-3, 3NT. With a four card suit and 10 or more points the responder rebids 2NT. With five or more cards the responder rebids his suit at the two level on a good hand and at the three level on a weak hand. When the responder's suit has been rebid, either by the responder, or the opener, a fit has been confirmed and the auction proceeds with cuebids and/or some form of Blackwood.

1 Club - 1NT, 2 Diamonds and 1 Club - 2NT, 3 Diamonds

These Diamond rebids show Minor suit interest, 19+ points (after 1NT) and request shape clarification. The responder necessarily has at least seven cards in the Minors (3-3 at most in the Majors). He rebids minimum NT to show no five card Minor and a Major to show five in the corresponding Minor (Hearts show Clubs, Spades show Diamonds). After 1♣-1NT, 2♦ the responder may have a six or seven card Minor. This can be shown with three level rebids, 3♦ and 3♥ showing six and 3♠ and 3♣ showing seven.

1 Club - 2 Clubs

This shows 10+ points and at least five Clubs. The opener's rebids are nominally No Trump oriented with 2♣ used on balanced hands, which would accept an invitation and 2♦ / 2♥ used to start weaker hands. The 2♣ rebid is also used as the first move on 19+ point hands.

1 Club - 1 Diamond On More Than 5-6 Points

There are five cases where a 1♦ response is made holding more than six points. These are hands that could not easily be bid with an available positive response. These hands are distinguished from their weak brothers by the responder's unusual rebid. The problem hand types are:□

1. 7-10 point hands with shortness in one or both Majors. After opener's minimum rebid shows a long Minor.
2. 10-12 point hands with 6+ Diamonds. After opener's minimum rebid jump to 3♦.
3. 10-12 point hands with 5+ Diamonds and 4+ Clubs. Rebid 2♦ over opener's 1♣ ; 3♦ over 1♥.
4. 13+ point hands with a powerful 6+ card Club suit. Jump rebid to 3♣ or 3♦ / 3♥ : a singleton or void.

5. 16+ point hands without a four card Major or five card Minor. Jump to 2NT after opener's 1 / 1 rebid.

1 Club - 1 Spade, 3 Hearts and 1 Club - 1 Major, 3NT

These unusual jumps show various unbalanced 19-21 point hands containing five Diamonds and shortness in the responder's suit. The 3 rebid shows four Hearts, thus 1-4-5-3; the 3NT rebid shows four Clubs, thus 1-3-5-4 or 3-1-5-4. The remaining distribution with five Diamonds, 4-1-5-3, presents no problem as the opener can simply rebid 1 (forcing) after 1 - 1 .

Polish 2 Clubs Auctions

The Polish Club 2 opening shows 12-15 points and six or more Clubs or five Clubs, a four card Major. (Balanced hands in this range with five Clubs, i.e.: 2-3-3-5, 3-2-3-5 and 3-3-2-5, are opened 1.) The 2 opening generally promises fewer than four Diamonds, but with a concentrated x-x-4-6 or x-x-4-7 2 will often be a better tactical call. The 2 opening is much like the Precision 2 opening and the Precision responding structure can be used, however, a broader range of hands can be accommodated with a transfer based approach. Here is an outline of our transfer response structure to 2. (The subsequent development of the auction is detailed in the following sections.)

- 2 shows either five or more Hearts or exactly four Spades. Strength should be invitational or better (8+ hcp) but may be shaded with long Hearts or Club fit. 4-4-x-x hands of invitational strength are also developed with 2 .
- 2 shows five or more Spades and invitational or better strength. The responder may also have Heart length.
- 2 shows exactly four Hearts and is of invitational or better strength. 4-4-x-x hands of game going strength also begin with 2 .
- 2NT is natural and invitational.
- 3 and 4 are weak raises.
- 3 is a game going hand with good Diamonds (usually six or more.) The opener rebids a Major suit stopper, 3NT with both, or 4 or 4 with neither.
- 3 and 3 show strong supporting hands with either No Trump or slam interest. The opener should initially assume that the responder's bid shows a stopper. If the responder later bids above 3NT he is indicating slam interest.
- 3NT is to play.
- 4 is RKC Kickback in Clubs.

This system is OFF when the opponents overcall or double the 2 opening. Negative doubles / free bids can be used in a fashion consistent with the rest of your methods. The auction development after the 2 , 2 and 2 responses is explored in the following

sections.

The Transfer Responses

The transfer auctions operate somewhat differently after a 2 \heartsuit opening than they do after 1NT. This is mostly because opener is not assured of having any support for the responder's suit. To make up for the possibility of a misfit responder must hold a decent hand or, lacking that, a very long suit to use these responses. This allows the opener some freedom in choosing a descriptive rebid while retaining a margin of safety. The rebid scheme accommodates these constraints and is described in separate sections for each transfer below. One hint for learning the system - responder's 3 \heartsuit rebid is always an artificial force, depicting a hand that would otherwise be difficult to develop. Specific interpretations of 3 \heartsuit can usually be worked out by a process of elimination.

The 2 Clubs - 2 Diamonds Auction

2 \clubsuit shows long Hearts or exactly four Spades and at least some game interest. 2 \diamonds is also used on invitational strength hands which are 4-4 in the Majors. Here is the schedule of the opener's rebids and a discussion of the subsequent development of the auction.

2 \clubsuit shows tolerance for Hearts, i.e. two or more Hearts, three or more with a maximum opening. The responder now chooses from these common options (you are on your own with the bids that are not described here):

Pass with a long suit and no game interest.

2 \heartsuit when the intent was to show exactly four Spades. Forcing. With 4-4-x-x and invitational strength the responder can later rebid 3 \heartsuit . With game going 4-4-x-x the responder should begin with 2 \heartsuit instead of 2 \clubsuit .

2NT with five Hearts and invitational strength. (This is akin to invitational transfer sequences after a 1NT opening.)

3 \heartsuit with a marginally invitational hand containing five Hearts and three or more Clubs that is unsuited for No Trump.

3 \heartsuit is ambiguous and forcing. The opener should initially assume that it shows a stopper and doubts about Spades. Subsequent action would suggest it was a cuebid with slam interest in Hearts.

3 \heartsuit shows six or more Hearts and is invitational.

3 \diamonds is ambiguous and forcing. The opener should initially assume that it shows a stopper and doubts about Diamonds. Subsequent action would suggest it was a cuebid with slam interest in Hearts.

3NT is to play, with five Hearts.

4 \heartsuit gives the opener a choice of round suit games, likely with five Hearts and at least four Clubs.

4 \heartsuit is to play.

4 \heartsuit can reasonably be used as Roman Kickback in Hearts.

2 denies Heart tolerance (singleton or two with a maximum) and shows four Spades. Forcing. The responder rebids:

2NT with five Hearts but no Spade fit. The opener can pass, press on to 3NT, or try

3♣ with a No Trump averse hand.

3♣ with five Hearts and Club support, unsuited for No Trump. Not forcing.

3 shows a Heart stack and is forcing to game.

3 shows a Heart stack and is not forcing.

3 shows an invitational strength hand with four Spades.

3NT is to play.

4 is to play.

2NT shows a maximum hand with six or more Clubs (remember, with only five Clubs the opener will have one of the Majors, and therefore will be able to rebid either 2 or 2) and denies Heart tolerance as well as four Spades.

3♣ shows a minimum hand with six or more Clubs and denies Heart tolerance as well as four Spades.

The 2 Clubs - 2 Hearts Auction

The 2 response to 2♣ depicts hands with five or more Spades and invitational or better strength. The responder could also have four or five Hearts. Here is an outline of the opener's rebid choices:

2 shows Spade tolerance, three Spades if a maximum opener, two otherwise. The responder's rebids are pretty natural:

Pass with a long suit and no game interest.

2NT shows five Spades and about 11-12 points. Not forcing.

3♣ shows Club support, five Spades and about 8 to 10 points.

3 suggests a strong, awkward hand, possibly a Major two-suiter, and asks the opener to bid something descriptive. Forcing to game.

3 shows an invitational 5-4-x-x or 5-5-x-x hand. Not forcing.

3 shows a six card Spade suit and is invitational.

3NT shows a five card Spade suit and is natural.

4 shows a Major two-suiter with no slam interest.

4 is to play.

2NT shows a minimum hand without Spade tolerance (0-1 Spades) and five Clubs. Note that, as the opener does not have Spade tolerance and does not have six Clubs, this hand necessarily has four Hearts. The 2NT rebid is also acceptable on a hand with six Clubs and four Spades. Responder can rebid:

Pass - to play.

3♣ - natural, to play.

3 - suggests a strong, awkward hand, possibly a Major two-suiter or big Spade stack, and asks the opener to bid something descriptive. Forcing to game.

3 - natural, acknowledging the Heart fit, not forcing.

3 - big Spade stack, not forcing.

3NT - to play.

4 - to play.

3 \heartsuit - shows a minimum hand without Spade tolerance and six or more Clubs. The responder rebids:

Pass - to play.

3 - suggests a strong, awkward hand, possibly a Major two-suiter or big Spade stack, and asks the opener to bid something descriptive. Forcing to game.

3 - 5-5-x-x hand, not forcing.

3 - big Spade stack, not forcing.

3NT - to play.

3 \heartsuit and 3 \spadesuit promise six or more Clubs, maximum values, no tolerance for Spades, and a stopper in the suit bid.

3NT - is to play.

The 2 Clubs - 2 Spades Auction

The 2 \heartsuit response to 2 \clubsuit shows exactly four Hearts and at least invitational strength. 2 \heartsuit can also be used with game going 4-4-x-x responding hands. Here is an outline of the opener's rebids and responder's continuations.

2NT shows a minimum opener, five Clubs, fewer than four Hearts and necessarily four Spades. (Note that a 2 \clubsuit hand containing only five Clubs and lacking four Hearts will always have four Spades, the only possible distributions being 4-1-3-5, 4-2-2-5 and 4-3-1-5! The balanced hands with five Clubs, 3-2-3-5 and the like, are opened 1 \clubsuit .) The opener may rebid 2NT on minimum 4-x-x-6 hands also. The responder has a variety of options at this point.

Pass - sounds good to me partner.

3 \clubsuit - is natural and to play.

3 \heartsuit - shows 4-4-x-x and is forcing - with invitational strength 4-4-x-x the responder starts with 2 \heartsuit , not 2 \spadesuit .

3NT and 4 \clubsuit - are to play.

4 \clubsuit - is natural and forcing.

4 \heartsuit - is Roman Kickback in Clubs.

3 \clubsuit - shows a minimum hand with a six card or longer suit. The responder may pass or

continue naturally.

3 - shows a maximum opener with a six card or longer Club suit. The responder rebids:

3 or 3 - stoppers, could be first move on big hand supporting Clubs.

3NT - to play.

4 - invitational, Majors unstopped.

4 - Roman Kickback in Clubs.

3 - shows a minimum hand with four Hearts. Not forcing.

3 - shows a maximum 4-x-x-5 opener.

3NT - is to play on a maximum hand for which 3NT looks to be the right spot. Denies holding four Spades.

4 and 4 - are cue bids, agreeing on Hearts.

4 - shows a maximum hand with four Hearts.

Polish Club 1 Diamond, 1 Heart and 1 Spade Treatments

The Polish Club is amenable to many styles after the natural 1, 1 and 1 openings, and continuations after 1-1M, 1NT and 1-1, 1. This discussion presents one approach.

It is the companion to my discussion of the Polish 1, 2 (See: **Polish 2 Clubs Auctions**) and 1NT, 2NT and 1-1-xNT (See: **Fiskforsk No Trump Structure**) auctions.

Tempo Style

Here is an overview of our particular tempo establishment approach. You will find a few modifications to typical 2/1 practice which are designed to accommodate a slightly wider range 1NT rebid range (12-15) and make the structure more uniform and easier to remember.

Responses

The general responding style is 2/1 game forcing (except 1-2).

The 2/1 response to a Major suit opening (by an unpassed hand) is forcing to game.

Following the 2/1, the opener's first rebid is used to describe his shape; reverses and new suits bid at the three level promise no extra strength. Opener's 3NT rebid after a 2/1 response suggests a minimum 5-3-3-2 hand (doubleton in partner's suit) with stoppers in the unbid suits. 1NT suggests either more strength (14+) or different shape, or possibly three card support for the responder's Minor.

The 2 response to 1 is not game forcing. It shows 11+ points and denies a four card Major, thus disambiguating subsequent Major suit bids which always show stoppers. The responder may pass the opener's 2 rebid, otherwise the auction is forcing to 2NT.

The 3 response to 1 shows a strong Club hand with no other suit (except possibly Diamond support.)

The 1NT response to a Major suit opening by an unpassed hand is semi-forcing and is used on all hands which have insufficient strength to show a new suit at the two level and cannot respond 1 or raise the opener's suit. 11-12 point hands with three card support that are willing to play in 1NT opposite a minimum may also start with 1NT; a three card limit raise is available for other supporting hands in this range. The opener's problem hand after 1-1NT is the 4-5-2-2 hand. If the opener is minimum, 1NT can be passed. With 14+ points the opener rebids 2. See the 1 NT Response discussion below.

Opener's Rebids

Opener's jump rebid in his (red) suit after a Major suit response shows the usual 16-18 and a six card suit, but also promises three card support for the responder's Major. With that hand, but 0-2 card support, the opener rebids 2NT.

Opener's reverses after 1 and 1 openings, while strong, are limited to a quite narrow range, about 16-18 points, and therefore can be reasonably played as non-forcing when the responder is weak and prefers the second suit. With more than seven points, or lacking a fit for opener's second suit, the responder rebids:

A 5+ card suit with less than 10 points. This is forcing for one round, but the responder is free to pass any rebid opener makes.

2NT, again forcing, but with less than 10 points and often with support for the opener's first suit. Note that the responder does not go directly to the opener's first suit because that shows a better hand.

Any other rebid, including preference for the opener's first suit, suggests a stronger (11+ point) hand and is forcing to game.

An alternative structure for rebidding after the opener reverses is discussed later in this paper.

Responder's Rebids

If the opener rebids at the one level (1 \heartsuit or 1NT) then the responder follows these guidelines for selecting his rebid:

A checkback 2 \heartsuit rebid is used by responder after 1x-1Major, 1NT and 1Minor-1 \heartsuit , 1 \spadesuit with all invitational strength hands, plus those game going hands that want clarification of opener's support or have an unstopped suit.

Responder's weak rebids, when checkback is available, include 2 \heartsuit (even 1 \heartsuit -1 \heartsuit , 1 \heartsuit -2 \heartsuit), 2 \spadesuit , 2 \clubsuit (if not a reverse), and 2NT which is a puppet to 3 \heartsuit .

Responder's natural strong rebids in these auctions are 2 \heartsuit (only if a reverse), 3 \heartsuit , 3 \spadesuit , 3 \clubsuit and 3 \diamonds , even when these bids support one of the opener's suits, e.g. 1 \heartsuit -1 \heartsuit , 1 \heartsuit -3 \heartsuit or 3 \heartsuit . To raise invitationaly, the responder must start with checkback. When these jumps are in a new suit they show equal or greater length in the first suit, usually five but possibly four if 4-1-4-4, singleton in the opener's suit.

Responder's 2NT rebid, again only when checkback is available, is used to show long weak Clubs, or a strong hand with a longer Clubs or (only after a 1 \heartsuit opening) Diamonds. See the Checkback discussion below for details.

On the other hand, if the opener rebids at the two level (without reversing), the responder is more constrained. In these cases our auctions proceed along fairly traditional 2/1 lines:

1. A bid in the fourth suit is an artificial game force.
2. Simple suit rebids (including the raise of opener's second suit) show no more than 10 points.
3. Jump rebids below game are invitational.

The 1 No Trump Response Auctions

The 1NT response to a Major by an unpassed hand is semi-forcing and shows 5-12 points. It can be the first move on a balanced 11-12 point three card balanced raise, when 1NT may be preferred to three of a Major. The opener may pass a balanced 12-13 point opening, and rebids naturally otherwise, avoiding a rebid in his original suit with fewer than six cards. The opener may have to rebid a three card Minor, or rarely 2 \heartsuit after 1 \heartsuit -1NT when holding exactly 4-5-2-2. After the opener's rebid, the responder can finish describing his hand:

- Pass, happy with the opener's rebid.
- Return to the opener's first suit, usually shows two card support but may be three and a very weak hand, 5-6 points.
- A new suit below opener's Major (e.g. 1 \heartsuit -1NT, 2 \heartsuit -2 \heartsuit) shows a long suit and no

- more than 10 points.
- 2NT is natural showing 11-12 points.
- A jump in a new suit or a new suit at the three level after the opener has rebid his Major is invitational (11-12) and shows a long suit.
- A new suit at the three level after the opener has rebid a new suit (e.g.: 1 -1NT, 2 -3 \square) is a long suit and 6-10; with more strength prefer 2NT.
- Three of opener's Major is a balanced three card limit raise.
- 2 after 1 -1NT, 2 (cannot possibly be natural) shows 11-12 points and two card support for Hearts. Similarly after 1 -1NT, 3 , 3 shows two card support and 3NT shows a singleton or void.
- 2 after 1 -1NT, 2Minor shows 11-12 points and good support for the opener's Minor, giving him a choice of contracts. Likewise after 1 -1NT, 3Minor.

Checkback 2 Clubs

Although the Polish Club can accommodate a variety of methods after 1x-1y, 1NT (except 1 \square -1 , 1NT) and 1Minor-1 , 1 , the system does suggest some unusual methods to assist with the relatively wide (12-15) 1NT rebid range, allowing many marginal invitational hands to stay below 2NT. In these auctions a checkback 2 \square rebid is the first move on all invitational hands, even after a 1 \square opening. The 2NT rebid is freed up for a transfer to Clubs. Here is the schedule of the responder's rebids which applies after 1x-1Major, 1NT and 1Minor-1 , 1 :

2 , 2 and 2 (not a reverse) are weak.

1NT (after 1m-1 , 1) to play.

3 \square , 3 , 3 and 3 are forcing and natural (as is 2 when a reverse, specifically 1m-1 , 1NT-2 , showing 4-5-x-x). These bids are used on a variety of unbalanced game going and slammy hands. Note that many auctions that would sound invitational by standard practice are in fact forcing, e.g.: 1 -1 , 1NT-3 and 1 -1 , 1 -3 and 1 -1 , 1NT-3 . These forcing bids pave the way for low level slam investigations. (The invitational equivalents of these auctions start with the 2 \square checkback). In these auctions the second suit tends to be shorter than the first suit.

2NT shows either a weak hand with six Clubs (and the four card Major), or (only after a Minor suit opening) a strong hand with longer Clubs, or (only after a 1 \square opening) a strong hand with longer Diamonds. The opener must rebid 3 \square (except 3 when strong after 1m-1 , 1) and the responder passes this with a weak hand. With the strong hands, the responder makes another move after the opener's forced 3 \square rebid. Here are the possibilities:

After a 1 \square opening the responder needs this sequence for both Club and Diamond hands when a four card Major is shown first. (With a five card Major just jump to

three of the Minor after the opener's rebid.) After the forced 3 \heartsuit responder rebids:

- 3 \heartsuit with long Diamonds.
- 3 \heartsuit with long Clubs.

After a 1 \heartsuit opening, 2NT always shows long Clubs. After the opener's forced 3 \heartsuit rebid, the responder bids 3 \heartsuit to show the big Club hand.

After a 1 \heartsuit opening (necessarily 1 \heartsuit -1 \spadesuit , 1NT-2NT, 3 \heartsuit) the responder will start with a 2/1 with a longer Minor so 2NT is only really needed for the weak Club case (but could be pushed into service for the big 4-1-4-4 hand.)

3NT to play.

2 \heartsuit shows some invitational (or occasionally better) hand. This could be one of the following:

Invitational (10-12) balanced hands (responder then rebids 2NT, e.g. 1 \heartsuit -1 \spadesuit , 1NT-2 \heartsuit , 2 \heartsuit -2NT.)

Invitational hands seeking a fit for responder's 5+ card Major.

Invitational hands with support for the opener's suit.

Invitational hands with a second suit, a typical auction: 1 \heartsuit -1 \spadesuit , 1NT-2 \heartsuit , 2 \heartsuit -3 \heartsuit with: x QJxx xx AQxxxx.

Game going hands that intend to play in 3NT (or higher) unless the opener has three card support.

Some flawed No Trump hands.

After the 2 \heartsuit checkback the opener clarifies his support for the responder's Major, bidding 2 \heartsuit with two cards (possibly fewer after 1Minor-1 \heartsuit , 1 \spadesuit) or returning to the responder's Major with three. Except when the auction begins 1 \heartsuit -1 \spadesuit , 1 \heartsuit we extend this rebid schedule to allow the opener to further limit the strength of his non-supporting hands. In all of these auctions the Major that the responder did not bid is largely meaningless and therefore available. (After 1 \heartsuit -1 \spadesuit , 1NT, 2 \heartsuit the meaningless rebid is 2 \spadesuit , the opener cannot have six.) If the opener rebids that suit in response to the checkback 2 \heartsuit (e.g. 1 \heartsuit -1 \spadesuit , 1NT-2 \heartsuit , 2 \heartsuit or 1 \heartsuit -1 \spadesuit , 1NT, 2 \heartsuit -2 \spadesuit) he is showing 14-15 points without support.

The advantage of this scheme is that it often allows responder to sign off at the two level when holding 10-12 points and no fit. Consider this auction: 1 \heartsuit -1 \spadesuit , 1NT-2 \heartsuit , 2 \heartsuit . The opener has shown 12-13 points and two Hearts. Holding 10-11 points, the responder can pass 2 \heartsuit or rebid 2 \heartsuit with five (or six) or 2 \spadesuit asking the opener to rebid 2NT; with 12 points the responder can invite with 2NT or jump to 3 \heartsuit with a six card suit. If the opener had rebid 2 \spadesuit instead of 2 \heartsuit , the responder would rebid 2NT or 3 \heartsuit with 10-11 and a game with 12. After a 2 \heartsuit reply, all of the responder's suit rebids at the two level are discouraging while 2NT and (most, see below) three of a suit bids

are invitational. After a 2 reply (14-15), all the responder's rebids are invitational. Note that this technique operates fine after 1 -1 , 1 -2 because the opener will unlikely want to rebid 2 naturally, but is not used after 1 -1 , 1 -2 because, in this case, the opener may have a biggish hand with five Spades and needs the 2 rebid to show that. There are some additional rebids after 2 if the opening was 1 . Here is the complete schedule of opener's possible rebids after 1 -1 , 1 -2 :

- 2 shows minimum (12-15) values, only two cards in partner's suit.
- 2 shows minimum with three Hearts.
- 2 shows a 19+ point hand with exactly five Spades. (With six Spades and 19+ points the auction would have proceeded 1 -1 , 2 .)
- 2NT shows some sort of 19+ hand that did not want to rebid 2NT after partner's 1 response, something like 4-1-4-4, 4-2-2-5, or 4-2-5-2.
- 3 shows some 16-18 hand with four Spades, five or more Clubs and fewer than three Hearts. Forcing, since the responder is promising 11+ by bidding 2 .
- 3 shows a 19+ hand with four Spades and five Diamonds and fewer than three Hearts. Obviously forcing.
- 3 shows 16-18, three Hearts, four Spades and five card Minor. (With a four card Minor the hand would be balanced and would therefore open 1NT. With a stronger hand and three Hearts opener should have rebid 2 instead of 1 .)

The 2 checkback can be used on a few game going hand types, specifically balanced and semi-balanced hands with a five card Major, and balanced hands with a vulnerable Minor suit. The first case simply uses 2 to check for a fit, then bids the appropriate game. The second case is dependent on how the auction proceeds. Here are some examples of these types of responding hands:

With KQxx Axxx KJx xx one might bid: 1 -1 , 1NT-2 , 2 -3 or 1 -1 , 1NT-2 , 2 -3 , suggesting that the Clubs are vulnerable and only four Hearts are held. With five Hearts jump to 3 immediately after opener's 1NT.

With KQxx Axxx xx KJx the auction could go: 1 -1 , 1NT-2 , 2 -3 or 1 -1 , 1NT-2 , 2 -3 , again, suggesting that the Clubs are vulnerable and only four Hearts are held.

A final note, after 1 -1 , 1 , the opener could be quite strong with long Diamonds. In this case, after the responder's checkback 2 , the opener may show this by rebidding 3 . A typical hand might be: AJxx x AQJxxx Kx.

Opener Rebids Above 1 No Trump

Checkback style auctions are not available when opener rebids above 1NT, e.g. 1 -1 , 2 . In these (non-2/1) cases a fourth suit forcing to game approach is recommended, thus, after 1 -1 , 2 :

- 2 is artificial and forcing to game.
- 2 is to play.
- 2 is to play (nominally 6-10 and a six card suit).
- 2NT is invitational.
- 3 is mildly invitational (about 8-11), protecting opener whose 2 rebid could be quite strong, up to a bad 18.
- 3 is to play, a six card suit and a weak hand.
- 3 is invitational, three Hearts and probably six Spades.
- 3 is invitational, a six card or longer suit.
- 3NT is to play.

After a 1 Diamond Opening

Any structure can be adopted after the Polish 12-18 four card 1 opening. The following sections discuss raises, dealing with Minor two suiters, and the often confusing auctions that begin with 1 -2.

Diamond Raises

Here is our raise structure after the 1 opening. Note that only four card support is sufficient. (Five for the preemptive 3 .)

- 2 shows 6-10 and four card support.
- 2 is an 11-12 point limit raise.
- 2 is a 12-15 point forcing raise.
- 2NT is natural and non-forcing, showing an 11-12 point hand.
- 3 is a 16+ point forcing raise.
- 3 is preemptive.

Hands with Clubs and Diamonds

The 1 opening promises four Diamonds and possibly longer Clubs. Here is the opener's rebid schedule, some of which allow opener to disambiguate some of these holdings:

- 2 shows x-x-5-4 and 12-18 (pretty much like standard practice) or x-x-4-5 and 12-15, or even 1-4-4-4 after 1 -1 .
- 3 shows 16-18 and five Clubs, possibly only four Diamonds.
- 2NT shows 16-18, 6+ Diamonds and fewer than three cards in responder's Major.
- 3 shows 16-18, 6+ Diamonds and exactly three cards in partner's Major.
- 3NT shows a running Diamond suit and stoppers in the unbid suits.
- 4 shows a near solid six card Diamond suit and four card support for partner's suit.

1 Diamond – 2 Clubs Auctions

The 2/1 game force philosophy does not reasonably extend to the 1 -2 auction. We require 11+ points and, in the MAFIA style, no four card Major. The 2 response also tends to deny four Diamonds, except for hands with slam interest. Holding four Diamonds and less than slam interest one of the immediate Diamond raises is preferred. As we do not have to worry about the 19-21 point balanced hand or sorting out a possible 4-4 Major suit fit the main task becomes clarifying just what is and is not forcing, allowing the responder to adequately develop strong hands.

The opener often moves toward No Trump after 1 -2 by rebidding 2NT or 3NT, or a Major suit stopper with only one Major stopped. These Major suit rebids can also be the first move on a some strong hands. If the responder next rebids 3 (1 -2, 2Major-3) he is promising extra values (which can be inferred by the responder's failure to raise Diamonds immediately instead of bidding 2). Here is an outline of the opener's rebids and the development of the auction:

1 Diamond – 2 Clubs, 2 Diamonds

This shows a minimum hand with a five card or longer suit, or a (necessarily) strong four card suit without a stopper in either Major, 3-3-4-3, rarely x-x-4-4. It is not forcing. With x-x-4-4 the opener generally prefers to raise Clubs (which is forcing to 3NT or 4) unless the hand is really pathetic. For example, it's probably better to rebid 2 with: Jx Jxx AKQx Jxxx than commit this hand to 3NT or 4 .

After opener's 2 rebid, the responder, with only invitational strength, passes with Diamond tolerance, rebids 2NT with Major suit values, or rebids 3 with a long suit. With a bit more strength responder can try 3NT.

The responder can also rebid a Major suit stopper after 1 -2, 2 hoping to find opener with values in the other Major. Then, after the opener rebids 2 (showing a partial Spade stopper), or 2NT, 3 or 3 (all natural), the responder can show a slammy Club hand by rebidding either Major as an advance cuebid, e.g.: 1 -2, 2 -2 , 2NT-3 , which the opener declines by rebidding 3NT.

With a strong hand and Diamond support the responder can raise to three Diamonds, forcing, e.g.: 1 -2, 2 -3 , on something like: AQ xx KQxx AQJxx. This bid denies a Major suit singleton or void, because 3 and 3 are available as splinters for this type of hand.

1 Diamond – 2 Clubs, 2 Major

This nominally shows a stopper in a minimum hand with exactly four Diamonds, but if the opener rebids 3 , e.g. 1 -2, 2 -3, 3 , the opener is showing reversing values with a good four card Major and suggesting it as a possible denomination.

After the opener's 2 or 2 rebid, the responder rebids 2NT, 3 or 3NT to play, 3 shows four Diamonds and at least game going strength, and 3 and 3 are advance cuebids showing the strong Club hand – the opener rebids 3NT with fewer than two Clubs or soft values.

1 Diamond – 2 Clubs, 2 No Trump

Opener's 2NT rebid shows a balanced minimum with the Majors stopped, or possibly 4-4-4-1, or even 4-4-5-0! The responder can raise this to 3NT to play, or rebid a natural (and forcing) 3 or 3 . The responder advance cuebids a Major suit with strong Clubs, and the opener continues with 3NT declining interest.

1 Diamond – 2 Clubs, 3 Clubs

Opener's raise of responder's Clubs is forcing, the auction must get to 3NT or 4 , but does not promise much extra except four or more Clubs. The responder rebids 3NT to play, or 3 or 3 , nominally a No Trump try but also with a slammy hand, which is shown by bidding again. (An exception being 1 -2 , 3 -3 , 3 -4 is to play, the 3 bid showing only a partial stopper.) Responder's 3 rebid is always a slam try, and his 4 can reasonably be RKG.

Other 1 Diamond – 2 Clubs Auctions

1 -2 , 3 is forcing to game, and shows a long Diamond suit and 16-18 points. The responder can rebid a Major suit stopper or 3NT, just as after 1 -2 , 3 . After 1 -2 , 3 -3M the opener should rebid 4 with three card support if bypassing 3NT.

1 -2 , 3M is a splinter bid in support of Clubs, forcing to game so must have a bit extra in high cards, or a void.

1 -2 , 3NT is to play with a singleton or void in Clubs. With a more balanced hand the opener should rebid a stopper first so that responder can better assess the Club fit.

The Extended Lebensohl Option after the 1 Diamond – 1 Spade, 2 Hearts Reverse

Little has been written about the responder's continuations after the opener has reversed. Extended Lebensohl allows the responder to express three strength ranges by giving some bids double duty. After 1 -1 , 2 the responder rebids:

2 forcing with at least five Spades.

2NT to show either a weak hand with Diamonds or Hearts and game forcing strength. The responder clarifies after the opener rebids a forced 3 .

3 to show either a weak hand with Hearts or a game force in Diamonds. The opener must rebid 3 .

3 and 3 are natural and invitational.

After the 1 Heart and 1 Spade Openings

A slightly modified Bergen/Cohen style raise structure is used in response to the Major suit openings. The following list describes these raises in order of increasing strength. Note that the 1NT response is a semi-force – the opener can pass with a balanced 12 or poor 13 count.

Double raise is preemptive with four, sometimes five, card support.

Triple raise shows a poor preemptive raise.

1NT (semi-forcing) then preference at the two level shows 7-10 and two card support.

Avoid 1NT with less than 7 points, particularly after a 1 opening, so that the opener does not get caught playing 2NT with 16 opposite 6.

Single raise shows 7-10 and three card support, possibly four at unfavorable vulnerability or after 1 .

2 (after 1) shows 7-10 and four card support. (No corresponding raise is available after 1 .)

4 shows a good preemptive raise, about 7-10 hcp with five trump.

1NT (semi-forcing) followed by a raise to the three level shows a balanced hand with three card support and 11-12 points; willing to be passed in 1NT if opener is weak and balanced.

3 shows a three card 11-12 point raise that is unwilling to risk being passed out in 1NT.

3 shows a four card 11-12 point raise.

3 of the other Major is an 'unspecified splinter' raise with a relay asking where the short suit is. After 1 -3 , 3NT, 4 shows a singleton Spade.

3NT is a balanced, three card 13-15 point raise. Not forcing.

2/1 then game is a balanced, 13-15 point four card raise.

2NT shows a 16+ point four or more card raise.

4 is a balanced three card 16+ point raise.

1M-1NT,2NT shows a good hand with a six card suit and scattered strength. 1 -1 , 2NT denies three Spades and 1 -1 , 3 promises three Spades. This is just like after 1 -1M, 2NT.

□

Fiskforsk No Trump Structure

The Fiskforsk complex of No Trump responses is named after the [URL](#) of **Petter Olsen's** website that inspired the ideas. In its original form it was designed to economically use the limited bidding space over 2NT openings to best advantage, accommodating the possibility that the opener could hold a useful five card Major or Minor suit. The principles, with Minor modifications, can be adapted to 1NT auctions, both of which are discussed below.

This paper is part of a series on the Polish Club bidding system. Although applicable to all strong No Trump opening ranges, the remainder of this paper focuses on those used by this system.

12-15	Open 1 , 1 or 1 and rebid 1NT or open 1 and rebid 1NT after a Major suit response or a Major after a 1 response. Fiskforsk is not applied to this point range.
16-18	Open 1NT, may contain a five card Major.
19-21	Open 1 and rebid 1NT after a 1 response or 2NT after a Major suit response. (This denies a good 3 card support.) May conceal a five card Major. Note 1 -1Major, 2NT may also be 24+.
22-23	Open 2NT. May conceal a five card Major.
24-25	Open 1 . After a 1 response, rebid 2NT. After a positive response find a forcing continuation (usually 1 , 2 , 2 or 2NT.) This implies that 1 -1 , 2 is either unbalanced or 26+ points!

The Fiskforsk structure is applied to the 16+ point cases where the responder has not shown a suit, i.e. the 1NT and 2NT openings and 1 -1 , xNT. Other methods are used in the development of the 12-15 point hands. They are discussed in a companion paper. (See: Fiskforsk No Trump Structure)

Motivation

Opening (or rebidding) No Trump on hands with a five card Major that are otherwise balanced (e.g. 5-3-3-2) will often produce better results than when opened in the Major. When 1 or 1 is opened on these hands. the opener often has a rebid problem. Further, when the responder raises on a minimum, the opener is compelled to carry on to the three level which may be too high with six opposite 16 points. In these cases 1NT is often a better contract.

The down side of opening 1NT with a five card Major is the absence of tools to disclose this feature that are not in some other way seriously compromising. Fiskforsk addresses these problems, as well as the somewhat less serious issue of finding the opener's occasionally slam producing five card Minor.

General Approach

The structure following the 1NT opening and 1♣-1 , 1NT sequence (the "1NT auctions") are identical, as are those that follow the 2NT opening and the 1♣-1 , 2NT sequence (the "2NT auctions.") The main differences between the 1NT and 2NT cases involve the need for invitational auctions in the former, and the availability of an additional level of bidding below game. In both cases the non-jump suit responses (1NT-2♣, 2 , 2 and 2 and 2NT-3♣, 3 , 3 and 3) and the four level responses have common meanings. The 2NT and three level suit responses to 1NT have meanings that have no analogy in the 2NT case.

Here is an outline of the responses that both cases have in common followed by detailed discussions.

1NT-2♣ and 2NT-3♣	The Fiskforsk Stayman inquiry hands that do not have an otherwise clear cut action, including: invitational or better hands with a three or four card Major and slammy hands with a Minor suit or six card Major and four card side suit.
1NT-2 and 2NT-3	Transfer to Hearts, could be 4-5-x-x.
1NT-2 and 2NT-3	Transfer to Spades. Could be 5-5-x-x (with no slam ambitions) but not 5-4-x-x.
1NT-2 and 2NT-3	Specifically invitational or better 5-4-x-x or the first move on a Club or Diamond bust.
1NT-2NT	Invitational.
1NT-3♣ and 1NT-3	Invitational to 3NT with a long suit.
1NT-3	Strong Minor two-suiter, x-x-4-4, x-x-5-4 or x-x-4-5. Slam interest.
1NT-3	Strong Minor two-suiter, x-x-5-5. Slam interest.
1NT-3NT and 2NT-3NT	To play.
1NT-4♣, 4 , 4 , 4 and 2NT-4♣, 4 , 4 , 4	Roman Keycard Gerber in Hearts, Spades, Clubs and Diamonds respectively. The suits are reversed (e.g. Clubs shows Hearts) so that the ask can be repeated at the five level for Kings without it sounding like a signoff, thus 1NT-4♣, 4 -5♣ sets Hearts as trump and asks about Kings. Responses common to both 1NT and 2NT.

Fiskforsk Extended Stayman: 1NT - 2 Clubs and 2NT - 3 Clubs

To this inquiry the opener rebids his cheapest four card Major or 2 (3 after 2NT) with any five card suit. With neither of these the opener must rebid 3NT in the 2NT case. In the 1NT case the opener rebids 2NT, which can be passed, with a minimum hand. With a maximum the opener rebids the 'obvious' fragment at the three level. The obvious fragments are: 3 = 3-3-3-4, 3 = 3-3-4-3, 3 = 2-3-4-4 and 3 = 3-2-4-4. This fragment bid solves the responder's support discovery problem below 3NT.

After 1NT-2, 2, showing a five card suit somewhere, the responder can ask which suit it is by bidding Hearts minimally, thus 1NT-2, 2-2 (or 3 when 2NT is opened.) The opener rebids in steps to show the suits in order: 2 shows Clubs, 2NT shows Diamonds and a minimum opening, 3 shows Diamonds and a maximum opening, 3 shows five Hearts and 3 shows five Spades. The auction now proceeds naturally. Note the two steps used to show Diamonds which is necessary to safely sign off in 2NT when the opener is minimum yet reach 3NT when maximum. Here are some examples:

1NT-2, 2-2, 2NT-pass ... opener is minimum with five Diamonds and the responder is only invitational strength.

1NT-2, 2-2, 2NT-3 ... responder is setting Diamonds (opener's suit) as trump and is inviting cuebidding for slam.

1NT-2, 2-2, 3-3, pass ... opener has five Hearts and the responder is inviting in Hearts and the opener declined.

1NT-2, 2-2, 3-3, 4 ... this time the opener accepted the invitation.

1NT-2, 2-2, 3-4, pass ... responder has game going strength and at least three Hearts.

The same approach is used after the 2NT-3, 3 auctions except the distinction between minimum and maximum hands with Diamonds is unnecessary and is dropped and the space that is freed up allows us to use responder's relay (except bypassing 3NT) as a Roman Keycard Ask in opener's suit, thus:

2NT-3, 3-3, 3NT(showing Diamonds)-4 (RKA in Diamonds).

Although it would be easier to just bid the actual suit held after the 2/3 inquiry, it creates a problem in the 2NT auction because it bypasses 3NT when opener's suit is a Minor. A related problem, in both the 1NT and 2NT auctions, is the responder's approach when holding support for only one of the Majors that the opener might have. We do not want the opener to bypass 3NT (or 2NT in the 1NT auctions when only holding invitational strength) when that might be the right spot. The solution to this is for

the responder to rebid something other than 2/3 on these hands. With a willingness to play in Hearts but not Spades the responder rebids 2/3, and with Spades, but not Hearts, he rebids 2/3NT. This latter bid can be passed by the opener so should be avoided on slam going (after 2NT) or game going (after 1NT) hands.

- 1NT-2 \square , 2 -2 ... the responder is invitational with tolerance for Hearts but not Spades, something like: xx Kxx Kxxx QJxx.
- 2NT-3 \square , 3 -3NT ... the responder might have something like: Qxx xx QJxxx xx, that is, Spade tolerance; the opener can pass.

After 1NT-2 \square , 2 the responder is free to bid a suit of his own at the three level. (Similarly after 2NT-3 \square , 3 four of a Minor shows that suit and slam interest.) The Minor suits promise five or more cards and slam interest. The Majors are forcing and show a five card suit with three cards in the other Major, which may match the opener's five card suit. (Note with a five card Major and anything but three in the other Major responder will begin with a transfer, or 2 with 5-4-x-x.)

If the responder rebids a Minor (1NT-2 \square , 2 -3m) and the opener's five card suit is a Major then he bids it - he can always show interest in partner's suit on the next round. The opener rebids 3NT with five cards in the other Minor. Any other rebid shows support for the responder.

If the responder rebids a Major (1NT-2 \square , 2 -3M, showing 5-3) the auction can proceed pretty much naturally. The opener rebids 3NT to deny interest. Any other rebid shows support for the responder. Here are some examples of all this:

1NT-2 \square , 2 -3 ... the responder has five Spades and three Hearts, something like: KJxxx Qxx AJx xx.

1NT-2 \square , 2 -3 \square ... the responder has a good hand with at least five Clubs: Kx xx KQx AQxxxx.

1NT-2 \square , 2 -3 \square , 3 ... the opener's suit is Hearts.

1NT-2 \square , 2 -3, 3NT ... the opener's suit is Clubs with a doubleton Diamond.

1NT-2 \square , 2 -3, 4 \square /4 ... Diamond agreement, 4NT next is RKC.

There are a few auctions that need clarification when the responder pursues opener's five card suit with 2 (1NT-2 \square , 2 -2). Regardless of the suit the opener shows, the responder's rebid in the opener's suit is invitational, 3NT is to play and 4NT is quantitative; 4 \square is RKC in the opener's suit and anything else is a cuebid.

1NT-2 \square , 2 -2, 3 \square -3 ... the opener has a good hand with a Diamond suit and the responder, probably looking for a Major, thinks that may be best.

1NT-2♣, 2 -2 , 3♣ -3M ... the responder likes opener's Diamonds and is cuebidding.

1NT-2♣, 2 -2 , 3♣ -4♣ ... RKC in Diamonds.

1NT-2♣, 2 -2 , 3 -4NT ... the opener has Spades and the responder is inviting slam in NT.

When the opener shows a four card Major after 1NT-2♣, things develop pretty much as with standard Stayman. The responder's 2 rebid after 1NT-2♣-2 shows four Spades and is forcing one round; without support the opener rebids 2NT when minimum and his four card Minor at the three level on a maximum (or 3 or 3NT with none) to facilitate the slam search when the responder holds a five card Minor. (This is similar in spirit to the 1NT-2♣, 3x auctions.) The responder's 3♣ and 3 rebids (e.g. 1NT-2♣, 2any-3m) show five or more and slam interest.

1NT-2♣, 2 -2NT ... the responder is invitational and may only have a three card Major.

1NT-2♣, 2 -3♣ ... the responder has a strong Club hand and may not have a four card Major at all.

1NT-2♣, 2 -2 , 3♣ ... the opener is a maximum 3-4-2-4.

1NT-2♣, 2 -2 , 3 ... the opener is a maximum 3-4-3-3.

1NT-2♣, 2 -4♣ ... Key Card Gerber in Hearts.

1NT-2♣, 2 -4NT ... quantitative NT raise.

When the opener shows a four card Major after 1NT-2♣ things develop pretty much as with standard Stayman. The responder's 2 rebid after 1NT-2♣-2 shows four Spades and is forcing one round; without support the opener rebids 2NT when minimum and his four card Minor at the three level on a maximum (or 3 or 3NT with none) to facilitate the slam search when responder holds a five card Minor. (This is similar in spirit to the 1NT-2♣, 3x auctions.) The responder's 3♣ and 3 rebids (e.g. 1NT-2♣, 2any-3m) show five or more and slam interest.

1NT-2♣, 2 -2NT ... the responder is invitational and may only have a three card Major.

1NT-2♣, 2 -3♣ ... the responder has a strong Club hand and may not have a four card Major at all.

1NT-2♣, 2 -2 , 3♣ ... the opener is a maximum 3-4-2-4.

1NT-2♣, 2 -2 , 3 ... the opener is a maximum 3-4-3-3.

1NT-2 \heartsuit , 2 \spadesuit -4 \heartsuit ... Key Card Gerber in Hearts.

1NT-2 \heartsuit , 2 \spadesuit -4NT ... quantitative NT raise.

When the opener rebids 2NT showing a minimum hand without a five card suit or a four card Major, the responder's rebids are much the same: 3 \heartsuit and 3 \spadesuit set the trump suit and ask the opener to cuebid with four or bid 3NT with only three (the opener will never have just two.) The responder's rebid in a Major after 1NT-2 \heartsuit , 2NT shows a five card suit.

1NT-2 \heartsuit , 2NT-3 \heartsuit , 3 \heartsuit ... the responder has a strong hand with Diamonds, the opener likes it and cuebids Hearts.

1NT-2 \heartsuit , 2NT-3 \spadesuit ... the responder has five Spades (and three Hearts) and wants the opener to set the contract.

When the opener rebids a three level fragment showing a maximum hand without a five card suit or four card Major, the responder knows more about the opener but is more constrained. A suit bid below game is forcing, sets the trump suit and initiates cuebidding. 3NT and four of a Major are signoffs. 4NT is quantitative. (Note that the awkward auction 1NT-2 \heartsuit , 3 \heartsuit -4 \heartsuit need never occur.) Here are some examples:

1NT-2 \heartsuit , 3 \heartsuit -3NT ... the opener is 2-3-4-4 and the responder wants to play 3NT.

1NT-2 \heartsuit , 3 \heartsuit -4 \heartsuit ... the opener is again 2-3-4-4 but now the responder has a Club fit and slam interest. The opener is invited to cuebid.

1NT-2 \heartsuit , 3 \heartsuit -3 \spadesuit ... the opener is 3-3-4-3 and the responder has five Spades and slam interest. With only game interest he would bid 4 \spadesuit directly.

Transfers: 1NT-2 Diamonds, 1NT-2 Hearts, 2NT-3 Diamonds and 2NT-3 Hearts

Auctions that follow these transfer bids follow pretty much standard practice. The opener must minimally rebid the responder's 'anchor' suit except when holding four card support. With four and a minimum hand the opener jump rebids in the anchor suit. With a maximum opener rebids a doubleton, or NT with 4-3-3-3.

1NT-2 \heartsuit , 2NT ... the opener holds a maximum 4-3-3-3.

1NT-2 \heartsuit , 3 \heartsuit ... the opener holds a maximum 4-2-x-x.

1NT-2 \heartsuit , 3 \spadesuit ... the opener holds a minimum 4-x-x-x.

1NT-2 \heartsuit , 2 \spadesuit ... the opener holds a maximum 2-4-x-x.

After opener's simple rebid, the responder passes with no game interest; otherwise rebids

2NT or 3NT with a five card suit and no slam interest, asking the opener to show three card support, or 3 or 4 of the anchor suit with six or more and no slam interest.

1NT-2 , 2 -2NT, 3 ... the responder has five Spades and the opener has 3 and a minimum hand.

1NT-2 , 2 -3 ... the responder has an invitational hand and six or more Spades.

1NT-2 , 2 -3NT ... the responder has five Spades and is asking the opener to choose the best game.

With slam interest the responder rebids 3 and 3 (4 and 4 after 2NT.) This Minor may be a bogus suit when the responder holds something like: AQxxx Axx Kxx Qx; other times it will show a real four or five card suit. In any case, the opener rebids the anchor suit with three card support, some other suit with four card support for the responder's second suit, and 3NT (4NT after the 2NT opening) with neither.

1NT-2 , 2 -3 , 3 ... the opener has three Spades.

1NT-2 , 2 -3 , 4 ... the opener has three Spades but does not like his hand much.

1NT-2 , 2 -3 , 3 ... the opener has four Clubs but only 2 Spades. 3 is a cuebid but Clubs are not yet agreed - remember that the responder's Clubs may be bogus.

The responder shows 5-5-x-x hands with these auctions.

1NT-2 , 2 -3 shows invitational strength.

1NT-2 , 2 -2 while possibly only 4-5-x-x, forcing one round; if the responder rebids 3 it shows 5-5 and is forcing to game.

2NT-3 , 3 -4 is to play.

2NT-3 , 3 -3 is forcing, possibly only 4-5-x-x. If the responder rebids 4 it shows 5-5 and slam interest.

After 1NT or 2NT and a transfer, 4NT and 5NT by THE responder are quantitative (5NT forcing six) unless the opener has shown support, in which case they are RKC and GSF respectively.

Fiskforsk 2 Spades Response: 1NT-2 Spades and 2NT-3 Spades

The 2 response shows specifically invitational or better 5-4-x-x, or a Club or Diamond bust. The opener rebids a minimum NT with no tolerance for either Major (and, in the 1NT opening case, with a minimum hand), otherwise rebids Clubs. After the opener's

NT denial the responder passes or bids 3NT with the 5-4-x-x hands and bids Clubs or Diamonds with a Minor suit bust. After the opener's Club rebid the responder passes or rebids Diamonds with a bust, bids 3 with invitational 5-4-x-x, 3 with a game going or better 5-4-x-x. After 2NT-3, 4 (which promises a fit), the responder rebids 4 to play game or 4 with slam interest to discover opener's keycards - after which a Heart bid by the responder is a request to signoff in the opener's fitting suit.

After a 2NT opening opener rebids 3NT, 4 or 4 depending on fit.

1NT-2, 3-3 ... the opener is either a maximum or has tolerance for one of the responder's (presumed) Majors. The responder has invitational strength 5-4-x-x. The opener can pass.

1NT-2, 3-pass ... the opener likes one of the Majors, or is on a max, but the responder has a Club bust.

1NT-2, 2NT-pass ... the responder has an invitational 5-4-x-x and passes when the opener shows no interest.

2NT-3, 4-4, pass ... the opener has four Hearts.

2NT-3, 3NT ... the opener most likely is 2-3-x-x.

The Rest of the 1 No Trump System

1NT-2NT is invitational.

The 3 and 3 responses to 1NT are invitational to 3NT showing a long broken suit and little outside strength.

The 3 response to 1NT shows slam interest and a Minor two suiter that is less than 5-5. The opener rebids 3NT without interest, bids 4 or 4 to set the suit, or bids 3 to get more information, to which the responder rebids 3NT with x-x-4-4, 4 with x-x-4-5 or 4 with x-x-5-4. In the latter two cases the bid sets the trump suit and initiates cuebidding.

The 3 response shows a 5-5 Minor two suiter and slam interest. The opener rebids 3NT with no interest, otherwise selects his favorite Minor at the four level. Cuebidding then ensues.

This system is ON after a double, with the added element that redouble is a puppet to intending to sign off in a Minor suit -- opener must rebid 2 and responder corrects to Diamonds if that is his suit.

The system is ON responding to a 1NT overcall.

This system is replaced by lebensohl after an overcall.

Summary of 1NT Auctions (1NT Opening and 1 Club-1Diamond, 1 No Trump)

1NT-2 \heartsuit asks about four card Majors and any five card suit. Opener rebids:

2 \heartsuit to show an unknown five card suit, to which responder bids:

2 \heartsuit to ask which one and opener rebids:

2 \heartsuit to show Clubs,

2NT to show Diamonds and a minimum opener,

3 \heartsuit to show Diamonds and a maximum opener,

3 \heartsuit to show Hearts and

3 \heartsuit to show Spades.

2 \heartsuit showing an invitational strength hand (not more) that would accept Hearts if that is opener's suit. Opener rebids 3 \heartsuit or 4 \heartsuit holding five Hearts, otherwise 2NT or 3NT with a maximum.

2NT showing an invitational strength hand (not more) that would accept Spades if that is opener's suit. Opener rebids 3 \heartsuit or 4 \heartsuit holding five Spades, otherwise 2NT or 3NT with a maximum.

3 \heartsuit or 3 \heartsuit showing a slammy hand with a five card or longer Minor. Promises nothing in the Majors.

3 \heartsuit or 3 \heartsuit showing 3-5-x-x or 5-3-x-x and forcing.

2 \heartsuit and 2 \heartsuit show four cards in the bid suit (bid 2 \heartsuit with both), after which responder's:

2 \heartsuit (after 2 \heartsuit) shows four Spades, forcing one round.

2NT is natural.

3 \heartsuit and 3NT show a maximum and 3-4-3-3.

3 \heartsuit shows a maximum and 3-4-2-4.

3 \heartsuit shows a maximum and 3-4-4-2.

2NT and 3NT are natural.

3 \heartsuit and 3 \heartsuit show a five or more card suit, slam oriented.

2NT shows minimum hand with no four card Major or five card suit.

3♣, 3♦, 3♥ and 3♠ show a maximum opening and deny holding a four card Major or five card suit. The particular suit shows the obvious fragment for these hand types: 3-3-3-4, 3-3-4-3, 2-3-4-4 and 3-2-4-4 respectively.

1NT-2♣ is a transfer to Hearts, possibly 4-5-x-x. 1NT-2♦, 2♥-2♠ is forcing one round.

1NT-2♠ is a transfer to Spades.

1NT-2♥ is either a Club or Diamond bust or 5-4-x-x and at least invitational strength.

Opener rebids:

2NT with a minimum and no Major suit tolerance. Responder rebids:

Pass with invitational 5-4-x-x.

3♣ or 3♦ with the Minor suit bust.

3NT with game going 5-4-x-x.

3♣ shows a maximum opening or tolerance for one of the Majors. Responder rebids:

Pass or 3♦ with a Minor suit bust.

3♥ with invitational 5-4-x-x.

3♠ with forcing 5-4-x-x.

1NT-2NT is invitational.

1NT-3♣ and 3♦ are invitational with a broken six card suit and little else.

1NT-3♥ shows a strong Minor two suiter, less than 5-5. Opener rebids:

3NT with no interest.

4♣ or 4♦ to set the suit and initiate cuebidding.

3♠ to get more information, to which responder rebids:

3NT with x-x-4-4.

4♣ or 4♦ with x-x-4-5 or x-x-5-4 respectively. This bid sets the trump suit and initiates cuebidding.

1NT-4♣, 4♦, 4♥ and 4♠ are Roman Keycard Gerber in Hearts, Spades, Clubs and Diamonds respectively. The suit reversal of these bids makes available a rebid of the same suit to ask for Kings, thus: 1NT-4♣, 4NT(=2)-5♣.

1NT-4NT is quantitative.

Summary of 2 No Trump Auctions (2 NT opening and 1 Club-1 Diamond, 2 NT)

2NT-3 \heartsuit asks about four card Majors and any five card suit. Opener rebids:

3 \heartsuit to show an unknown five card suit, to which responder bids:

3 \heartsuit to ask which one and opener rebids (after which responder's relay (but bypassing 3NT) is Roman Keycard Gerber in that suit.):

3 \heartsuit to show Clubs (4 \heartsuit is the RKG ask, bypassing 3NT)

3NT to show Diamonds

4 \heartsuit to show Hearts (note, this is different than the 1NT case) and

4 \heartsuit to show Spades.

3 \heartsuit to accept Hearts if opener's suit is Hearts, otherwise 3NT.

3NT to accept Spades if Spades is opener's suit, otherwise to play. Responder must use the 3 \heartsuit ask when he has slam ambitions because opener can pass 3NT.

3 \heartsuit and 3 \spadesuit show four cards in the bid suit (bid 3 \heartsuit with both), after which:

3 \heartsuit (after 3 \heartsuit) shows four Spades.

3NT is to play.

4 \heartsuit and 4 \spadesuit show a five or more card suit, slam oriented.

4NT is Roman Keycard Blackwood in opener's Major.

3NT to show no four card Major or five card suit.

2NT-3 \heartsuit is a transfer to Hearts (possibly 4-5-x-x), after which 4NT is natural and new suits show suits.

2NT-3 \spadesuit is a transfer to Spades, after which 4NT is natural and new suits show suits.

2NT-3 \clubsuit is 5-4-x-x or a Minor suit bust.

2NT-3NT is to play.

2NT-4 \heartsuit , 4 \spadesuit , 4 \clubsuit and 4 \diamonds are Roman Keycard Gerber in Hearts, Spades, Clubs and Diamonds respectively. The suit reversal of these bids makes available a rebid of the same suit to ask for Kings, thus: 2NT-4 \heartsuit , 4NT(=2)-5 \heartsuit .

2NT-4NT is quantitative.

□

Summary of Oddball System Sequences

Here is a list of the principle sequences that have truly odd meanings relative to standard systems.

One Club Sequences

1 Club - 1 Diamond, 2 Diamonds

This bid creates a game forcing auction and is used on hands that, in traditional methods, would open 2♣. Responder's only strong rebid at this point is 2♦, which shows 4-7 points, any distribution. All of the remaining responses show 0-3 points and transfer to the next higher bid (2♥->2NT). 3♣ shows 5-5 in the Minors, 0-3, and 3NT shows 5-5 in the Majors, 0-3. The subsequent auction is natural except after opener's 2NT rebid (1♣-1♥, 2♥-2♦, 2NT and 1♣-1♦, 2♦-2♥, 2NT) the No Trump system is on.

1 Club - 1 Heart/Spade, 2 Clubs

In this sequence opener will always have at least 16 points and usually six Clubs, but could have an otherwise awkward hand with shortness in partner's suit or various Minor two and three suiters. Responder's jump shift rebids are forcing, non-jump rebids are not, except 2♣ is artificial and of at least invitational strength to which opener rebids naturally.

1 Club - 1 Heart/Spade, 2 Diamonds

This bid shows 19+ points and support for responder's Major, at least three, and asks responder to clarify his hand. Responder's rebids are oriented toward disclosing strength and discovering if a real (8+ card) fit is present. With only a four card suit and a minimum hand (6-9) responder rebids a second suit, or, with 4-3-3-3, 3NT. With a four card suit and 10 or more points responder rebids 2NT. With five or more cards responder rebids his suit at the two level on a good hand and at the three level on a weak hand. When responder's suit has been rebid, either by responder, or opener, a fit has been confirmed and the auction proceeds with cuebids and/or some form of Blackwood.

1 Club - 1NT, 2 Clubs and 1 Club - 2NT, 3 Clubs

These Club rebids show a Club suit. In the first case it shows 16-18 points and is not forcing. In the second case it shows 16+ points and is forcing.

1 Club - 1 NT, 2 Diamonds and 1 Club - 2NT, 3 Diamonds

These Diamond rebids show Minor suit interest, 19+ points (after 1NT) and request shape clarification. Responder necessarily has at least seven cards in the Minors (3-3 at most in the Majors). He rebids minimum NT to show no five card Minor and a Major to show five in the corresponding Minor (Hearts show Clubs, Spades show Diamonds).

After 1♣-1NT, 2♣ the responder may have a six or seven card Minor. This can be shown with three level rebids, 3♣ and 3♦ showing six and 3♥ and 3♠ showing seven.

1 Club – 2 Clubs

This shows 10+ points and at least five Clubs. Opener's rebids are nominally No Trump oriented with 2♣ used on balanced hands which would accept an invitation and 2♦ / 2♥ / 2♠ used to start weaker hands. The 2♣ rebid is also used as the first move on 19+ point hands.

1 Club – 1 Diamond On More Than 5-6 Points

There are five cases where a 1♦ response is made holding more than six points. These are hands that couldn't easily be bid with an available positive response. These hands are distinguished from their weak brothers by responder's unusual rebid. The problem hand types are:

1. 7-10 point hands with shortness in one or both Majors. After opener's minimum rebid show a long Minor.
2. 10-12 point hands with 6+ Diamonds. After opener's minimum rebid jump to 3♦.
3. 10-12 point hands with 5+ Diamonds and 4+ Clubs. Rebid 2♦ over opener's 1♣; 3♦ over 1♦.
4. 13+ point hands with a powerful 6+ card Club suit. Jump rebid to 3♣ or 3♦ / 3♥ / 3♠ : a singleton or void.
5. 16+ point hands without a four card Major or five card Minor. Jump to 2NT after opener's 1♣ / 1♦ rebid.

1 Club – 1 Spade, 3 Hearts and 1 Club – 1 M, 3NT

These unusual jumps show various unbalanced 19-21 point hands containing five Diamonds and shortness in the responder's suit. The 3♥ rebid shows four Hearts, thus 1-4-5-3; the 3NT rebid shows four Clubs, thus 1-3-5-4 or 3-1-5-4. The remaining distribution with five Diamonds, 4-1-5-3, presents no problem as the opener can simply rebid 1♣ (forcing) after 1♣-1♦.

1 Diamond, 1 Heart and 1 Spade Sequences

1m - 1M, 1NT – 2 Clubs and 1m – 1 Heart, 1 Spade-2 Clubs

This is the checkback auction where the opener shows three card support for responder's Major. The responder must be at least invitational strength. In the 1♣-1♦, 1♥ case opener could be strong. In this case he must make a rebid above 2♣.

1m - 1M, 1 NT – 2 NT and 1m – 1 Heart, 1 Spade – 2 NT

These 2NT bids are NOT balanced No Trump invitations. They complement the

checkback sequences above, allowing the responder to show an invitational or better Club hand or an invitational strength Diamond hand. The opener rebids reflect his interest in the responder's possible suits:

3♣ shows limited game interest if the responder's suit is Clubs.

3♦ shows game willingness if the responder's suit is Clubs but not Diamonds.

3 of responder's Major shows good three card support, a good hand and no stopper in the unbid suit.

3 of the other Major (except rarely 3♥, see below) shows good cards in both Minors and a maximum.

3♠ after 1♣-1♦, 1♥-2NT shows 19+ and a five card suit.

3NT is to play.

1 Diamond - 1M, 2 NT or 1 Heart – 1 Spade, 2NT

These sequences show 16-18 points, six cards in the opened suit and less than three card support for the responder's suit. In contrast, 1x-1y,3x promises three card support for the responder's suit.

1 No Trump Sequences (Fiskforsk)

1 NT – 2 Clubs, 3x

This shows a maximum No Trump, no five card suit and no four card Major, and a fragment in the suit bid, specifically: 3♣ = 3-3-3-4, 3♦ = 3-3-4-3, 3♥ = 2-3-4-4 and 3♠ = 3-2-4-4. The responder generally can now set the final (game) contract or bid 4NT (RKB in the fragment suit) or bid a suit below game to set the trump suit and initiate cuebidding.

1 NT – 2 Clubs, 2NT

This shows a minimum No Trump, no five card suit and no four card Major. All responder's below game rebids are forcing.

1 NT – 2 Clubs, 2 Diamonds

Opener has a five card suit somewhere. The responder rebids 2♦ to find out where, to which the opener rebids 2♣ with Clubs, 2NT with Diamonds and a minimum, 3♣ with Diamonds and a maximum, 3♥ with Hearts and 3♠ with Spades. If the responder is invitational, he may want to rebid 2♥ or 2NT instead of asking with 2♦. 2♥ shows Heart but not Spade tolerance and 2NT shows Spade but not Heart tolerance.

1 NT – 2 Spades

This shows either 1. 5-4-x-x and at least invitational strength, 2. a Diamond bust, or 3. either a very weak or strong Minor two-suiter. The opener rebids rebids 2NT with a

minimum and no tolerance for either of responder's presumed Majors, otherwise rebids his better Minor. After 2NT the responder passes with a minimum 5-4-x-x, rebids 3♣ with a big Minor two-suiter, 3♦ with a weak Minor two-suiter or Diamond bust, 3NT with a moderate Minor two-suiter. After 1NT-2♣, 3m, the responder passes or rebids 3♦ with a weak, Minor two-suiter or Diamond bust, 3♣ with an invitational 5-4-x-x, 3♥ with a game going 5-4-x-x or 3NT with a moderately slammy Minor two-suiter.

1NT-2NT

This shows either a Club bust or a big three suited hand, or a moderately slammy hand with a good Major. Opener must rebid 3♣ and responder passes (Club bust) or rebids his singleton (3NT shows 4-4-4-1 moderate, 4♦ shows stronger 4-4-4-1.) 4♥ and 4♠ show the moderate Major (could be 'Texasized').

□

Polish Club Notes

Here is a modified Polish Club structure which is General Convention Chart legal (note that this is not legal in most European events, as far as I can tell). The 1♣ opening encompasses all 17+ HCP hands, a weak balanced range (which is usually 11-13 HCP), and 4-4-1-4 hands with 11+ HCP. It is played in conjunction with an intermediate 1NT opening (usually 14-16 HCP, although we have played it with a 10-12 NT and a weak balanced range of 13-16 HCP for 1). As a result, the 1♣ opening is natural and tends to promise an unbalanced hand. The 2NT opening is freed for conventional use, and the 2♣ opening can be used as weak or Flannery, or Multi when legal. Additionally, you get other benefits of big Club systems, such as limited, aggressive Major suit openings and the ability to use sequences like 1-1/1-1/2NT artificially.

Responses to 1♣

1 - Artificial, 0-bad 7 with any shape, 8 or bad 9 balanced, or any game forcing hand facing the weak No Trump.

1, 1 - Natural, 4+ cards, good 7+ unbalanced or 9+ balanced.

1NT - 9-bad 11, relatively balanced, tends not to have a 4 card Major may be 5-4-3-1 with a bad 4 card Major, or both Minors.

2, 2 - Natural, tends to be a 6 card or longer suit.

2, 2, 3 bids, 4 bids - preemptive facing the weak balanced hand.

2NT - good 11 - 12, balanced.

3NT - 13-15, exactly 4-3-3-3 with a 4 card Minor.

After 1-1

1 - Puppet to 1

After 1-1

1NT - 17-19 balanced

2, 2 Natural, 17+, forcing one round.

2 - Natural, 17+, limited by failure to bid 2.

2, 3, 3 - Game forcing one-suiter.

2NT - 20-21 balanced, no 5 card Major.

3NT - 28-30 balanced.

1 - 17+ with 5+ Spades, forcing 1 round, natural follow ups.

1NT - Weak balanced hand, use your normal No Trump system (and runouts if they double you).

2 - Exactly 4-4-1-4 with 11-16 HCP.

2D - Artificial invite (usually to 3NT).

2 - Maxi Roman, any 4-4-4-1 with 17+ HCP.

2 - Asks singleton, shows invitational or better values.

2 - Puppet to 2

After 2-2

2NT - 22-24 balanced

3NT - 25-27 balanced

2 - 20+ with 5+ Hearts, almost game forcing.

2NT - Weakness showing, non-forcing, not necessarily natural.

2NT - 20-21 balanced with one 5 card Major, not 5-4 Majors. Use normal follow ups with Puppet Stayman.

3 – Game forcing two-suiter with a 5 card or longer Major and longer Clubs.

3 - Asks for Major.

3 – Game forcing two-suiter with 5 or more Hearts and longer Diamonds. Natural follow ups.

3 – Game forcing two-suiter with 5 or more Spades and longer Hearts. Natural follow ups.

3 – Game forcing two-suiter with 5 or more Spades and longer Diamonds. Natural follow ups.

3NT - 17-20 with a running 7 card suit (usually a Minor).

4, 4 - Namyats type hands.

Follow ups by Opener after a Semipositive

Bid cheapest amount of NT with a weak balanced hand and no fit.

Make a single raise with a weak balanced hand and support (honor-third or better).

Bid a new suit, natural and game forcing, with a big Club (also over NT positives by responder).

With a big balanced hand jump in NT.

With a big balanced hand and a fit give a jump raise.

With a mini 4-4-1-4 bid 2NT over a 2 response and jump in Diamonds over other suit positives.

Bid 2NT invitational over 1NT natural by partner.