

Polnisch Treff – Quelle Wikipedia

1♣ opening

1. 12–14 HCP, no 5-card major, no 4-card diamond suit. Five clubs are possible if the hand is balanced. Opener should not bid clubs on the next round – even in competition.
2. 15–17 HCP, five clubs, unbalanced distribution. Opener bids clubs in the next round.
3. 18+ HCP, any distribution.

1♦ response[\[edit\]](#)

1. negative: 0–8 HCP. In the 7–8 HCP range, Responder should not have a 4-card major (the response of one of a major is 7+ HCP, the 1NT response is 9–11 HCP).
2. 9–11 unbalanced; either both minors (5-4), or one poor minor. (The hand does not qualify for any of the responses: 1NT, 2 in a minor, 3 in a minor).
3. 12–16 HCP balanced without a 4-card major. The hand is not suitable for declaring no trumps.

1♣ - 1♦

?

1♥/1♠ = better major (3 cards is possible)

1NT = 18–19 HCP, balanced

2♣ = 15+ HCP, natural

2♦ = artificial GF, exclusive of 2-suiter hands

2♥, 2♠, 3♣, 3♦ = 5+ in the bid suit, semi-forcing

2NT = 22–24 HCP, balanced

3♥/3♠/4♣ = GF, 2-suiter (5-5):

3♥ – with hearts, then Responder's 3♠ shows preference over hearts, 3NT asks for a minor, 4♣, 4♦ are cue bids with agreed hearts, 3♣ – spades and a minor, then 3NT asks for a minor, 4♣, 4♦ are cue bids, 4♣ – minors.

1♥/1♠ responses[\[edit\]](#)

7+HCP, 4+ cards, can have longer minor if less than GF

1♣ - 1♥/1♠

?

2♣ = 15+, one-round force, then Responder's 2♦ forces to game.

2♦ = Relay, 18+ HCP, promises at least 3 cards in Responder's major.

2♥ = (After 1♠ response) 5+♥, (18+ HCP), GF

2NT = 18+ HCP, (semi-)balanced, denies 3-card support in Responder's suit.

After 1♣-1♥/1♠-2♦, Responder bids as follows ("Bubrotka"):

2♥ = 7–10 HCP, 4 cards in the bid major

2♠ = 11+ HCP, 4 cards in the bid major

2NT = 11+ HCP, at least 5 cards in the bid major

3♣, 3♦ = 9–11 HCP, 5 in the bid minor, 4 in the bid major

3♥ = 7–10 HCP, 5 cards, unbalanced (then 3♣ asks for a shortage, 3NT asks for a side suit)

3♠ = 7–10 HCP, 5332 with 5 in the bid major

3NT = 7–10 HCP, 6 cards in the bid major

1NT response [\[edit\]](#)

9–11 HCP, no 4-card major

1♣ - 1NT

?

2♣ = natural, 15+ HCP, GF

2♦, 2♥, 2♠ = 5+ cards, 18+ HCP, GF

2♣/2♦ responses [\[edit\]](#)

5+ cards, GF, can have 4-card major

2♥/2♠ responses [\[edit\]](#)

Strong jump shift (semi-solid suit)

2NT response [\[edit\]](#)

12+ HCP, GF no 4-card major

3♣/3♦ response [\[edit\]](#)

Good 6-card suit, invitational (9–11 HCP)

3♥/3♠ responses [\[edit\]](#)

7-card suit with 2 high honours, nothing outside

1♦ opening [\[edit\]](#)

4+ cards, 12–17 HCP possible canape: 4 diamonds; 5 clubs are possible if weak (12–14 HCP)

- 2♣ response – natural, promises 5 clubs, one-round force. Rebidding diamonds by Opener shows length (5 diamonds) and does not specify strength. The other 2-level bids show 4-card openings in the range of 12–14 HCP.
- 2♦ response – inverted minor, 10+ HCP, 4 diamonds
- 3♦ response – preemptive
- NT responses: 1NT = 7–10 HCP, 2NT = 11–12 HCP; both deny a 4-card major.

1♥/1♠ openings [\[edit\]](#)

5 cards, 12–17 HCP

- 1NT Response – not forcing

Responder's 2NT is forcing after the suit is repeated. 1♥ 1♠/1NT 2♥ 2NT = forces to 3 of a major; opener shows shortage, and 1♠ 1NT 2♠ 2NT = forces to 3 of a major; opener shows shortage Two-over-one response – forces to three of that suit.

- 2♣ response is semi-natural.

Rebidding the suit by Opener shows a minimum and does not show length. 2NT rebid by Opener shows strength (15–17 HCP).

- 2NT response – limit raise with support
- Jump raise – preemptive

Two types of Splinter bids $1\heartsuit - 3\spadesuit =$ any shortage, 9–12 HCP (then $3NT$ asks shortage)
 $1\spadesuit - 3NT =$ any shortage, 9–12 HCP (then $4\clubsuit$ asks shortage) $1\heartsuit - 3NT =$ spade shortage,
 12–16 HCP $1\heartsuit/1\spadesuit - 4\clubsuit, 4\diamonds, 4\heartsuit$ (after $1\spadesuit$) = bid shortage, 12–16 HCP Drury-fit by a passed
 hand 2 of the bid major is the weakest rebid. Jump shift by a passed hand – invitational
 (9–11 HCP)

1NT opening [\[edit\]](#)

15–17 HCP

- [Stayman](#) $2\clubsuit$

Opener's $2\heartsuit$ does not deny four spades. Responder's subsequent bidding is natural: forcing at the 3-level, non-forcing at the 2-level. Also: $1NT - 2\clubsuit; 2\diamonds - 2\spadesuit =$ invitational (7–9 HCP), 5 spades, 4 hearts, and $1NT - 2\clubsuit; 2\heartsuit/2\spadesuit - 3\diamonds/3\heartsuit =$ transfer, agrees Opener's suit, GF

- Jacoby transfers $2\diamonds/2\heartsuit$

Transfer to hearts ($2\diamonds$) does not deny five spades. Responder's new suit at the 3-level forces to game. Also: $1NT - 2\diamonds; 2\heartsuit - 2\spadesuit$ forces to $3\heartsuit$ (8+ HCP)

- $2\spadesuit$ response – transfer for clubs. Opener may choose between a positive $2NT$, and a negative $3\clubsuit$. Responder may continue by showing shortage.
- $2NT$ response – limit
- $3\clubsuit$ response – transfer to diamonds, weak or strong Opener is obliged to bid $3\diamonds$. Responder may continue by showing shortage.
- $3\diamonds$ – natural, inviting
- $3\heartsuit/3\spadesuit$ – 5431 convention: GF, both minors: at least 5-4, shortage in the bid suit

2♣ opening [\[edit\]](#)

Precision: 5 clubs and a 4-card major, or 6 clubs, 11–14 HCP

- $2\diamonds$ response – relay, forcing to $3\clubsuit$. Opener shows a 4-card suit ($3\diamonds$ shows extras) or makes a choice between $2NT$ and $3\clubsuit$ with long clubs.
- $2\heartsuit/2\spadesuit$ response – not forcing, good 5-card suit (7–11 HCP)
- $2NT$ response – weak support in clubs or GF two-suiter. Puppet to $3\clubsuit$. Opener must bid $3\clubsuit$. Responder either passes or shows his suits: $3\diamonds =$ diamonds and hearts, $3\heartsuit =$ hearts and spades $3\spadesuit =$ spades and diamonds.
- $3\clubsuit$ response – limit raise (invitational)
- $3\diamonds/3\heartsuit/3\spadesuit$ response – limit, good 6-card suit

2♦ opening [\[edit\]](#)

Weak two in a major (limited Multi), 6+ cards, 6–11 HCP.

- $2\heartsuit/2\spadesuit/3\heartsuit/3\spadesuit$ response – pass or correct
- $2NT$ – relay, forcing to 3 of the major

Opener bids: $3\clubsuit =$ good opening, $3\diamonds$ relays and $3\heartsuit$ shows spades. $3\spadesuit$ shows hearts. $3\diamonds =$ hearts, minimum opening $3\heartsuit =$ spades, minimum opening

- $3\clubsuit$ response – GF, any one-suited hand, puppet to $3\diamonds$.
- $3\diamonds$ – game-invitational with support in both majors

Opener bids $4\clubsuit$ with hearts and $4\diamonds$ with spades if the invitation is accepted.

- 4♣ response – asks Opener to bid the suit below his major. Opener bid 4♦ with hearts and 4♥ with spades.
- 4♦ response – asks Opener to bid his suit.
- 4♥/4♠ response – to play

2♥ / 2♠ openings [\[edit\]](#)

Polish two-suiters, 6–11 HCP.

- Opening 2♥ = any 5-5 with hearts (spades possible)
 - 2♠ response = pass or correct
 - 2NT response – asks for another suit. With hearts and spades Opener bids 3♥. Other responses – natural
- Opening 2♠ = 5 spades and 5 of a minor

2NT opening [\[edit\]](#)

5-5 in minor, 6-11HCP.

- 3♥ asks to bid a longer minor or a longer major if minors are equal.
- 3♠ – natural, forcing

3NT opening [\[edit\]](#)

Gambling (no stopper outside)

- 4♦ asks for singleton.