



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
STANDARD, occasionally 4 cards		Lead	In Partner's Suit		
		Suit	2nd, 4th	2nd, 4th	
		NT	2nd, 4th	2nd, 4th	Category: RED
		Subseq	2nd, 4th	2nd, 4th	Country: POLAND
		Other:			Event:
					Players: JASSEM K. MARTENS K. NON-VULN
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 2nd, 4th Live		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
11-15, 4th		Ace	AKxx	AK()	STRONG CLUB (WK NO TRUMP)
		King	KQ, AK sec	KQ	5-card majors
		Queen	QJ	QJ	5(4)-card 1 diamond
		Jack	J10, HJ10	J10, HJ10	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(), 10x	H109(), 10x	
1-Suit: preempt		9	109x, H9x	109x, H9x	
2-Suit: preempt		Hi-x	3 or more	3 or more	
		Lo-x	2 (or 4)	2 (or 4)	
Reopen: constructive		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1NT Openings: 12(11)-14
DIRECT CUE = Michel's		Suit: 1st	Upside down count	Upside down count	2 OVER 1 Responses! Round forcing
JUMP CUE = STOPPER ASK		2nd	LOW=ENC	SP	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
		3rd	SP		1♣ - = strong (15+)
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	Upside down count	Upside down count	1♥, 1♠ = 10(9)-16 HCP
2♣ = both majors		2nd	LOW=ENC	SP	2♦ = 4+4+ both majors; 3-9
2♦ = one major		3rd	SP		2♥, 2♠ = two-suiters 54 NVULN (3-9 HCP)
2♥, 2♠ = 5m, 4+minor		Signals (including Trumps): Suit preference			2NT = both minors below opening (3-9 HCP)
double = 5m, 4M					2♣ response over 1♥/1♠ = relay, 12+
		DOUBLES			3♣ response over 1♥/1♠ = support; semi - inviting
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			3♦ response over 1♥/1♠ = support, any shortage
Lebensohl over 2♥, 2♠		standard			transfers (including double) after intervention on 1-level
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
		negative double over 3♦/3♥ usually forces to game, does not promise the other major			
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
single jump = preemptive					
double jump = Splinter					Psychics: rare

