



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style: Responses; 1/2 Level: Reopening)		OPENING LEADS STYLE			
NATURAL, LIGHT		Lead	In Partner's Suit		
1-level: New suit=F1, 2C: DRURY after 1M, JUMP DIRECT		Suit	4th/2nd (from small)	same	
RAISES: PRE		NT	4th/2nd (from small)	same (3rd)	Category: Artificial - RED
		Subseq			Country: POLAND
		Other: low from dubleton; Russinov against small slams			Event: OPEN
		First K vs NT asking to unblock or count			Players: Michal KWIECIEN - Jacek PSZCZOLA
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd POS		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
15-17 HCP with stopper		Ace	AKx(+) Ax	AKx(+) AKJx	NASZ SYSTEM
4th POS		King	AK KQx(+) KQJ(+)	AKJ10(+) KQ109(+) KQJ(+)	1C: at least 2C, 5-card M (1M-1NT:F1), 1D:5D or 4D441,
1NT= 10(11)-14 HCP		Queen	QJ QJx(+) Qx	KQx(+) QJx QJ10	2C: ACOL FG, Specialized 2-level Openings
2NT= 18-20 HCP		Jack	J10 J10x(+) Jx	J10x (+) J109	
JUMP OVERCALLS (Style: Responses; Unusual NT)		10	109 10x H109	10x H109 HJ10	
1-Suit: Natural weak, strength up to the opening		9	109x	109x	
2-Suit: Natural weak (INTERMEDIATE)		Hi-x	xSx xSxx xSxxx	xSx xSxx xSxxx	1NT Openings: (14) 15-17 HCP BAL
after opp' s 1C opening - 2D/H/S= system-on (notes 5-11)		Lo-x	xS	xS	2 OVER 1 Response F1 or FG [note1]
Reopen: NATURAL 12-15 HCP 6+ suit		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style: Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
1D-2D: 5+S/5+m or H		Suit:1st	Hi/lo=0	Hi/lo=0	LAVINTHAL
1M-2M: 5+M/5+m		2nd	Hi=DISCRG	Hi=DISCRG	Hi/lo=0
JUMP CUE-BID: asks about stopper		3rd		LAVINTHAL	
		NT: 1st	Hi=DISCRG	SMITH' S ECHO	LAVINTHAL
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=0	Hi=DISCRG	Hi/lo=0
STRONG:		3rd		LAVINTHAL	
DBL= 5M + 4+? 2C/D= 5+m+4M		Signals (including Trumps): S/P=U/D			Competive bidding:
					1M-2NT: 5+ HCP 5+C/5+D
WEAK:					1C -2D/H/S: like without 1C opening [note5-11]
2C=4+H-4+S 2D: one suiter H/S 2H/2S=5H/S + 4+other		DOUBLES			1C (natural) - 2C: 5+/4+ Majors [note3]
DBL: 12+ HCP [note2]		TAKEOUT DOUBLES (Style: Responses; Reopening)			1-D-2D: 5+ HCP 5+S/5+m or H
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		STYLE: Aggressive			1D-2NT: 5+ HCP 5+C/5+H
DBL: T/O		1m-dbl: 3+H/3+S			1H-2H: 5+ HCP 5+S/5+m
CUE-BID: twosuit		1C-dbl-pass-1D: 0-6 HCP			1S-2S: 5+ HCP 5+H/5+m
JUMP: INTERMEDIATE NT: NATURAL		LEB. Variations			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
1C-dbl: shows C 1C-1D/H/S: 4+ cards may be very weak		Max-Ext, L/D, Negative DBL through 4H, Splinter DBL			1H-p-2C-2D-p (F)
1C-1NT: 4+C/4+D 1C-2C: 4+H/4+S		1C-1D-dbl: 4(5)H +4S			1S-p-2C-4H-p (F)
1C-2D/H/S/NT: system on [note4]		1m-1S-dbl: 6+ HCP 4+H			
2C-dbl: shows C 2C-2NT: twosuit		1m-1H-dbl: no 4S			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		1C-p-1S-2D-dbl: 3S (support dbl)			3rd and 4th opening may be weaker
RDBL: 10+ HCP without support or 12+ HCP with support					If vulnerable, 2D/H on H/S opening must be 6+H/S
1/2/3NT: with support					Psychics: Seldom
DIRECT RAISES: PRE					1D-1H/S: may be bluff

