



STANDARD, occasionally 4 cards	Suit	2nd, 4th	2nd, 4th		
	NT	2nd, 4th	2nd, 4th		
	Subseq	2nd, 4th	2nd, 4th		
	Other:				
					Category: RED
	LEADS				Country: POLAND
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	Event:	
15-18 2nd, 4th L live	Ace	AKxx	AK()	Players:	JASSEM K. MARTENS K.
11-15, 4th	King	KQ, AK sec	KQ	SYSTEM SUMMARY	
	Queen	QJ	QJ	GENERAL APPROACH AND STYLE	
	Jack	J10, HJ10	J10, HJ10	STRONG CLUB (WK NO TRUMP) if NVULN	
	10	H109(), 10x	H109(), 10x	5-card majors	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	109x, H9x	109x, H9x	5(4)-card 1 diamond	
1-Suit: preempt	Hi-x	3 or more	3 or more		
2-Suit: preempt	Lo-x	2 (or 4)	2 (or 4)		
	SIGNALS IN ORDER OF PRIORITY				1NT Openings: 12(11)-14 NVULN
Reopen: constructive		Partners Lead	Declarer's Lead	Discarding	2 OVER 1 Responses 1 Round forcing
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit: 1st	Upside down count	Upside down count		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT CUE = Michel's	2nd	LOW=ENC	SP		1♣ - strong (15+)
JUMP CUE = STOPPER ASK	3rd	SP			1♥, 1♠ = 9-16 HCP
	NT: 1st	Upside down count	Upside down count		2♦ = 4+4+ both majors; 3-9
	2nd	LOW=ENC	SP		2♥, 2♠ = two-suiters 54 NVULN (3-9 HCP)
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	SP			2NT = both minors below opening
2♣ = both majors	Signals (including Trumps): Suit preference				2♣ response over 1♥/1♠ NVULN = relay, 12+
2♦ = one major					3♣ response over 1♥/1♠ = support; semi - inviting
2♥, 2♠ = 5m, 4+minor					3♦ response over 1♥/1♠ = support, any shortage
double = 5m, 4M	DOUBLES				transfers (including double) after intervention on 1-level
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	standard				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					
Lebensohl over 2♥, 2♠					
					SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS	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					Psychics: rare
single jump = preemptive					
double jump = Splinter					LEADS AND SIGNALS
	DEFENSIVE AND COMPETITIVE BIDDING				OPENING LEADS STYLE
	OVERCALLS (Style; Responses; 1/2 Level; Reopening)				Lead
					In Partner's Suit

