STANDARD, occasionally 4 cards		Suit 2nd, 4rth		2nd, 4th					
	NT	·		2nd, 4th		WIDE O I O I O I O I			
	Subseq			2nd, 4th		- WBF Convention Card 2.18			
	Other:								
	+						RED		
	LEADS					Country:	POLAND		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Suit Vs. NT			Event:			
15-18 2nd, 4th Live	Ace	AKxx	Ak	AK()		Players:	JASSEM K. MARTENS K.		
11-15, 4th	King KQ, AK sec KQ		Q		SYSTEM SUMMARY				
	Queen	۵٦	Q.	J10, HJ10		GENERAL APPROACH AND STYLE STRONG CLUB (WK NO TRUMP) IF NVULN			
	Jack	J10, HJ10	J1						
	10	H109(), 10x	H1			5-card majors			
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	109x, H9x	10	109x, H9x		5(4)-card 1 diamond			
1-Suit: preempt	Hi-x	3 or more	3 (3 or more					
2-Suit: preempt	Lo-x	Lo-x 2 (or 4) 2 (or 4)							
	SIGNALS	SIGNALS IN ORDER OF PRIORITY					1NT Openings: 12(11)-14 NVULN		
Reopen: constructive		Partners Lead	Declarer's Lea	r's Lead Discarding		2 OVER 1 Responses1 Round forcing			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	Upside down count	Upsiede dowr	n count		SPECIAL BID	DS THAT MAY REQUIRE DEFENCE		
DIRECT CUE = Michel's	2nd	LOW=ENC	SP			1♣ - = strong	g (15+)		
JUMP CUE = STOPPER ASK	3rd	SP				1♥, 1♠ = 9-16 HCP			
	NT: 1st	Upside down count	Upside down	count		2♦ = 4+4+ bo	oth majors; 3-9		
	2nd	LOW=ENC	SP			2 ♡ , 2 ♠ = two	o-suiters 54 NVULN (3-9 HCP)		
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	SP				2NT = both n	ninors 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	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♠									
	1					SPECIAL FORCING PASS SEQUENCES			
	1								
	SPECIAL	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
VS. ARTIFICIAL STRONG OPENINGS	negative o	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: r	rare		
single jump = preemptive									
double jump = Splinter					LEADS AND SIGNALS				
	DEFENSIVE AND COMPETITIVE BIDDING					OPENING LEADS STYLE			
	OVERCALLS (Style; Responses; 1/2 Level; Reopening)						ad In Partner's Suit		

OPENING E	BID DESCRIF	PTIONS					
Opening	Artificial	rtificial Min. Neg Dble thr Description		nr Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	4♦	NVULN 1) 15-17 BAL 2) 17+ANY	1♦ - negative (0-6; 0-8); 1♥/1♣ = 7+ HCP; 1NT = (8)9-11(12)		
1♣					2♣/♦ = 5+, GF, deny major fours	1♣ - 1♥/1♠ - 2♦ = waiting	
1\$		4	4♣	4◊s 5 ♣s possible; 11-17	, 2♥ and 2♠ = 5♠, 4♥ NF; 3♣ = ♦support: WK or any Splinter	inverted raises, 2-way checkback	
1♥		5	4♦	9-16	3♣ = distrib. INV, 3♦ = WK Splinter, 2♣ = relay NVULN	2-way checkback	2♣ = DRURY fit
1 ≜		5	4♦	9-16	3♣ = distrib. INV, 3♦ = WK Splinter, 2♣ = relay NVULN	2-way checkback	2♣ = DRURY fit
1NT			3♠	12(11)-14	Stay, TRF, 3M shows shortage		
2♣		5	4♦	12-15, 5♣, M4 or 6♣	2♦ = ASK, 2♥/♠ NF, 2NT = WK SUPP, or STR 2-suiter		
2\$	YES	0		3-9, 4+♥4+♠ if NV	2NT = ASK, 3♣ = game inviting with supports or F with♣		
2♥		5		5 ∜ 4m 4-9	2NT = ASK, 3◊ = INV in ∜ s		
2♠		5		5 ∜ 4m 4-9	2NT = ASK, 3♦ = INV in ♠s		
2NT	YES			minors (55), 5-10HCP	3♥=ASK		
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT			1	gambling			
4 ♣		7		NAT			
4♦		7	1	NAT			
4♥							
4♠							
4NT							
5♣							
5♦							
5♥			1				
5♠							
5NT							
HIGH LEVE	L BIDDING		1				L
cue bids, ke	ycard						