



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style: Responses; 1/2 Level: Reopening)		OPENING LEADS STYLE				
Jump bids=PRE (6-11) id NVULN, INTERM(12-15) if VUK			Lead	In Partner's Suit		
Overcalls=5+ cards, (4 cards rarely), 7-16 HCP		Suit	2nd/4th	same		
NT RESP=NF		NT	2nd/4th	same	Category: Artificial - RED	
DRURY		Subseq	2nd/4th	same	Country: POLAND	
JUMP RAISE=PRE		Other: low from doubleton non-honour			Event: ALL EVENTS	
New suit=F1 after 2x O/C		9 from 109(+), 10 from 109			Players: Jassem-Tuszynski	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
1NT-2nd POS,4th LIVE=15+-18 HCP; STAYMAN, TRF		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT-Reopen=11 - 15 HCP, no stopper required, subs 2C=ASK		Ace	AK(+)	AK()	Three-way 1C opening: NAT, PREP or STR	
		King	KQ(), AK	KQ()	1D response is ART	
		Queen	QJ()	QJ(), KQ109x	five-card majors, non-forcing 1NT response	
		Jack	J10(), HJ10()	J10(), HJ10()	flexible negative doubles style	
JUMP OVERCALLS (Style: Responses; Unusual NT)		10	H109(), H10x, 10x, 109	H109(), H10x, 10x, 109		
1-Suit: PRE if NULN, INTERM if VULN, Unusual NT		9	109(+)	109(+)		
2-Suit: PRE in any VULN, 4m over 2M=6m, 4OM		Hi-x	xSx(+), HSx, 10Sxx(+)	xSx(+), HSx, 10Sxx(+)	1NT Openings: 15-17 HCP	
		Lo-x	xS, HxxS(+)	xS, HxxS(+), 10xxS(+)	2 OVER 1 Response NAT, 1-round forcing	
Reopen: INTERMEDIATE		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	OPEN 2D=5+M,5+OS(6-11) Brown Sticker (see Notes(1))
MICHAELS CUE promises at least one unbid major		Suit:1st	Hi/lo=O	Hi/lo=O	S/P	OPEN 2NT=5+C,5+D(6-11)
JUMP CUE=1)ASKS STOP or 2)one-suiter GF		2nd	Hi=DISCRG	S/P	Hi/lo=O	1D RESP=3-way: NEG(0-6), minor(s)(7-11) or STR BAL(16+)
Reopen: 3-level cue over 2-level OPEN asks stop		3rd	S/P			1C -(Pass)-1D-(Pass)-1M=at least 3 cards
		NT: 1st	Hi=DISCRG	S/P	S/P	1C -(Pass)-1D-(Pass)-1NT=BAL(18-21)
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	1C -(any)-1M-(any)-2D=17+HCP, at least 3-card support in Major
VS STRONG: 2C=any 1-suiter, advancer's 2D=P/C;		3rd	S/P			1s -(Pass)-1M-(Pass)-1NT-2C=ASK
2D=both majors;		Signals (including Trumps): Trumps:Hi/lo is S/P				1C -(Pass)-1M-(Pass)-2C-(Pass)-2D=ASK
2M=5+M,4+m; DBL=5+m,4M		SMITH SIGNAL vs NT: low is ENC				
Reopen: DB:LE=11+, 2 suits, 2C=2 suits other than C, up to 10						
VS WEAK: NAT, DBL=13+HCP		DOUBLES				
Reopen: DB:LE=11+, 2 suits, 2C=2 suits other than C, up to 10		TAKEOUT DOUBLES (Style: Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		T/O DBL=3 cards in unbid major(s) and 2 cards in unbid minor(s)				
T/O DBL; LEB after (WK2x)-DBL-(P)-; MICHAELS CUE		1D is NEG after the T/O double over 1C				
Jumps are constructive		Reopening DBL=9+HCP				
2NT=16-18 HCP		1NT - 2s - DBLE = negative, denies shortage in doubled suit				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				After 2C OPEN the bidding is forced to game
vs STR 1C: 1NT=5Cs, 4M (7-15)		RESP DBL shows values (usually two suits)				
		1S-DBLE-2S-DBLE promises 4Hs				
		AFTER 2D OPEN AND O/C: DBLE is NEG on the level of 2				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		1s - DBLE - 1(2)OS-DBLE: NEG				1s - DBLE - REDBLE - JUMP -PASS - PASS - DBLE = T/O
OVER OPPONENTS' TAKE OUT DOUBLE		LEAD-DIRECTING DBLE				
New suit at: 1-level is F1, 2-level is NF						
1M-(DBL)-1NT=CONSTRUCTIVE RAISE(7-10)						Psychics: rare
1M-(DBL)-2M=WK RAISE						
1M-(DBL)-2NT=LIMIT RAISE(8-11)						
1M-(DBL)-2NT=LIMIT RAISE(8-11)						

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	3S	BAL(12-14),	1D=NEG (0-6) or minor(s) (7-11), or 16+BAL	1C -1D-1H(1S) - at least 3 cards,	
1C				5+ cards (12+),	1H,1S=4+ cards, 7+HCP	1C-1D-1NT (18-21)	Note#20
1C				ANY(18+)	2C,2D=5+ cards,GF; 3C,3D=6+cards(9-11)	2C,2D=5+ cards,GF; 3C,3D=6+cards(9-11)	Note#20
1D	No	4	3S	12 - 18	INVERTED MINOR RAISES	responder's non-jump 2NT rebid is GF	
1H	No	5	3S	12 - 18	1NT=NF; 2NT=INV or GF with SUPP; 3H=PRE	responder's non-jump 2NT rebid is NF	DRURY-FIT
1S	Yes	5	3H	12 - 18	1NT=NF; 2NT=INV or GF with SUPP; 3S=PRE	responder's non-jump 2NT rebid is NF	DRURY-FIT
1NT				15 - 17	STAYMAN; TRF; 2S=C or BAL,INV		
1NT					3s=bid shortage, two-suiter (usually 5431)		Note#20
2C	Yes	0	3S	game forcing, any distribution	2D=NEG(0-2 controls)		
2D	Yes	0	2S	5+M, 5+OS(6-11) BS	2H,2S=P/C; 2NT=ASK; 3D=INV; 3H=PRE	4C RESP="show your suit with a TRF"	
2D				5+S 5+OS(6-11) otherwise	as above, 3C=ASK (F1)	4C RESP="show your suit with a TRF"	Note#20
2H	No	6		WK(6-11)	2NT=ASK with support, other = NAT, F1		
2S	No	6		WK(6-11)	2NT=ASK with support, other = NAT, F1		
2NT	Yes			5+C, 5+D, 6-11 HCP	3H = ASK		
3C	No	6		PRE, classic			
3D	No	6		PRE, classic			
3H	No	6		PRE, classic			
3S	No	6		PRE, classic			
3NT	Yes			GAMBLING, no stopper	4D = ASK		
4C	Yes	0		4C=STR 4H	4D = ASK for extra values		
4D	Yes	0		4D=STR 4S	4D = ASK for extra values		
4H	No	6		PRE			
4S	No	6		PRE			
4NT							
5C				PRE			
5D				PRE			
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
1st + 2nd round cue-bids equally							
ROMAN KEYCARD BLACKWOOD, 102 if clubs agreed							
HOYT; JOSEPHINE							
SPLINTER; AUTOSPLINTER							
DBLE is regressive							