



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE			
light overcalls, very light after partner's pass		Lead	In Partner's Suit	
drury fit, new suit usually F1	Suit	2nd/4th, low from xx	same	
	NT	2nd/4th, low from xx	3rd/5th	Category:
	Subseq	2nd/4th, low from xx		Country: Poland
	Other:			Event:
				Players: Piotr Nawrocki - Piotr Wiankowski
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-17, system on after 1m opens, trfs after 1M opens	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
	Ace	AK	AK	Polish Club
reopen 11-15(16), same as above	King	AK, KQ	AKJ, KQ	
	Queen	QJ	KQ109, QJ, AQJ	OPEN 1♣= 11-13(14) BAL or 15(14)+ NAT or 18(17)+ ANY
	Jack	HJ10, J10	HJ10, J10	OPEN 2♣= 11-14 6+♣ or 5+♣4♥♠
JUMP OVERCALLS (Style: Responses; Unusual NT)	10	H109, 10x	H109, 10x	OPEN 2♦= mini Multi (WK 2♥♠)
1-Suit: natural, weak	9	H9x	109x	OPEN 2♥♠= 5♥♠5(4)+♣♦ weak
2-Suit: 2NT = two lowest	Hi-x	xXx(x), HXx	xXx(x), HXx	OPEN 2NT = 20-21
1♣*) - 2♦= majors	Lo-x	xX, HxxX(x)	xX, HxxX(x)	1NT Openings: 14-16 1st, 2nd, 3rd NV otherwise 15-17
Reoper	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Res GF
DIRECT and JUMP CUE BIDS (Style: Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
michaels, 2NT response shows values	Suit: 1st	Low = ENC	Low = EVEN	Low = ENC
1♦2♦= majors	2nd	Low = EVEN	S/P	Low = EVEN
jump cue asks stopper	3rd	S/P		S/P
	NT: 1st	Low = ENC	smith, Lo ENC	Low = ENC
VS. NT (vs. Strong / Weak; Reopening: PH)	2nd	Low = EVEN	Low = EVEN	Low = EVEN
vs STR: dbl: 5m4M, 2♣ Ms, 2♦ one M, 2M: 5+ 4+m	3rd	S/P	S/P	S/P
vs WK: dbl: 14(13)+, 2♣ Ms, 2♦ one M, 2M: 5+ 4+m	Signals (including TrSmith echo vs NT			
reopen vs STR: dbl: T/O, 2♣ Ms, 2♦ one M(constr), 2M nat	Lavinthals in trumps			
	DOUBLES			
	TAKEOUT DOUBLES (Style: Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Standard, may be weaker after partner's pass			
dbl: T/O				
cue asks for stopper or strong two-suiter				
non-forcing leaping michaels				
NT bids natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/RELS			SPECIAL FORCING PASS SEQUENCES
(3X) - 4m: two-suiter	most doubles in competition are t/o or value showing			
VS. ARTIFICIAL STRONG OPENINGS	support double & redouble			
vs 1♣ dbl: Ms, 1NT: ms	no-space game try double			
vs 2♣ dbl: ♣ nat overcalls	Lightner double			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
vs 2♦ dbl: 5+♥5+♠ nat overcalls				Nonvulnerable preempts might be very destructive
OVER OPPONENTS' TAKE OUT DOUBLE				
transfer after 1♣& 1M openings				
natural after 1♦ opening				Psychics

