



2nd hand - show almost op values (may be weaker if good suit)	OPENING LEADS STYLE			
3/4nd hand - may be light with 4-card M (overcalls 1M)		Lead	In Partner's Suit	
	Suit	4-th	4-th	
	NT	4-th	4-th	
Responses: Drury (note 1), Suit+fit (3- level).	Subseq			Category: Red
	Other: A (from AK) asks count, K (from AK) asks O/E.			Country: Russia
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Event: All events
2nd - 15-18 BAL; 4th - 12-16 BAL.	LEADS			Players: O. Galaktionova - M. Lebedeva
	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
	Ace	Ax(+), AK, AKx(+), AQ(J)(+)	Ax, AK, AKx(+)	GENERAL APPROACH AND STYLE
	King	AKx(+), Kx, KQx(+), KQJ(+)	AKx(+), Kx, KQx(+), KQJ(+)	Polish Club: Natural System with 3-way art 1♣ op., 4-card unbal 1♦,
	Queen	Qx, QJ(+),	Qx, QJ(+), AQJ(+)	5-card M. 2♣ - from Precision, 2♦ - 6+M, 6-10PC.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	Jx, J10(+), KJ10(+)	Jx, J10(+), (A/K)J10(+)	
1-Suit: 1♣ ART(not STR) - 2♦=WK 2 in any M; other NAT WK 1-Suiter	10	10x, K/Q109(+)	10x, H109(+)	
2-Suit: 1♣ ART(not STR) - 2M as op.; 1♣ ART or 3+/1♦ART -2NT= (55)+ mm;	9	109x(+), 9x	109x(+), 9x	
1♣4+/1♦NAT - 2NT= (55)+ ♠&om;	Hi-x	Sx, xSx(+), may be JSx(+)	Sx, xSx(+), may be JSx(+)	
Reopen:	Lo-x	HxS, HxxS(+)	HxS, HxxS(+), in parth. suit may be x	1NT Openings: 15-17 bal, may be 5-card m
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses: F1, 1m-2M - FG.
(1M)-2M or (2M)-3M - 5OM+5m - weak or strong;		Partners Lead	Declarer's Lead	Discarding
(1♦3+)-2♦ - 5♠+5♣/♥ - weak or strong;	Suit: 1st	Lo=ENCRG/Hi=DISCRG	Hi/Lo=Odd, Lo/Hi=Even	suit preference
(1♣4+)-2♣ - 5♠+5♦/♥ - weak or strong;	2nd	Hi/Lo=Odd, Lo/Hi=Even		
	3rd	Lavinthal		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Lo=ENCRG/hi=DISCRG	Hi/Lo=Odd, Lo/Hi=Even	suit preference
Landy[note 2]	2nd	Hi/Lo=Odd, Lo/Hi=Even		
agains strong NT may be light	3rd	Lavinthal		
NAT vs mini - NT	Signals (including Trumps): ITALIAN CARDING, LAVINTHAL SIGNAL			
				o/c against strong 1♣ (Note13);
				o/c against 1NT(note 2);
				o/c vs 1♣ART (not STR) as openings
	DOUBLES			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Dbl - TO, CUE- two-suiter; 2NT - nat (15-19 PC), 3NT (without jump) - nat;	May be light (10-11+), Dbl on 1m promise 4-3 in M or strong (16+PC);			
4NT (without jump)- two suiter	Dbl on 1M usial promise =4 OM or strong;			
	Resp: jump - FG after opp. 1m (if not passed before), NF after opp. 1M, CUE=F1			
VS. ARTIFICIAL STRONG OPENINGS	1♣-Dbl-p-1♦ - weak (0-6PC) ART			
Vs strong 1♣: (Note13)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
	NOT PENALTY PASS over opponent's redouble			
	Suppl Dbl: 1M-(bid)-2M-(bid)-DBI = invite to game			
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				1♦ may be 4♦+5+♣; o/c vs 1♦(3+) as vs nat 1♦.
OVER OPPONENTS' TAKE OUT DOUBLE				Psychics: Rare
Rdbl - natural; 1M-(Dbl)-p-(Bid)-p-(p)-2M -invite to game;				
1♦/M-(Dbl) -2♦/M - weak;				Psychics:
1m/M-(Dbl)-Jump - weak,6+; 1♦/M-Dbl-3♦/M - Pre;	DEFENSIVE AND COMPETITIVE BIDDING			
1M-(Dbl)-2NT - invite to game, usially 4+ in M;	OVERCALLS (Style; Responses; 1/2 Level; Reopening)			LEADS AND SIGNALS

Supplementary notes file (legnotes.txt) O. Galaktionova - M. Lebedeva (Russia)

Note...1: 1M - 2♣ (by a passed hand or after (1m/1♥)- 1M on the 2 hand) - maximum and fit. Is

artificial and asks opener to clarify his range.

Opener rebids: 2♦ if minimum (weaker than normal op), 2M - normal

op but minimum,

2NT, 3m - FG; 3M - NF, but stronger than 2M.

1♠ - 2♣ - 2♥ - at least normal op, F1.

Note...2: landy (not after mini NT):

Dbl - strong like opp's 1NT;

2♣ - 4+4 M;

2♦ - 6(5)+ in one M;

2♥/2♠ - 5+♥/♠ + 4+ ♥/♠.

Note...3: 1♣-1♦-1M - 3+M 12-14 bal, or 4+M,17-19. 1♣-1♦-1M - 2M (4+M) - sign off if 12-14 bal and

F1 if 17-19.

1♣-1♦-1M - 2m (5+m) - sign off if 12-14 bal and F1 if 17-19.

Note...4: 1♣ - 1M - 2♣ - FG, 3+ in M. Resp: 2♦: =4M, 8-10; 2♥: 5+M, 8-10; 2♠: =4M, 11+; 2NT - 5+M,

11+; 3m - 5+m,4(+)M 10+ or unbal (6m-4M 6m-5M and so on).

Note...5: 1m-1M -1NT (12-14) - 2♣ This asks opener about distribution. The answers is:

2♦: =2 in M, min; 2♥: =3 in M, min; 2♠: =3 in M, max ; 2NT =2 in

M, max.

Note...6: 1♦ -2♦: 2M - stopper in M without stopper in OM or maximum; 2NT

both stoppers,NF; 3♣ -

cuebid and maximum; 3M - splinter and maximum.

Note...7: [1♣]-1♥/1♠-2♥/2♠-2♠/2NT - prepare single invite. Answer - 2NT/3♣.

After 2NT - 3m -

singleton in m,3♥ - singleton in ♠, After 3♣ 3♦/3♥ - singleton

♦/♥, 3♠ - singleton ♣.

1♥-2♥-2NT - nat. invite with ♠ to game; 1♥/1♠-2♥/2♠ -3m - nat

invite to game;

Note...8: 2♣ - 2♦ - 2♥/♠ =4♥/♠;2NT-6+♣, max;3♣ - 6+♣, min;

2♣ - 2♦ - 2♥/♠ -3♣ - FG; 2♣ - 2♦ - 2♥/♠ - 2NT - NF; 2♣ - 2♦ - 2♥ -

2♠ - nat,FG.

2♣ - 2♦ - 3♣ - 3M - 5+M, FG.

Note...9: 2♦ - 2NT: 3♣ - max with ♥; 3♦ - max with ♠; 3M - min, nat.

Note...10: 2♦- 2NT - 3♥ - 3♠ -FG.

Note...11: 2♥ - 2NT -3m - 3♠ - FG. 2♥/♠ - 3m - Bid

- 4m - NF.

Note...12: 1M-1NT : 4-6 3+ in M or 7-15 without 3+ in M or sign off in OM/m or 10-12 3(+) in M.

1M-1NT-2♣ (2+♣),1M-1NT-2♦ (4+♦),1♠-1NT-2♥(4+♥),1M-1NT-2M - 6+M;

1M-1NT-2m-2M: 4-6 3+ in M or 7-10 without 3+ in M;

1M-1NT-2m/M - 2NT - 11-12PC, NF;

1M-1NT-2m/M - 3NT - 13-15 without 3+ in M.

Note...13: (1♣ strong) - Dbl - 4+4M, 1♦/M -4+♦/M, 0-15PC, 1NT - 5+♣, 2level -

like after 1NT opp

(Note2).