




DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopen)</b>
Aggressive 1-level; sound 2-level; Simple RAISE=constr.;
Jump RAISE=PRE; MIXED RAISE; NT Resp=NF;
JUMP New suit=FIT,INV
REOPEN: same principle but could be weaker
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopen)</b>
2nd POS/4th LIVE:15+-18 HCP; As 1NT OPEN; LEB; NEG DBL;
REOPEN: 1NT=12-17 HCP (2C=asks shape and range)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: WEAK vs Normal (2NT asks SPL);
2-Suit: (1M)- 2NT=UNT:PRE or STR 55+ D+C
REOPEN: Jump suit=intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style;Responses;Reopen)</b>
MICHAELS CUE: PRE or STR (Direct and over 1NT Resp);
(1m)-2m:5H/4+S; (1M)-2M:55+OM/m (2NT/DBL asks m); New
suit NF; JUMP CUE M=ASKS STOP
REOPEN: same principle
<b>VS,NT</b>
X=STRONG
2C=2M,
2D= 1 suit
2M= M+m
<b>VS. PREEMPTIVE (Doubles;Cue-Bids;Jumps;NT Bids)</b>
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O thru 4H; LEB after (WK2x)-DBL; 2NT NAT after PH
DBL; (2M)-3M=STOP ASK; Leaping Michaels over WK-2; Over
(3x)-4x=STR 2-suiter; 4NT/4H=m's; 4NT/4S=any 2-suiter
<b>VS. ARTIFICIAL STRONG OPENING</b>
x=COLOR
1D= RANKING
1NT= SHAPE
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
RDBL= PEN OR; New suit 1-level=F1; WK Jump Raises; FIT
showing; CAPP/1MX: 1NT=TRF 2C (possibly 2-cd M, 8-10);
2C (and 2D after 1S)=TRF; (2M-1)=good raise; 2M=weaker

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
SUIT	1/3/5	same	
NT	4th	same	
SUBSEQ	as above	same	
OTHER : 10 or 9= top or 2 higher;			
Vs NT, K asks UB/CT; A asks ATT			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AKx(+); A(+)	AKx(+); Ax(+)	
King	AK; KQx(+); K(+)	Strong holding:Asks CT/UB	
Queen	QJ; QJx(+); Q(+)	KQ10(+); QJ(+)	
Jack	J10; J10x(+); J(+)	J10x(+); Jx(+)	
10	109x(+); HJ10x(+); 10(+)	109x(+); HJ10x(+); 10(+)	
9	H109x(+); 9(+)	H109x(+); 9(+)	
Hi - x	Sx; HxS(+)	HxxS(+); xSxx; xSx	
Lo - x	HxS(+); xxS(+)	HxxS(+); HxS; xSx	
<b>Signal in order of priority</b>			
	<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>
Suit 1st	H=D	Hi/Lo=O	Hi= D
2nd	Hi/lo=O	S/P	Hi/lo=O
3rd	SP		S/P
NT 1st	H=D	Hi/Lo=O	H=D
2nd	Hi/lo=O	S/P	Hi/lo=O
3rd	SP		S/P
Signals (including trumps): Smith Signal; Lavinthal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style;Responses;Reopening)</b>			
May be light with classic shape; CUE-BID=F to S/A; JUMP CUE			
RESP=SOL,asks STOP; Over RDBL:Non-jump suit is L/D; RESP			
DBL after M<4OM; SCRAMBLING 2NT after reopen DBL			
REOPEN: Could be lighter			
<b>SPECIAL ARTIFICIAL AND COMP DOUBLES/RDBL</b>			
NEG DBL THRU 4H (including opener's suit) and after 1NT open;			
1D--1H--X[4+S];1D--1H--1S[NO 4S]			
NEG DBL:unlimited w/o 5-card suit; High-level suggests values;			
Repeat same suit NEG DBL=T/O; RESP and RESP-EXT thru 4D;			
MAX-EXT; SUPP DBL:3-card support or STR BAL;			
Most low-level DBLs=T/O; LEAD-DIRECTING DBL(L/D)			

						Page 1 of 2
<b>INDONESIA</b>						
<b>JULIUS A. GEORGE - FRANKY KARWUR</b>						
EVENT		INDONESIA OPEN, 2013				
CATEGORY		PRECISION - BLUE				
<b>SYSTEM SUMMARY</b>						
<b>GENERAL APPROACH AND STYLE</b>						
1C=15+						
2D=WEAK 1M , Note 1						
1D/H/S=NAT 11--17						
2C=NAT 11--15						
1NT Openings		11--14				
2/1 Responses		FG/1M				
<b>SPECIAL BID THAT MAY REQUIRE DEFENCE</b>						
2H=4414/4405 Note 2						
Gambling 3NT, Solid Minor Without OS A/K						
WK JUMP RAISE						
COMP CUE = LIMIT RAISE +						
ESCAPING FROM 1NT X Note 3						
INVERTED MINOR , Note 4						
AFTER OPP OVERCALL 1NT, . Note 5						
<b>SPECIAL FORCING PASS SEQUENCES</b>						
1x-(DBL)-RDBL: F thru 2NT;						
Pass= F after OPEN STR ART						
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>						
We do not pass when unclear						
Psychics: Rare						

**JULIUS A. GEORGE - FRANKY KARWUR**

**INDONESIA**

OPENING	ARTIFICIAL	MIN NO.	NEG DBL	JULIUS A. GEORGE - FRANKY KARWUR			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	√	0	4S	Strong, 15+ HCP	1D=0-8; 1H = trans S 8+/1S= balance 9+/1NT = trans H 9+.	1C -1D - 1NT = 15-17	
					2H=3 suiter , ; 2S = one suiter (Note 6 )	1C - 1D - 1H -1S = 0-8; 1C-1D-1H-1NT = 6-8, 5M (Note 7 )	
					2NT =2M 9-11; 3C= C+any; 3D= D+any; 3M =2m Spl		
1D		4	4H	11-17 HCP	1M = Nat,F1; 1NT=NF; 2C/2D=5+,F1;	1D - 1M - 1NT = 3M support ( Note 8)	
					2H=4H5S,7-10 HCP; 2S=5S+5C,Inv,9-11 HCP;		
					2NT = 2M ; 3C = C+H		
1H		5	4D	5+H 11-17	1S=F NT; 1NT=5S F1; 2C=any distr,FG;	1H - 2H - 2S = reject	DRURY (FIT)
					2D = Nat FG,;2NT = 12-15, 4cd; 2S = Nat FG	1H - 2H - 2NT = Nat S or HST	FIT JUMP
					3C=6-9 4cd,3D=INV,3S=Any SPL 10-12		
					3NT/4C/4D = Spl S/C/D, 13-15		
1S		5	4H	5+S 11-17	1NT=F1; 2x=FG; 2NT=FG;"BERGEN":3C=6-9;		DRURY (FIT)
					3D=10-12; 3H=any spl 10-12; 1M-2C - (Note 9)		FIT JUMP
1NT			4H	11-14MAY HAVE5H	2C=STAYMAN.2D=TRF H,ANY 4441,both m INV (Note10)		
					TEXAS, GERBER;	SMOLEN	
2C		5	4H	5+C, 11-15 HCP	2D=Relay; 2M=5+,F1;		
					2NT= PUPET 3C(Note 11),3C=Both M INV		
2D	√	6		Weak H / S	2M=P/C; 2NT= Relay	2H--2NT--3C MIN,3D MAX	
2H	√	6		4414/4405	2S/3C=NF,3D/H/S=FG C/H/S		
2S		6		PRE C	2NT=Relay		
2NT	√			PRE D			
3C/D		7		PRE 2 HONOR	New suit=F1 (UPH)		
3H/S		7		NAT PRE;	New suit=F1 (UPH) except 3S - 4H		
3NT	√			SOLID 7+card m	4C/5C=P/C; 4M=End; 4D=Relay (asks CTRL);	<b>HIGH LEVEL BIDDING</b>	
4C	√	0		NAMYATS:SOL 7+H	4D=Relay (asks CTRL)	4NT RKCB H/S= 1430,4H/S RKCB/D=1430,DOPI,ROPI,DOPE,ROPE	
4D	√	0		NAMYATS:SOL 7+S	4H=Relay (asks CTRL)		
4H/S		8		PRE: occ 7-card			
4NT	√			Specific Aces	Aces: 5C=no Ace (6C= C Ace; 5NT=2 Aces)		
5C/D		9		PRE: occ 8-card			

**SUPPLEMENTARY SHEET**

Julius A George - Franky Karwur

**NOTE 1 2D = Weak 1M**

2D - 2NT 3C = Weak H min  
 3D = Weak S min  
 3H = Weak S max  
 3S = Weak H ,short in S  
 3NT = Weak H no short  
 4C/4D = Weak H, spl C/D max

**NOTE 2 2H = 4414/4405**

2H - 2NT 3C = minimum  
 3D = maximum  
 2H - 2S/3C = Non Forcing  
 2H - 3D = FG, Fit C  
 2H - 3H/S = FG, Set H/S

**NOTE 3 ESCAPING FROM 1NT DOUBLED**

1NT - (DBL) - P = F to RDBL  
 RDBL = Puppet to 2C  
 2C = C + M  
 2D/H/S = Nat  
 2NT/3C/3D/3H = Transfeer inv +

1NT - (DBL) - P - P-

RDBL 2C = C+D  
 2D = D + H  
 2H = H+S  
 2S = S+m, Inv  
 2NT = 2m Inv  
 3C = C+H Inv  
 3D = D+H, Inv  
 3H = H+S Inv

1NT - (DBL) - RDBL - P

2C 2D = D+S NF 2NT = Three suiter FG  
 2H = H+m FG 3C = 6C + 4M  
 2S = S+m FG 3D = 6D + 4M

3H = minors SPL H

3S = minors SPL s

3NT = two SPL

4C = 2M, SPL C

4D = 2M, SPL D

**NOTE 4 INVDERTED MINOR**

1D - 2C - 2D = 5+D 1D - 2D - 2H = Spl H, max  
 2H = Three suiter spl C 2S = Spl S, max  
 2S = Max,4+C 3C = Spl C, max  
 2NT = Good D, Stopper M 2NT = max, no short  
 3C = Minimum 3D = minimum  
 3D = Max, only 1M stopper  
 3M = Void

**NOTE 5 AFTER OPP OVERCALL 1NT**

1M - (1NT) - 2m = m + other M

**NOTE 6 RESPONSE AFTER 1C**

1C - 1H - 1S - 1NT = any distr 9-11  
 2C/D/H = Nat 12+  
 2S = 6S, 12+  
 2NT 5332, 12+  
 1C - 1S - 1NT - 2C = 12-14, any distr  
 2D = 4H + 4m, 9-11 or 15+  
 2H = 4S + 4m, 9-11 or 15+  
 2NT = 4333 distr  
 3C = 4423  
 3D = 4432  
 3H = 2344  
 3S = 3244

**NOTE 7 SUBSEQUENCE AFTER 1C - 1D**

1C - 1D - 1H - 1NT  
 2C - 2D = 5 H 2NT = 6S + 4H  
 2H = 5 S 3C = 6S +4C  
 2S = 6 H + 4any 3D = 6S + 4D

**SUPPLEMENTARY SHEET**

Julius A George - Franky Karwur

**NOTE 8 SUBSEQUENCE AFTER 1D - 1M**

1D - 1H - 1NT- 2C = Puppet to 2D, may denied

2D = any min

2H = 1D - 1H - 1NT - 2D = FG

2S = 1345 distr 2H = any minimum

2NT = 1354 distr 2S = 1345 distr

3C = 0355 distr 2NT = 1354 distr

3D = 3H + 6D 3C = 0355 distr

3D = 3H + 6D

1D - 1H - 1NT - 2D

2H - 2S - 2NT = 1354 or 1345

3C = 0355 distr

3D = 3H + 6D

**NOTE 9 1M - 2C**

1M - 2C - 2D(promise m) - 2H- 2S = 4C

2NT = 4D

3C = 5M+5C

3D = 5M +5D

**NOTE 10 1NT--2D**

1NT-2D-2H-2S

2NT 3C = Both Minor,s INV

3D = 4441 SPL minor

3H = Spl H

3S = Spl S

3NT= 2245/2254

1NT-2D-2H-2NT=Trf C

3C= Trf D

3D= 6 H F

3H= INV

**NOTE 11 2C---2NT**

3C - 3D Both M FG

3H 5H+5D FG

3S 5S + 5D FG