

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Sound 1-level (sometimes weaker if partner has passed);
 Sound 2-level; CUE RESP= LIM raise or better; New=F1;
 FIT Jumps; Jump RAISE=PRE; 3+level=USEFUL VALUES,
 any shapes; RESP DBL, 3+level=USEFUL VALUES;
 MAX DBL; GOOD BAD 2NT

1NT OVERCALL (2nd/4th; Responses; Reopening)

2nd POS and 4th LIVE: 15+-18+ HCP : as Over 1NT;
 Reopen: 11-16 HCP; 2♣=ASK shape & range [NOTE 5];
 Reopen 2NT=BAL 20-21

JUMP OVERCALLS (Style; Responses; Unusual NT)

1st Suit : WK, 6⁺ cards, 2NT asks SPL
 2nd Suit : (1x)-2NT : 55+ ♠/♣ PRE or STR

Reopen : Good 6⁺ suit, intermediate

DIRECT AND JUMP CUE BIDS (Style; Resp; Reopen)

MICHAELS:PRE/STR: (1M)-2M:OM+m(55+);(1m)-2m:(5⁺4⁺);
 (1m)-3m=NAT,PRE; STOP ASK in REOPEN; (1M)-3M=
 STOP ASK;

VS. NT (vs. STR / WK; Reopening; PH)

MULTI LANDY: DBL=PEN; 2♣:Majors (advancer's 2♠=
 bid your best Major) 2♠:1 suiter Major (advancer's 2♥=P/C);
 2♥:♥+m (then 2♠/3m=NF; 2NT asks m); 2♠:♠+m
 (then 3♥/3m=NF; 2NT asks m)

PH : DON'T (Dbl=1 suiter, bid=2 suits)

VS. PREEMPTIVE (Dbls; Cue-Bids; Jumps; NT Bids)

LEB after (WK2x)-DBL-(P)-;
 Leaping Michaels: (WK 2M): 4♣=OM+♣, 4♦=OM+♦;
 vs(WK 2♦): 3♦=Majors, 4♣=♣+M, 4♦=♦+M

VS. ARTIFICIAL STRONG OPENING

VS 1♣ STR: DBL=M's; 1NT=m's, others NAT

OVER OPPONENT'S TAKEOUT DOUBLE

Cappelletti after 1M-(DBL)-; 1x-(DBL)-2x=WKer; 3x=PRE;
 JUMPS (3y)=FIT,INV+; (4y)=SPL; New suit 1-level=F1;
 /1M:2NT/3NT=Limit/FG raises, 4⁺ trumps; /1m: 2NT=PRE
 3m=LIM; RDBL=BAL/quasi-BAL; Pass then DBL=T/O

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
SUIT	1 st /3 rd /5 th	same
NT	4 th	same
SUBSEC	as above	same

OTHER : Vs. NT : K asks UB/CT; A asks ATT; 10/9 = 0 or 2
 higher

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AKx(+); Ax(+)
King	AK; KQx(+)	AKJ10(+); KQJ(+); KQ109
Queen	QJ; QJx(+)	KQ(+);
Jack	J10; J10x+	J10(+);
10	109; 109(x)+; (K)J10x+	109(+); HJ10x(+)
9	(K/Q)109x+; 9x	H109x(+)
Hi - x	Sx; HxxSx; Sxx if raised	Sxx; xSxx+
Low - x	HxS; HxxS; xSxxx	HxS; HxxS+

Signal in order of priority

	Partner's lead	Declarer's lead	Discarding
1st	Hi/lo=E	Hi/lo=O	Hi/lo=E
SUIT 2nd	S/P	S/P	S/P
3rd			
1st	Hi/lo=ENCRG	Hi/lo=O	Hi/lo=ENCRG
NT 2nd	S/P	S/P	S/P
3rd			

Signals (including trumps) : Trumps Hi-Lo = Odd number or
 show interest in ruff; Remainder Count = STD

DOUBLES

T/O DOUBLES (Style; Responses; Reopening)

May be light with classic shape; CUE-BID=F to S/A; JUMP CUE
 =SOL, ask STOP; RESP DBL; OK pass RESP DBL if BAL;
 SCRAMBLING 2NT; LEB-Variations; Over RDBL : Jump is PRE;
 Pass is PEN

SPECIAL, ART AND COMP DOUBLES/REDOUBLES

NEG DBL thru 4♦; 1♣-(1♦)-DBL : both Ms or no M; 1m-(1♥)-DBL
 denies 4♠; Repeat same suit NEG DBL=T/O; RESP DBL: At 3+
 level USEFUL VALUES; SUPP DBL:3-crd SUPP or STR BAL;
 MAX DBL; Most low-level DBLs=T/O



INDONESIA

Lusje Olha BOJOH - Julita G. Joice TUEJE

Event All Events
Category Natural

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Major; 1NT RESP F1/1M; RESP Light; Multi 2♦;
 2M: WK (M + 1 minor); PRE : Light; Raise Style Aggressive;
 Freq non-PEN DBL; ART COMP 2NT Bids;
 Many FIT Bids; NT Rebids by Opener = 15⁺ HCP

1NT OPENING : 11⁺-14 HCP; 5♥ OK

2 OVER 1 RESPONSES : FG/1M; 1♦-2♣=F2NT/3m

SPECIAL BID THAT MAY REQUIRE DEF

WK JUMP RAISES IN COMPETITION
 COMP CUE=LIMIT RAISE⁺
 RUBENSHOL-VARIATIONS
 GOOD BAD 2NT
 FIT-SHOWING JUMPS [NOTE 1]
 AFTER OPPTS 1NT OVERCALL [NOTE 2,3]
 ESCAPING FROM 1NT DOUBLED [NOTE 4]
 1♣-1M may bypass ♦; 1♦-1M may be 3 cards if <8 HCP;
 INVERTED m RAISES: 1m-3m=PRE,
 2♦=WK Two M
 2M=5M+5m, 7-10
 Gazzilli over 1M opening

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL:F(2NT); (1NT=WK)-DBL-(any)-Pass:F thru 2♣

NOTES THAT DON'T FIT ELSEWHERE

COMP 2x RESP:F3x; 2NT=F1 opposite 6+ suit;
 1♦ FREQ with 4♦5♣;(1♦/1M)-P-(1NT)-2♣=T/O by UPH

Psychics: Rare



OPENING	TICK IF ART	MIN	NEG DBL TH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣		2	4♦	11-22 HCP; only 3 cards	1♦=occ short; 1NT=8-10; 2NT=FG no M;	M rebid=UNBAL; After 1NT rebid:2♣=PUP 2♦,	4TH SUIT = NF unless REV
				when 4423/4M333 and 15+	Inverted m 2♣=8+F1 [NOTE 6];	2♦=FG CB; After 2NT jump rebid: "TRF"(3♣=m,	
				1♣ with 33 m's	Bypass ♦<12 HCP;3m=PRE; 3M=SPL;	3♣=om);1♣-2NT:3♦/3M=short;	JUMPS=FIT
				1♦ with 44 m's	2♦=weak ♠+♠; 2♥=5♠+4♥; 2♠=6♠+4♥	1m-1M- 2M=11 shapely to BAL STR NT	
1♦		4	4♥	11-22 HCP;	1M=Nat; 1NT=8-10; 2NT=FG(13-15/19 ⁺);	As 1♣; Over 2NT Response: 3M=SPL	As over 1♣
				only 3 with 4432 15+	2♣=F2NT/3♣ [NOTE 7]; 2♦ = 8+F1 [NOTE 6];		
				Often w/4♦-5♣	3m= PRE; 3NT 16-18; 1M maybe 3- cds <8;	1♦-2♣-2♥=4441/4450; 2♠=SUPP ♣, FG.	
1♥		5	4♦	11-22 HCP;	1NT=F1; 2NT=FG, 13-15 or 19 ⁺ , no 4♠;	1♥-1♠; 2m=3 ⁺ cards; 2-WAY CB as over 1m op;	2♣ = DRURY FIT;
				4 cards possible in	2♣=FIT, FG Raise; 3♣=FIT, 10-12; 3♦= FIT, 7-9;	4TH SUIT; REJECT and S/S GT [NOTE 8];	
				3 rd /4 th position	3♥=PRE; 3♠=mini SPL (3NT=ASK); 3NT/4♣/♦=	PIC style; 1♥-2♠-2NT/3♣/3♦=short ♠/♣/♦;	FIT JUMPS (3♣=NAT)
					SPL ♠/♣/♦.	1♥-1X-2♣=Gazzilli; 1♥-1♠-3NT=FG ♠ raise	
1♠		5	4♦	11-22 HCP; 4 cards possible	1NT=F1; 2/1=FG; 3♣=FIT GF Raise; 3♦=FIT, INV;	1♠-1NT-2♣=Gazzilli (Clubs or 17 ⁺)	As over 1♥
				in 3th/4th position	3♥=FIT, 7-79; 3NT=mini SPL(any); 4♣/♦/♥=SPL		
1NT			4♦	11+-14 HCP,	2♣=STAY; 2♦=TRF or WALSH; 2♥=TRF ♠ or 55 m's;	1NT-TRF-4M mild slam interest;	Same as by UPH
				5♥ possible	2♠=ART (Ask max/min); 2NT=TRF ♣; 3♣ =TRF ♦;	Auto SPL after STAY or TRF	
					3M=SPL, minors; 4R=TRF		
2♣	√		6♦	Almost FG	CTRL RESP : 2♦=0-1; 2♥=2; 2♠=3+;	2♣-2♦-2x=NAT;	Same as by UPH
					2NT=any semi SOL 6+suit; 3x=x+1; 3NT=any SOL suit	2♣-2♦-"2♥"= Pupp to 2♣, Heart or STR BAL 25 ⁺	
2♦	√			Weak Two M	2♥/2♠/3♥/3♠= P/C; 2NT = F	2♦-2NT=F; 3♣=♥, not max; 3♦=♠, not max;	
						3♥=♠, maximum; 3♠=♥, maximum.	
2M		6		5M+5m, 7-10	2NT=F; 3♣=P/C	HIGH LEVEL BIDDING	
2NT			4♦	Good 20 - 22;	3♣=STAY(Romex); 3R=TRF;	CUE=1 st +2 nd round equally; SPL; AUTOSPL; DI/WAITING 4NT;	USEFUL VALUES DBL; RKCB(1430); EXCLUSION RKCB; DOPI; ROPI;
				5 cards any OK	3♠=Force 3NT, BAL or m's; 3NT=CONFI (5,6,...);	DEPO; GERBER; 5NT:GSF; 5NT: pick a slam; LIGHTNER;	
					4♣=Gerber; 4R=TRF		
3x		7		PRE	New Suit F1	In FP situations: DBL is regressive;	
3NT		7		SOL m; no side A/K	4♦= (R) ; 4M = to play; 4/5♣ = P/C	PASS, then pull to agreed suit=SLAM TRY; pull to new suit=flexible;	
4m/M		7		PRE		After FIT in 2 suits: RKCB for 6 keycards	
4NT				Asking Ace	5♣=No Ace; 5x=Ace; 5NT= ♣ Ace		



(Note 1) Fit Showing Jumps : 9+ Cd in two suits. In effect when :

- (a) We have overcalled (any)
- (b) In COMP, when we have opened (any suit)
- (c) PH facing any opening

a. (1♥) - 1♠ - (1NT) - 3m = FIT JUMP

b. 1♥ - (1♠) - 3m = FIT JUMP

c. Pass - Pass - 1♠ - Pass

3R = FIT JUMP

(Note 2) After OPP's 1NT O/C

Over a minor Opening

1. 1♣ - (1NT) - ?

2♣ = Stayman(usually both M); Dbl = 8+ HCP some sound 7+

2♦ = ♥ (Then New Suit = NF) ; 2♠ = ♠ (Then New Suit = NF)

2NT = Both m's or ART GF usually 2 suites ; 3x = PRE

3NT = more m's ; 4♣ = more pre ; 4♦ = Texas ♥; 4♥ = Texas ♠

4NT = more m's ; 2♠ = Both m's, emphasis on ♦

2. 1♦ - (1NT) - ?

DBL = Some Structure, but 2♠ emphasis ♣ not ♦ etc

(Note 3) After a Major Opening

3. 1M - (1NT) - ?

DBL = Sound 8+ HCP (slightly higher min)

2♣ = ♣+OM, usually 55+

2♦ = ♦+OM, usually 55+

2M = WK Raise

2OM = NAT NF

2NT = Both m's or ART GF, usually a 2 suiter

3x = PRE

3NT = More m's

4x = FIT, Length

4M = PRE

4♠ = After 1♥ Opening, NAT

4NT = more m's

(Note 4) Escaping from 1NT Doubled :

1NT - (Dbl) - ?

Pass = F to RDBL (to play or run with touching suits)

XX = F to 2♣ then Pass=♣; 2♦=♦+♠; 2♥=♥+♠; 2♠/2NT=FG (3/2 suiter)

2♣ = ♣ + ♥/♠

2♦ = Nat, play

2♥ = Nat, play

2♠ = Nat, play

2NT = Clubs, invite plus

3m/♥ = Transfer, invite plus

4R = TRF

**(Note 5)**

1x - Pass - Pass - 1NT (11-16 HCP)	1x - Pass - Pass - 1NT (11-16 HCP)
2♣ = min no M	2♣ = 2NT = min no M
2♥ = 4 cd ♥ min	3♣ = 3♦ = 4 cd ♥ min
2♠ = 4 cd ♠ min	3M = 4 cd ♠ min
2NT = MAX	

(Note 6) Inverted minor

1♣ - 2♣	1♦ = 2♦
2♦ = G/T	2♥ = FG 4+♦
2♥ = FG 4+♣ 15+	2♠ = G/T
2♠ = 6♣ + 5♠	2NT = 15-17 only 3 cd ♦
2NT = 15-17 only 3 cd ♣	3♣ = SPL
3♣ = min 5+♣	3♦ = min 5+cd ♦
3♦/M = SPL	3M = SPL
3NT = 18-20 only 3 cd ♣	3NT = 18-20 only 3 cd ♦
4♣ = RKCB ♣	4♦ = RKCB ♦
	4M = 6+cd ♦

(Note 7)

1♦ - 2♣
2♦ = 5+♦ unlimited
2♥ = 4441/4450
2♠ = FG 4+♣ (include 4441 SPL)
2NT = 15-17
3♣ = NAT NF
3♦ = Extras, 1 Loser(at worst) long suit
3M = SPL
3NT = 18-20 (2 cd ♣)
4♣ = Concentrated 2245 lots of extras
4♦ = Concentrated 2254 lots of extras
4M = Void
4NT = RKCB ♣