

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive 1-Level 5(4) card; Sound 2- Level
New Suit = F1; Jump Raise = WK;
1NT RESP=CONST; 4TH DBL; RESP DBL; Jump Shift=F5J at 2/3 Level
4th LEVEL JUMP=SPL
1M-(1NT)-2m=m+OM;
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 as 1NT Open
Escaping From 1NT DBL
REOPEN: 1NT= 11+-15
JUMP OVERCALLS (Style; Responses; Unusual NT)
1- Suit : Weak 6(5)+card
2- Suit : Unusual NT (minors over M; om+H over m,
WK or STR)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1m)-2m=Majors (5-4+) WK or STR; 1M-2M=OM+m,
Advancer's 2NT=INQ, 3m=own suit)
(1X)-3X=Ask Stopper for 3NT
(1m) - 4C/D = namyats
VS. NT (vs. STR / WK; Reopening; PH)
VS WEAK NT
Dbl=HCP+, 2C=M's; 2D=H/S; 2M=5+M/4+m
2NT=m's or STR 2-suiter any, 3m=10-14
PH→DBL=1-suiter minor
VS STR NT - same as WK
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DBL=T/O; LEB after (WK2x)-DBL-(P-); LEAPING MICHAELS;
(2M)-3M=Ask Stopper; (3x)-4M=Sound Hand
VS. ARTIFICIAL STRONG OPENING
Over 1♣: DBL=M's; 1♦: one suiter minor; 1H/S=Nat; 1NT=m's;
2♣:=♣+M; 2♦:=♦+M
After (1♣)-Pass-(1D)-DBL=M's other same as above
OVER OPPONENT'S TAKEOUT DOUBLE
1-level=F1; 2NT=Limit+ ; 1NT/2-level=TRF after 1M; Raises
Jump Raises=WK; Limited Fit Showing jumps to 2x/3x;
4 Level=SPL; RDBL=PEN oriented (F thru 2M/3m)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3rd/5th	3rd/5th	
NT	4th	same	
SUBSEQ	4th (some ATT)	same	
OTHER : vs. NT → A asks ATT, K asks CT=UB; 10 or 9 top or 2			
higher; ToN			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx(+); A(+),	AKx(+); Ax(+), CT	
King	AK; AK(+); KQ(+) Kx;ATT	STR holding;UB/ATT	
Queen	QJ(+); Qx	KQT(+); QJT(9); AQT; AQJ	
Jack	J10(+); Jx	same	
10	109(+); 10x; HJ10(+)	same	
9	98(+); 9x; H109(+)	same	
Hi - x	3/5	Sx; SxS; xSx(+)	
Low - x	3/5	HxS; HxxS(+)	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Low= ENCRG	Hi/ Lo = O	S/P
SUIT 2nd	Hi = O	S/P	Hi/ Lo = O
3rd	S/P		
1st	Low= ENCRG	Hi/Lo=ENCRG	S/P
NT 2nd	Hi/Lo = O	S/P	Hi/Lo = O
3rd	S/P		
Signals (including trumps) : SMITH SIGNAL vs NT			
Trump : Hi-Lo=S/P or odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape or too Strong for other action. CUE BID almost FG			
(1m)-DBL-(1M)-2M=any FG; 2m=4OM/4+m INV; OBAR DBL			
Reopening may be Wker (Resp CONST, CUE=F1)			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG/RESP DBL thru 4H; SUPP DBL THRU 2-Level			
1♦-(1♠)-DBL=Suggests 4+H			
Repeat same suit NEG DBL=T/O; Most Level DBLs=T/O;			
COMP DBL;MAX DBL;4th DBL;CUE-DBL=L/D;SPL DBL for Save			

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		INDONESIA
Kristina Wahyu M - Suci Amita Dewi		
Event	All	
Category	Strong Club - Blue	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Mod PRECISION; Strong 1♣ (ART RESP); 1♦=Can be 1 (SPL Honour) card if 15-17 Bal; 5 card M (1NT resp F1);open fairly sound if bal; 2♣ = 6+ card; 2♦= 3-suiter short ♦; 2♥/♠ = nat wk;		
pree : random;fast arrival; freq Not Pen DBL;ART 2NT Comp ;		
WJO, wide range o/c 5(4)+ at 1-level; sound 2-level		
PRE (depend on VUL)		
Fast Arrival; Frequent Non-PEN DBL; Art Comp 2NT Bids;		
Jump raise PRE;many fit bids		
1NT OPENING : (11)12-14 HCP BAL no 5S/ semi Bal;		
2 OVER 1 RESPONSES : 1M-2x=FG; 1♦-2♣=F1		
SPECIAL BID THAT MAY REQUIRE DEFENCE		
2♦ = 3-suiter SPL ♦ (12-15 HCP)		
GAMBLING 3NT may have little O/S strength		
COMP CUE=LIMIT RAISE +; Weak Jump Raise		
LEBENSOHL style after DBL of OPP WK 2M		
SPL in COMP at 4-Level		
MOD Bergen over 1M		
1♦-2♥=5S+4+H, 6-9 (after double is PREE)		
(1m)-Pass-(1NT)-2♣/♦=Both Majors better H/S		
Escaping From 1NT DOUBLED		
BAD GOOD 2NT		
2NT= 2 minor WK		
SPECIAL FORCING PASS SEQUENCES		
Comp 2x/1=F3x; if "sound of bidding" says F/P then F/P		
After 1x-(DBL)-RDBL: F→2M/3m		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
We do not count K or A singleton as Splinter		
1♦ Frequent with 4D/5C		
Psychics,rare After some FIT		

OPENING	TICK IF ART	MIN	NEG DBL THRU	Kristina Wahyu M - Suci Amita Dewi INDONESIA			Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣	√	0	4♥	16+ HCP;	1♦= 0-7; 1♥ up to 4♦= ARTIFICIAL RESP	1♣ - 1♦ - 1♥= ART F1 1♣ - 1♦ - 2♥= 5♥+ unbal	
1♦	√	1	4♥	15 -17 bal (11)12-15 unbal	NAT, 1NT=6-8; Inverted minor; 2♥=5S+4H 6-9; 2♠ = ♠ + ♣ inv; 2N = ♥+♣ inv	1♦ - 1x - 1N = 15 -17 bal	
1♥		5	4♥	11+ HCP; 5 cd+	1♠=nat 4cd+; 1NT=F1; 2♣=any GF; 2H=3+SUPP; 2S=Jacoby 2NT=BAL 16-17;	2-Way Game Try (Short/Help Suit) 1M - 1NT maybe Weaker with FIT	2♣- DRURY 3rd hand Fit showing Jumps
1♠		5	4♥	11+ HCP; 5 cd+	1NT=F1; 2♣=GF; 2♦/♥ = Nat GF 2NT=Bal 16-17;3♣=Jacoby; Bergen raise	same as above	same as above
1NT				(11)12-14 HCP 5 cards H OK	NF STAY; JTB or WALSH; TEXAS TRF; 2♠=INV BAL or (54) minors; 2NT/3♣=TRF C/D 3♦=1 suiter m, SPL om; 3M=1suit m SPL M;4R=TRFH♥/♠	1NT-2♦=H or WALSH; 1NT-2♥=S or minors;	
2♣		6		12-15 Hcp 6+ card ♣	2♦= Relay; 2♥= NAT F1; 2♠= NAT F1 ; 2NT=puppet to 3 ♣ 3 ♣= inv M's; 3♦ = NAT, INV	2♣ - 2♦ - 2NT/3♣= MAX/MIN (no 4M) 2♣ - 2♦ - 2M - 3OM= FIT M S/T	
2♦	√			12-15 3-suiter shor ♦	2♥/♠ =NF; 2N = inv +; 3♦ = inv 4-4 M, 3♥/♠ =nv		
2H		6		2-10	2♠ = ask SPL (VUL), ougust (NV), 2N = ♠ suit		
2S		6		2-10	2N = ask SPL (VUL), ougust (NV)		
2NT	√		4H	2 minors 6- 10 HCP			
3x		6		PRE	New=NAT F; Raise=Block/TP		
3NT	√			GAMBLING, 7 1/2 or 8 tricks	All C bids=P/C; 4♦= Ask 1st control	3NT-4♦, 4♥=No ; 4♠=Void/A , 4NT=♥ 5♣= om	
4m	√	7		8/9 Tricks, Sol M	4m+1= ASK Void/A; 4m+2=To Play	4♣-4♦,4♥=No;4♥//5♣/5♦=Void/A H/C/D 4♦-4♥,4♠=No ;5♣/♦/♥= Void H/C/D	
4M		7		PRE		HIGH LEVEL BIDDING	
4NT				SPECIFIC	5♣=No Ace; 5x=Ace x; 5NT= 2 aceS; 6♣= Ace C	Cue 1st & 2nd Equally; SPL; Auto SPL; RKCB 1430 (5/6 KC); ; GERBER; 5NT=GSF; Lightner DBL;	
						POS Slam DBL (direct DBL=PEN, indirect show 1 trick)	
						F/P in Clear Situation (pass then pull= interest)	

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(Note 1) ESCAPING From 1NT DOUBLED(1)				
Pass	F to RDBL	1NT - (DBL)	-	Pass - (Pass)
RDBL =	PUP C	RDBL-	(Pass) -	Pass = To Play
2C =	C + OTHER	2C =	Any 4333	
2D =	D + H	2D =	D+S	
2H =	H + S	2H =	5H INV, UNBAL	
2S =	S only	2S =	5S INV, UNBAL	
2NT =	Both M's INV	2NT =	TRF, 6C INV	
3m =	PRE m	3C =	TRF, 6D INV	
3M =	PRE M			
(Note 2) ESCAPING From 1NT DOUBLED..... (2)				
1NT - (DBL)	-	RDBL - (Pass)	1NT - (DBL)	-
2C	Pass =	C +	2♣ - (Pass) -	2♠
	2D =	D Nat	2NT	3♣ = FG, ♣+♦
	2H =	H Nat		3♦ = FG, ♦+♥
	2S =	Art, FG 2-suiter		3♥ = FG, ♥+♠
	2NT =	TRF ♣, FG		3♠ = FG, ♠+♠
	3♣ =	TRF ♦, FG		
	3♦ =	TRF ♥, FG		
	3♥ =	TRF ♠, FG		
	3♠ =	FG, ♥+♠		
	3NT =	FG, ♠+♦		
1NT - (Pass) -	Pass -	(DBL)		
Escape using DON'T				