

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 Jump Shift=FSJ at 2/3 Level
1NT OVERCALL (2nd/4th Live; Responses; Reopening 15-18)
REOPEN: 1NT= 12-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
1- Suit : Weak 6(5)+card
DIRECT AND JUMP CUE BIDS (Style; Responses; Reop
(1m)-2m=Majors(54+) WK/STR. 2NT=R; 3C/D/H/S=Max Mir (1M)-2M=OM+m WK/STR. 2NT=Ask; 3♠=P/C
VS. NT (vs. STR / WK; Reopening; PH)
VS WEAK NT Dbl=15+HCP; 2♠=M's; 2♥=H/S; 2M=6+M/4+m 2NT=m's ; 3m=NAT VS STR NT Dbl=1 Suiter minor 6(5)+ Card Other = same as WK
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DBL=T/O; LEB (2M)-DBL LEAPING MICHAELS 4♠♥= ♥♦+ m (2M)-3M=Ask Stopper; (3x)-4M=Sound Hand
VS. ARTIFICIAL STRONG OPENING
Over 1♠: DBL= M's ; 1NT=minors; other= nat
After (1♠)-Pass-(1♦)-DBL=M's; 1NT=m's; other=NAT
OVER OPPONENT'S TAKEOUT DOUBLE
1-level=F1; 2NT=Invite ; 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
SUIT 4th Lead In Partner's Suit
NT 4th Hi=E: Low=O
SUBSEQ 4th (some ATT) same
OTHER : vs. NT → K/Q UNBLOCK ; 10 or 9 top or 2 higher; not
LEADS
Lead Vs. Suit Vs. NT
Ace AKx(+); A(+); AKx(+); Ax(+)
King AK; AKJ; KQ(+) Kx;ATT AK; KQ(+); Kx; AKJTx(+)
Queen QJ(+); Qx KQT9(+); QJ(+); Qx
Jack J10(+); Jx same
10 109(+); 10x; HJ10(+)
9 98(+); 9x; H109(+)
Hi - x Sx; xSx(+)
Low - x HxS; HxxS (+)
Signal in order of priority
Partner's lead Declarer's lead Discarding
1st Hi = ENCRG Hi/ Lo = E S/P
SUIT 2nd Hi = E S/P S/P
3rd S/P
1st Hi = ENCRG Hi/ Lo = E S/P
NT 2nd Hi = E S/P Hi/Lo = E
3rd S/P
Signals (including trumps) : SMITH SIGNAL
Trump : Hi-Lo=S/P or even
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Shape or too Strong for the 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
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

		INDONESIA
Desy N RAHAYU - Della A NOBIRA		
Event	All	
Category	Strong Club	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
PRECISION; 1♠ = STR 16+ (ART RESP)		
1♠= 2+ card; 12-17 HCP		
1M= 5+M; 12-17 HCP		
2♠ = 5+♠+4M OR 6+♠; 2♥= 3-suiter short ♦; 2♥/♠ =wk;		
2NT = minors WK		
3NT = Gambling solid minor		
Fast Arrival; Frequent Non-PEN DBL		
Jump raise PRE:many fit bids		
1NT OPENING:(11)12-14 Bal may have 5 card M		
2 OVER 1 RESPONSES : 1M-2x=FG; 1m-2m=F1		
SPECIAL BID THAT MAY REQUIRE DEFENCE		
2♦ = 3-suiter SPL ♦ 4414/4405/(34)15(12-15 HCP)		
3NT =Gambling Sol m, without A/K side suit		
COMP CUE=LIMIT RAISE +; Weak Jump Raise		
LEBENSÖHL style after DBL of OPP WK 2M		
SPL in COMP at 4-Level		
1♠-2♥=5♠+4♥ 6-9		
(1m)-Pass-(1NT)-2♦♦=Both Majors better ♥♦		
SPECIAL FORCING PASS SEQUENCES		
1♠ - (4♥+) - Pass = Forcing		
Sound of bidding F, then F		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
We do not count K or A singleton as Splinter		
OPENING 1NT maybe singleton A/K		
1♦ Frequent with 4D/5C		
Psychics, Rare		

OPENING	TICK/FART	MN	NEED DEL THRU	DESY NOERVITA RAHAYU - DELLA AYU NOBIRA			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣	Ö	0		16+ HCP;	1♠= 0-7any ; 1♥=8+HCP,5+♠; 1♠=8+BAL, 1N=8+HCP,5+♠; 2♠= 8+HCP5+♠; 2♥=8+HCP, 2♥=(4441),8+HCP;2♠=6+m +4any 8-10 HCP; 2N=5+♠+5+any,8-10 HCP; 3♠=5+♠+5+♥,8-10 HCP; 3♠=5+♥+5+♠,8-10 HCP; 3♥=5+♠+5+♦,8-10 HCP 3♠ = 7+ CARD SOLID ♣/♦/♥; 4♠/♥=1-suiter 7+card solid ♥/♠, 8-10 HCP	1♣ - 1♠ - 1♥= ART F1 1♣ - 1♠ - 2♥= 5♥+unball	
1♦	√	2	4♥	15 -17 bal (11)12-14 unbal	1♥/♠=NAT, 1NT=6-8; 2♣/♦=4+♠/♦,9+HCP; 2♥=5♠+4♥ 6-9 HCP; 2♠=5♠+5♠,10-11 HCP; 2N=5♥+5♠,10-11 HCP; 3♠/♦=6+♠/♦,5-8 HCP	1♦ - 1x - 1N = 15 -17 ball 2♣/♦ = pupp to 2♥/GF	
1♥		5	4♥	11+ HCP; 5 cd+	1♠ = 4+♠ F; 1N= SF; 2♠= Any GF; 2♥=3+SUPP 6-9 HCP; 2♣= NAT ♣ GF 2NT=4+♥ 10-11 HCP; 3♠=4+♥ 6-9 HCP; 3♠=4+♥ any SPL,12+; 3♥=PREE,0-5 HCP; 3♠/4♠/4♦ = 4+♥ SPL ♥/♠/♦ <= 11 HCP; 3NT= better than 4♥ ; = TP	2-Way Game Try (Short/Help Suit) 1M - 1NT maybe Weaker with FIT	Fit showing Jumps
1♠		5	4♥	11+ HCP; 5 cd+	1NT=SF; 2♠= any GF ; 2♥/♥ = Nat GF; 2NT = 4+♠ 10-11 HCP 3♠=4+♠ 6-9 HCP; 3♠=4+♠ any SPL,12+; 3♠=PREE, 0-5 HCP; 3♥/4♠/4♦ = 4+♠ SPL ♥/♠/♦ <= 11 HCP; 3NT= better than 4♠; 4♠= TP	same as above	same as above
1NT				(11)12-14 HCP May have 5 card M	2♠=ask 4card Major, 2♥=Trf 5+♥ OR 3 SUITER GF; 2♥=Trf 5+♠ 2♠=INV+ OR MINORS; 2NT= TRF ♣ ; 3♠=TRF ♦ 3♥= ask 5card Major ; 3 ♥ = 6♠+4♦; 3♠ = 6♦+ 4 ♣ 4♦♥♥ = Transfer♥/♠ ; 4NT=QTY		
2♣		5		12-15 Hcp 5+♠+4M OR 6+♠	2♠= Relay; 2♥= NAT F1; 2♠= NAT F1 ; 2NT=pupp to 3♠; 3♠= inv 5-5 M 3♠=inv 6+♠; 3♥/♠/NT=fit 4+♠, SPL ♥/♠/♦, GF	2♣ - 2♠ - 2NT/3♠= MIN/MAX (no 4M) 2♣ - 2♠ - 2M - 3OM= FIT M S/T	
2♥	Ö			12-15 3-suiter short ♦	2♥/♠ =NF; 2N = inv+: 3♠ = inv 4-4 M, 3♥/♠ =INV		
2S		6		5-10	2S = Ask short; 2N = ♠; 3♠= Ougust ; 3♥=NAT		
2NT	Ö			55+ minor's	2N = Ask short ; 3♣ = Ougust ; 3♥/♥ = NAT 3♠/♠=to play; 3♥/♠ = NATURAL ; P/3NT=to play		
3♠/♦		7 (6)		NAT PREE	3♥/♠ = NATURAL; 4♠ = RKCB		
3♥		7		NAT PREE	New=NAT F; 4♠ = RKCB; Raise=Block/TP		
3♠		7		NAT PREE	New=NAT F; 4♠=RKCB; Raise=Block/TP		
3NT				Gambling, 7 1/2 or 8 tricks No Ace/King side suit	4♠/♦ = pass or correct; 4♥/♠ = TP		
4♠				NAT PREE	New = NAT		
4♦				NAT PREE	New = NAT		
4M				NAT PREE		HIGH LEVEL BIDDING	
						Cue 1st & 2nd Equally; SPL; Auto SPL; RKCB 1430 M , 0341 m	
						5S = RKCB m; 5NT=RKCB M; Lightner DBL;	
						F/P in Clear Situation (pass then pull= interest)	

DESY NOERVITA RAHAYU - DELLA AYU NOBIRA

(Note 1) ESCAPING From 1NT DOUBLED(1)

Pass	F to RDBL	1NT - (DBL) - Pass - (Pass)
RDBL =	PUP 2C	RDB - (Pass) - Pass = To Play
2C =	C + OTHER	2C = Any 4333
2D =	D + H	2D = D + S
2H =	H + S (Better H)	2H = H + S (Better S)
2S =	NAT S	

(Note 2) ESCAPING From 1NT DOUBLED.....(2)

1NT - (DBL) - RDBL - (Pass)
2C Pass = C Nat
2D = D Nat
2H = H Nat
2S = S Nat

(Note 3)

1NT - 2♣ =	Ask 4 Card Major
2♦ =	Transfer ♥/ 3 Suiter
2♥ =	Transfer 5+♠
2♠ =	INV + / minors
2NT =	Transfer ♣
3♣ =	Transfer ♦
3♦ =	Ask 5 Card Major
3♥ =	6♣ + 4♦
3♠ =	6♦ + 4♣
3NT =	to play