

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Sound 1-level ; WEAK 2-level (new=F1/jump=FIT); Cue=F1;
Jump raise=PRE; Reopen: treat as normal
1NT Response 8-10 HCP, 2NT Response 11-12 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15+18+HCP; Bid as over 1NT OPEN;LEB;
DBL=NEG;
REOPEN: 1NT= 11+-16 HCP(Note 4);
2NT= 19-21; 3NT=tricks
JUMP OVERCALLS (Style; Responses; Unusual NT)
1- Suit : PRE
2- Suit : 2NT = 2 lower suits, any Strength (Jump w/ 4 cds SUPP
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen
MICHAELS CUE: any strength (5-5+):(1M)2M=OM+m (5-5+)any
strength;(1m)2D=Majors (5-5) any strength
3{/DBL P/C JUMPS in known suits=PRE ; New suit=NF.
DIRECT JUMP CUE: NAT/m, STOP ASK/M; (1m)-4m=sound 4M
VS. NT (vs. STR / WK; Reopening; PH)
Multi Landy VS STRG/WK NT
X : PEN Oriented, 2{ : 2 Majors, 2} : 1 Suiiter M, 2M : M+m, 2 NT : 2
Minors
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DBL=T/O thro 4{; LEB after (WK2x); (WK 2M)
4=m+m+OM; 3M=STOP ASK; 4NT / 4={m's but over
4}=any 2 suits; (3x)-4x=strong 2-suiter; 4{ ART/our 3NT
over 2D wk M - x = t/o } or any strg; 2{ = t/o [; 2] = nat
2NT = 16-18 3} = S +m
4{ = ({+} 4)=0+1}
VS. ARTIFICIAL STRONG OPENING
Over 1{ = CRASH min(5-4); DBL= colours; 1} = rank; 1NT=
shape. WJO depends on VUL (new suit suggests lead)
Over 2{ = DBL:Both Majors, 1NT:Both Minors, Other:NAT
OVER OPPONENT'S TAKEOUT DOUBLE
New suit=TRF (except over 1D); JUMP raise=INV /m and PRE /M;
2NT=LIMIT raises; Over 1M ,Jump shift = Nat & fit;
DBL jump shift=SPL; 3NT = spl };
Pass then DBL=T/O;
RDBL= PEN oriented, F2M or 3m if OPPT's tempte

OPENING	TICK IF ART	MIN	NEG DBL THRU	Fera DAMAYANTI - Riantini Indonesia				Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH	
1 {		3	4[	11+ HCP;	1)/1[/1]=nat; 1NT=4+{ 5-8HCP; 2{=inverted m; 2}=Both Majors weak; 2[=5]+4+[7-10; 2]=6]+4[7-10; 2NT=5+{ 0-6HCP; 3{=6+{ 7-8HCP*	2{=PUP 2}; 2}=ART FG over 1NT rebid;	4th suit = NF unless; REVERSE; JUMPS=FIT	
1 }		3	4[	11+ HCP;	1M=nat; 1NT=4+{ 5-8HCP; 2{=F2N/3{; 2}=9+HCP; 2[=5]+4[7-10; 2]=6]+4[7-10; 2NT=5+{ 0-6HCP; 3}=4+{ 7-8HCP;	2{=PUP 2}, 2}=ART FG; Over 2NT Response 3M=SPL; 2WAY CB over 1} op; 1)-2{- 2[=4441/4450; 2]=supp { FG	As over 1{	
1[		5	4[	11+ HCP; 5 cd+	semi-F1NT (4-12); 2{=Art FG; 2}=GF] SUIT; 2NT=Limit raise,3{=supp 4+{ 6-9; 3}=any SPL 13+HCP;3[=Preemptive; 3]/3NT/4{=void }/}{10-12 HCP;	1[-1]/1NT-2{=Gazzilli; (Note 6) 1[-1]-2NT=6[+3] 14-16	DRURY-FIT 2{/}=supp 3/4 cards[9-11; 3{=NAT; Other Jump=FIT	
1]		5	4[	11+ HCP; 5 cd+	semi-F1NT (4-12); 2NT=Limit raise,3{=supp 4+} 6-9; 3}=any SPL 13+HCP; 3]=Preemptive; 3/[4{=void 10-12 HCP; 3NT =void }10-12HCP	1M-1NT,2{=Gazzilli ({ 11-16HCP or 17+HCP- Note 6); 1]-1NT-2NT=6+]+4any 14-16HCP	As over 1[	
1NT			4[	11+ - 14 HCP 5M possible	2{=staymaN; 2}=trf [or 3 suiter; 2[=trf]; 2}=BAL (no M) INV/STRG/2 Minor ; 2NT/3{=TRF; 3}=Ask 5cd M, 3M=spl M. 5 ⁺ +4 minors	1NT-TRF-4M =Quantitative with 5M332; 2)-2[- 2]=WALSH (3 suiter); /STAY: 2] rebid =Trf {; 2[rebid=WK Ms NF;	Same as by UPH	
2{	√		4[	STR, ART; FG	2)=0/1 CTRL; 2[=2; 2]=3+; 2NT=1-loser suit; 3NT=SOL better than 3x; 3x=trf; 4x=broken;	2{-2)-2[=PUPP 2], [or STR BAL 25+HCP	Same as by UPH	
2}	√			WK in one Major	2[/]=p/c; 2NT=FG;3{=TRANSF INV, 3}=INV bid your suit [/];3[=Preemp P/C; 3]=INV 6+]; 3NT=TP; 4{=Trf Your suit; 4}=Bid your suit	2)-2NT-3{=MAX; 3}=MIN [SUIT; 3[=MIN] SUIT; 3NT=AKQxx		
2[/]	√			WK 5+[/] and 5+minor	2NT=FG; 3{=P/C;			
2NT			4[	20-22HCP;BAL;5 card any OK	3{= stay; 3)/[= trf [/]; 3]=Transfer for 3NT(One or both minors); 4{=Both Majors; 4)=m's 4}4{32; 4NT=QUANT	2NT- 3{ - 3} = No 4+[No 5]; 3[=4/5 [; 3] = 5 card] ; 2NT-3{- 3} -3[= relay; 3] = 4] +5[; 3NT= 4[+ 5]		
3x		7		PRE	New=F1; in comp may be L/D; 4{= Fit SI	Opener's new over F1 resp=SPL	new=L/D	
3NT	√	7		GAMBLING sol m, No O/S K/A	All { bids=P/C; 4}= CTRL ASK; 4M=NAT	HIGH LEVEL BIDDING		
4m	√	7		Namyats, Solid one suiter M No O/S K/A (Note 3)	4m+1/5m= CTRL ; 4NT=Asking Tricks	Many SPL raises and Auto-SPL in STR one-suited hands. RKCB-1430 with trump Queen ask; DOPI; DEPO; 5NT (0/2/4 keys) or higher; 5NT rebid INV seven, asks king cue-bidding; Cheapest=WK est RESP to GSF; Gerber /1NT or 2NT; cue - style; 2nd round CTRL acceptable if suit may be critical; Lighter slam DBL if cue-bid DBL, RDBL=2nd round CTRL.		
4M		7		PREE	New=CTRL ASK (step RESP to ask = 0/2nd/void)			
4NT				Blackwood Aces/askiNg Aces	5{=No Ace; 5x=Ace x; 5NT=ace{; 6{=2 Aces			
5m		7		PRE	New=ask CTRL (step RESP to ask = 0/2nd/void)			

(Note 1) Inverted Minor											
1{	-	2{	4+{	No 4M	9+ HCP	1}	-	2}	4+}	No 4M	9+ HCP
2}	=	G/T				2[	=	FG	4+}		
2[	=	FG,	4+{	15+PC		2]	=	G/T			
2]	=	6{+5M				2NT	=	15-17 HCP only	3 cd }		
2NT	=	15-17 HCP only	3 cd {			3{	=	6{+5M			
3{	=	Minimum	5+{			3}	=	Minimum	5+}		
3}/M	=	SPL				3M	=	SPL			
'3NT	=	18-20 only	3cd {			3NT	=	18-20 onlu	3 cd }		
4{	=	RKCB {				4}	=	RKCB }			

(NOTE 2)			
(2[) - DBL - (Pass) - 2]	= WEAK	(2]) - DBL - (Pass) - 2NT	= PUP 3{
	- 2NT = PUP 3{		- 3x = CONST
	- 3m = CONST		- 3] = FG, denies 4[
	- 3[= FG, denies 4]		
	- 3] = INV, 5+]		
	- 3NT = NAT		
	- 4m = 6m/4]		
(2[) - DBL - (Pass) - 2NT		(2]) - DBL - (Pass) - 2NT	
(Pass) - 3{ - (Pass) - Pass/3}	= Weak	(Pass) - 3{ - (Pass) - Pass/3R	= Weak
	- 3[= FG, 4+]		- 3] = FG, 4+]
	- 3] = INV, 4]		- 3NT = NAT, 4+]
	- 3NT = NAT+4]		

(Note 3)									
4{		=	sol M , No O/S A/K						
4{		-	4}		=	ASK CTRL		4} - 4[= ASK CTRL	
		4NT		=	ASK TRICKS		4NT = ASK TRICKS		
ASKING TYPE					4{/} - (DBL) - Pass = As 4}/[				
1 STEP		=	7 TRICKS		RDBL = PEN ORIENTED				
2 STEP		=	7 1/2 TRICKS		4[/] = TO PLAY				
3 STEP		=	8 TRICKS		4)/[= ASKING BID }/[				

(Note 4) Balancing 1NT	
1NT - 2{ (Relay)	
2} = 11-14 No M	
2M = 11-14	
2NT = 15-16	
Others as 1NT Opening and 2NT Opening	

(Note 5) Vs Michael Cue Bid	
1[- (2[) - DBL = Please help me to penalize them	1] - (2]) - DBL = Please help me to penalize them
2] = Limit raise	2NT = Transfer {
2NT = Transfer {	3{ = Transfer }
3{ = Transfer }	3} = FG raise (15+HCP with supp)]
3} = FG raise (15+HCP Lower stronger)	3[= Limit raise
3[= NF NAT	3] = competitive
3] = Splinter]	3NT = To Play
3NT = To Play	4{ = 12-14 HCP with supp]
4{ = 12-14HCP with [supp	4} = Splinter }
4} = Splinter }	4[= Splinter [

(Note 6) Gazzilli	
1[- 1]	1[- 1NT
2{ - Gazzilli (ANY 17+ or 3{ 11-16)	2{ - Gazzilli (ANY 17+ or 3{ 11-16)
- 2} Relay bid (8+HCP)	- 2} Relay bid (8+HCP)
2[- 5+{ and 3+{, 11-15 HCP	2[- 5+{ and 2+{, 11-16 HCP

2] -	5+[and 3+], 17+ HCP	2] -	5+[and 4{/}, 17+ HCP
2NT-	6[+4m 17+ HCP	2NT-	Balance 5-3-3-2, 16-17 HCP
3{ -	5+[and 4+{, 17+ HCP	3{ -	5+[and 5+{, 17+ HCP
3} -	5+[and 4+}, 17+ HCP	3} -	5+[and 5+}, 17+ HCP
3[-	6+[, no 3-cd], 17+ HCP	3[-	6+[, 17+ HCP
3] -	3], 5[, and 3{, 15-16 HCP	3] -	6[and 5], strong hand
3NT-	Balance (5-3-3-2), 17-19 HCP	3NT-	Balance (5-3-3-2), 18-19 HCP
1[- 1]		1[- 1NT	
2{ -	Gazzilli (ANY 17+ or 3{ 11-16)	2{ -	Gazzilli (ANY 17+ or 3{ 11-16)
- 2[	To Play 2/3-cd [, no extra	- 2[	To Play 2/3-cd [, no extra
- 2]	5+], short [To Play	- 2]	5+} and 4+{
- 2NT	5+}, Sign Off	- 2NT	Both minor, Sign Off
- 3{	5+{, Sign Off	- 3{	6+{, Sign Off
- 3}	5] and 5}, 8-10 HCP	- 3}	6+}, Sign Off
- 3[	Limit raise, 3-cd [, 9-11 HCP	- 3[	Limit raise, 3-cd [, 9-11 HCP
- 3]	INV, 6+], 9-11 HCP	- 3]	5+{ and short], 9-11 HCP
		- 3NT	5+{ and short [, 9-11 HCP

(Note 7) ESCAPING From 1NT DOUBLED			
Pass	F to RDBL	1NT - (DBL) -	Pass - (Pass)
RDBL =	PUP {	RDBL - (Pass) -	Pass = To Play
2{	= { + others	2{	= any 4333
2}	= } + [	2}	= }+]
2[	= [+]	2[	= 5[INV
2]	=] only	2]	= 5] INV
2NT	= PRE Both m's or Both M's	2NT	= TRF, 6{ INV
3m	= PRE m	3{	= TRF, 6} INV
3M	= PRE M	3}	= TRF, 6[INV
3NT	= PRE with both ms	3[	= TRF, 6] INV
1NT - (DBL) -	RDBL - (Pass)	1NT - (DBL) -	RDBL - (Pass)
2{	Pass = { Nat	2{ - (Pass) -	2]
	2} = } Nat	2NT	3{ = FG, {+]
	2[= [Nat		3} = FG,]+[
	2] = 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			