

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Stlye; Responses; I/2 level; Reopening)
I Level 8 - 17; 2 Level 11 - 17
Jump raise=pre; NT Resp=Semi-forcing over M, NF over m;
Reopening : Can be weak;
New suit = NF Constructive; Jump new suit = Highly invitational
Drury; Cue bid = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos=16[15]-18, System On
4th pos = 12[11]-16 vs M, 12[11]-14 vs m, System On
4th pos jump 2NT = 20-21, System On
Promise Stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual 2NT
Weak Nat
Leaping Michaels
Reopening: Intermediate
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1M) - 2M = 55 OM + m
(1m) - 2♦ = 55 Majors; (1♦ prec) - 2♦ = Nat
(1M) - 3M = Asking stopper
(1m) - 3m = Nat preempt
VS. NT (vs. STR /WK; Reopening; PH)
DBL = 16+ Pinalty Strong / 14+ Weak
Multi Landy
Pass hand reopening X = 4M longer minor
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
Natural; Lebensohl; Leaping Michaels
vs Multi 2D: 2H = TO H, X = TO S
VS.ARTIFICIAL STRONG OPENING
Vs 1♣: X = Majors; INT = Minors; Natural
Vs 2♣: X = Majors; 2NT = Minors; Natural
OVER OPPONENT'S TAKEOUT DOUBLE
xx = 10+ no fit
Over 1M - (x): INT/2♣/2♦(if ♠) = Transfer; 2(M-I) = Good raise
2M = Weak raise; 2NT = Inv or FG raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3rd / low	Same	
NT	4th best	Same	
SUBSEQ	Same	Same	
vs NT:A asks for Attitude, K asks for count/unblock			
0/2 honor			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax,Ax(+),AKx(+)	AKx,AKxx	
King	Kx,KQx(+),AK	AKQx(+),KQJx(+)	
Queen	QJx(+)	QJx(+),AQJx(+)	
Jack	JT,JTx(+)	J10x(+),JT	
10	Tx,AJTx(+),KJTx(+)	AJT(+),KJT(+),Tx(+)	
9	9x,HT9x(+)	9x(+),HT9x(+)	
Hi - x	3rd / low	xxxSx, Sx, Sxx	
Low - x	3rd / low	xxxS, HxS	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Low Encourage	Hi/Lo = Odd	Low Encourage
SUIT 2nd	Hi/Lo = Odd		S/P
3rd	S/P		
1st	Low Encourage	Hi/Lo = Odd	Low Encourage
NT 2nd	Hi/Lo = Odd		S/P
3rd	S/P		
Signals (including trumps) :			
UDCA			
Reverse Smith Echo vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O or 18+ any; may be lighter with shape			
Jump = nat; double jump = block			
Cue = FG; jump cue = ask stop			
Resp double; Lebensohl			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative/Resp double through 4♦			
1♣ - (1♦) - X = 44 Major			
Support double through level 2			
Maximal double/redouble			
Most low level double is T/O			

		Page 1 of 2
INDONESIA		
DEWITA SONYA - LUSJE BOJOH		
Event	All Event	
Category	2/1	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5542, 2/1 GF except 1D-2C		
INT : 15 - 17 BAL		
2C : GF except 2NT rebid 22-23 BAL		
2D :Weak H/S		
2H/S :Weak 5H/S + 5[4]m		
2NT : 20 - 21 BAL		
3C/D/H/S : Preemptive 6 - 10		
3NT : Solid minor no outside A/K		
4C/D/H/S : Preemptive nat		
SPECIAL BID THAT MAY REQUIRE DEFENCE		
Gambling 3NT solid minor		
Multi 2D		
Many transfer sequences		
Reverse Flannery		
Reverse Drury		

OPENING	TICK IF ART	MIN	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C		2		11 - 22 HCP 2+C, only 2 for 4432	1D/1H/1S = 4+ cards, 6+ Walsh; INT = no 4 cards M, 7-10	1C-1x-INT = 12[11]-14 BAL may skip 4M; 1M unbal	
					2C = Inverted minor; 2H = 6-8 5S 4H; 2S = 9-11 5S 4H; 2NT = Weak Raise	Reverse = Strong, may be fake; 1C-1x-2NT = 18-19 BAL;	
					3C = Mixed Raise; 3D/H/S = Preemptive; 3NT = to play	4th suit FG, Two way checkback, Short/help suit game try	
1D		4		11 - 22 HCP 3+D	1H/S= 4+ cards, 6+; INT = no 4 cards M, 7-10; 2C = FI	1D-1H/S-INT = 12[11] -14 BAL may skip 4S; 1D-1H/S-2C = 44 minor	
					2D = Inverted minor; 2H = 6-8 5S 4H; 2S = 9-11 5S 4H; 2NT = Weak Raise	Reverse = Strong, may be fake; 1C-1x-2NT = 18-19 BAL;	
					3D = Mixed Raise; 3C/H/S = Preemptive; 3NT = to play	4th suit FG, Two way checkback, Short/help suit game try	
1H		5		11 - 22 HCP 5+H	1S = 4+ cards, 6+; INT=SF; 2C = GF any; 2D = GF Nat; 2H = single raise 2S = Weak Nat; 2NT/3C = Inv raise 4+/3H; 3D = any spl; 3H = preempt 3S/NT/4C = Void S/D/C; 4D = better 4H bid; 4H = preemptive	Gazzilli; Jump = Nat 5S 14-16; 1H-1S-2NT = 4+S with shortness 1H-2C-2H = 5+, transfer after 2NT; 1H-2C-Jump = transfer; 1H-2NT-3x = Short 4th suit FG, Two way checkback, Short/help suit game try	Drury
1S		5		11 - 22 HCP 5+S	1NT=SF; 2C = GF any; 2D/2H = GF Nat; 2S = single raise 2NT/3C = Inv raise 4+/3S; 3D = any spl; 3S = preempt 3H/NT/4C = Void H/D/C; 4D = better 4S bid; 4H = Nat weak; 4S = preemptive	Gazzilli; Jump = Nat 5S 14-16; 1S - INT - 2NT = 6+S with any 4+ 1S-2C-2S = 5+, transfer after 2NT; 1S-2C-Jump = transfer; 1S-2NT-3x = Short 4th suit FG, Two way checkback, Short/help suit game try	Drury
INT				15 - 17 BAL (Can have 5+ any, Can have singleton honor)	2C=Stayman; 2D= TRF H; 2H=TRF S	INT-2C-2NT=44M min; INT-2C-3C=44M max	
					2S = TRF C or range ask; 2NT = TRF D or 5S minor weak;	INT-2C-2D-3H/3S = Smolen GF	
					3C= Puppet stayman; 3D = 5S minor GF; 3H/S = 31(54)/13(54) GF	INT-2S: 2NT/3C=Min/Max, then 3D/3H/3S=H/S/D	
					3NT=T/P; 4C = 6/5 majors; 4D/H=Texas Transfer;	INT-3C-3D=no 5M, 3M=5M; INT-3C-3D-3M=4OM	
						INT-3D-3H-3S/3NT=Short S/H	
2C	x			GF any except 2NT rebid	2D/2H/2S = 0-1/2/3+ controls, A = 2 K = 1	2C-2D-2NT = 22-23 BAL; 2C-2D-2H=Kokish Relay	
						Otherwise GF Nat	
2D	x			Weak 6+ H / S	2H/S/3H = pass/correct; 2NT = GF ask; 3C/D = Invite, ask to transfer/bid	2D-2NT-3C = max any; 2D-2NT-3D/H = min H/S;	
					3NT = T/P; 4C = ask transfer; 4D = ask to bid; 4H/S = T/P	2D-2NT-3C-3D-3H/S = max S/H	
2H	x	5		Weak 5+ H + 5[4]+ minor	2S = NF nat; 2NT=Ask minor; 3C = Invite in m; 3D = Invite H; 3H=Block; 4H=t/p	2H-3C-P/3D/3H/3S = min C/D max C/D	
2S	x	5		Weak 5+ S + 5[4]+ minor	2NT=Ask minor; 3C = Invite in m; 3D = Invite in S; 3S=Block; 4S=t/p	2S-3C-P/3D/3H/3S = min C/D max C/D	
2NT				20 - 21 BAL (Can have 5+ any, Can have singleton honor)	3C = Muppet stayman; 3D/H = TRF; 3S = Puppet 3NT; 3NT = To play; SA Texas	2NT-3C-3D = may have 4S; 2NT-3C-3D-3H-3S = 4S	
3C		6			NAT; 4D = Fit SI		
3D		6			NAT; 4C = Fit SI		
3H		6			NAT; 4C = Fit SI	HIGH LEVEL BIDDING	
3S		6			NAT; 4C = Fit SI	4NT RKCB M 14; 03; 2 w/o Q or 5 w/o Q; 2 w/Q or 5 w/Q	
3NT	x			Gambling NT no outside A/K	4C/5C=p/c; 4D=slam interest; 4H/S=t/p	4NT RKCB m 03; 14; 2 w/o Q or 5 w/o Q; 2 w/Q or 5 w/Q	
4C		7			NAT, RKCB	D0PI / R0PI	
4D		7			NAT, RKCB	Cue, 1st/2nd round control; SPL;	
4H		7			NAT, RKCB	Exclusion 0314 2- 2+	
4S		7			NAT, RKCB	Cheapest King	