



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Aggressive 1-Level 5(4) card; Sound 2- Level	
New Suit = Natural, F1; Jump Raise = Pre;	
Responsive double	
NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17 as 1NT Opening,sys on	
1M-2NT=minors(5-5), 1m(3+m)-2NT = 2 lowest unbid	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1- Suit : usually Weak 6(5)+card	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
(1m(3+m))-2m=Majors (5-4+); 1M-2M=OM+m, either weak/strong	
VS. NT (vs. STR / WK; Reopening; PH)	
Dbl=pen, 2C = 1 suiter M, 2D = Majors , 2M = M+m,	
2NT = minors	
vs 15-17, dbl is 15+	
vs 12-14, dbl is 13+	
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)	
DBL=optional, usually T/O;	
2NT = 15-17 HCP, 3NT = To play	
VS. ARTIFICIAL STRONG OPENING	
vs 1c, x = MMs, 1NT = mms.	
vs 2c, x = MMs, 2NT = mms.	
OVER OPPONENT'S TAKEOUT DOUBLE	
natural	
Jump Raises=WK;	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3/5	same	
NT	2/4	2/4	
SUBSEQ	count	count	
OTHER :			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AKx(+); A(+), ask for Count	AKx(+); Ax , ask for Count	
King	AKx(+), KQx(+), ask for Att	STR Holding, UB	
Queen	QJ, QJx(+), Qx,	QJ10(+), AQJ, AQJx(+)	
Jack	Jx, J10x(+)	same	
10	109, 109x(+)	2 Honor or Top of Nothing	
9	9x	9x	
Hi - x	Even	Even	
Low - x	Odd	Odd	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Low = Enc	Hi/ Lo = Odd	S/P
SUIT 2nd	Hi/lo= Odd	S/P	Hi/ Lo = Odd
3rd	S/P		
1st	Hi = DISC	Hi/Lo=DISC	S/P
NT 2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd
3rd	S/P		
Signals (including trumps) : Lavinthal for disc, smith.			
Trump/NT : Hi-Lo=S/P or even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12-17 3+ in other suit, 18+ any suit. Lebensohl in lvl 2.			
bid = 0-7 forced, jump bid = 8-11 4+, double jump bid 8-11 5+. Cue = 12+			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL THRU 4S; NEG DBL at 3 level after 1 NT opening			
or rebid; 8-11HCP			
Repeat same suit NEG DBL=T/O; Supp DBL and REDBL;			
Resp DBL thru 4D;			
L/D DBL; T/O DBL THRU 4H			
Sup double after 4+ M responses			

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		ITS - INDONESIA
Vian C Setiawan - Ahmad Thoriqulhaq - Gatra		
Event	All	
Category	Precision Strong NT	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
1C=strong unbalance; 15-17 HCP NT 5cd M ok		
1D=12-15 HCP, 2+		
1M=12-15 HCP, Nat		
2C=6+cdC or 5+cdC+4cdH/S, 12-15 HCP		
2D= 4414 or 4405, 12-15 HCP		
2H= weak two 6+cdH		
2S = weak, 6+cdS		
2NT = mms 8-11		
2 OVER 1 RESPONSES : 1M-2x=FG; 1D-2C/D=F1		
SPECIAL BID THAT MAY REQUIRE DEFENCE		
LEBENSÖHL style after DBL of OPP WK 2M & OC 1NT		
SPL in COMP at 4-Level		
unusual no trump		
michael		
SPECIAL FORCING PASS SEQUENCES		
DOPI,ROPI		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
We do not count K or A singleton as Splinter		
We cue first and second control equally		
all HCP is guideline, common sense and up/downgrade is ALWAYS possible		

OPENING	TICK IF	MIN	NEG D			INDONESIA	Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH/interference
1C	√	0		16+ HCP;	1D= 0-7; 1H/1S/2C/2D= N,8+; 2H=3 suited;	1C - 1D - 1H= ART F1, 20+; 2H= Nat	
					1NT= 8-13 or 17+ bal; 2S=any solid,8-10; 2NT = 14-16	1C - 1NT (see notes)	
					3C=C+any,8-10;3D=D+H/S ,8-10;3H=H+S,8-10;		
1D	√	2	4H	11-15 HCP	1H/S=7+HCP, 4+H/S; 1NT = 7-10 HCP bal, 2C/2D=4+,10+	2 way check back, 3rd &4th suit forcing	TWCB on after pass, 2d as inv with d, 2c as usual
					2H=5S+4H,8-11; 2S=5S+4H,GF; 2NT= GF balance		
1H		5	4H	12-15 HCP 5+H	1S = 4+S ; 1NT= 6-11 one round force;2C= Nat GF, 2D=Nat GF;	2-Way Game Try (Short/Help Suit)	2C- DRURY
					2H=SUPP,6-9; Bergen raise (2S=GF, 3C=NF. 3D=INV)	1M - 1NT maybe Weaker with FIT	
					Splinter Raise (3S 4C 4D)	TWCB after 1H 1S 1NT	
1S		5	4H	12-15 HCP 5+S	1NT 6-11 one round force; 2C= GF, 2D/H = N, GF; 2S=SUPP,7-9		2C-DRURY
					Bergen raise (3C,3D,3H), Splinter raise(,4C,4D,4H)		
1NT				15-17 HCP Bal	2C=stayman; 2D/H=transfer; 2S=asking minor	smolen	
				5M ok	2NT= slam interest in m; 3C = 6+C + 4M;	1NT - 2C - 2X - 3C = Shape ask	
					3NT=to play		
2C		5		12-15 HCP	2D= Relay; 2H=N,F; 2S=N,F ; 2NT=puppet	2C - 2D - 2NT/3C= MAX/MIN (no 4M)	
				6+C or 5cdC+4cdM	3C=majors,inv;3D=GF, one suiter D;3M=inv	After puppet	
2D	√			44M 1/0D	2H/S=P/C;2NT= Relay	2D - 2NT - 3C/D = MAX	
2H		6		weak, 6+H	2NT = Relay, Non forcing raise (3H&4H)	2M - 2NT - 3C=MiBd/	
2S		6		weak, 6+S	2NT = Relay, NF raise	3D=MiGd/3H=MaBd/3S=MaGd	
2NT	√			55 mms 8-11	3c/3d = tp, 3H/S = N, GF 3NT tp, 4m tp, 4M tp		
3X		7		NAT PREE	New suit forcing ; Raise=Block/TP, Bid Game to play		
3NT	√			solid m, 8 1/2 trick	4C = pass/correct		
4X				NAT PREE			
4NT	√			Specific ace asking	5C = 0, 5x = ace X, 6c = ace C, 5NT 2 ace		
						HIGH LEVEL BIDDING	
						Cue 1st & 2nd Equally; SPL; Auto SPL; RKCB 1430 (5KC);	
						GERBER after 1NT opening/rebid	
						Exclusion in 5m	

Notes #	Description												
Note 1													
Escapping 1 NT doubled	1NT X (pinalty) P = forcing to Re, STR or nat XX = transfer C, if corected then 1 suiter 2C = C + higher suit 2D = D + H 2H = H+ S (Better H) 1NT -(X) - pass - (pass) - XX pass = Penalty 2C = 4333 any 2D = D + S 2H = H+S (Better S)												
Note 2													
1C - 1NT	1C 1NT 2C = trans stayman (2D = 4+H, 2H = 4+S 2S = none, 2NT = both) 2D = 5+D (sup ask) 2M =5+ M (Sup asking) Sup asking <table><tr><td>1 step</td><td>no sup 4# D</td><td>8-10/17+</td></tr><tr><td>2 step</td><td>no sup 4# D</td><td>11-13</td></tr><tr><td>3 step</td><td>yes</td><td>8-10/17+</td></tr><tr><td>4 step</td><td>yes</td><td>11-13</td></tr></table>	1 step	no sup 4# D	8-10/17+	2 step	no sup 4# D	11-13	3 step	yes	8-10/17+	4 step	yes	11-13
1 step	no sup 4# D	8-10/17+											
2 step	no sup 4# D	11-13											
3 step	yes	8-10/17+											
4 step	yes	11-13											
Note 3													
Multi landy over 1NT	2C = 6+ M 2D = MM 2M = M+ m 2N = mm 3m = nat												
Note 4													
Stayman Continued													
1N 2C 2X 3C													
2X = 2D	3D 5m (3H relay, 3S C, 3NT D) 3H (23)44, 3S 3334 3NT 3343												
2H	3D 5H, 3H 4H4C, 3S 4H4D 3NT 4333												
2S	like above												
note 5													
Two way checkback													
1x 1y 1NT	2C relay to 2D (any next bid is GF) 2M TP 2NT Transfer C												