



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style : Natural, can be light;
Responses : New Suit=F1, Cue Bid=LIM Raise or Better,
Jump RAISE=Preemptive,
1NT Resp=Semi-Forcing over M, NF over m;
Reopening : can be light;
Drury 2C over 1M overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 as 1NT Open
Escaping from 1NT DBL
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit = Weak 6(5)+ card
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
MICHAEL CUE BID (WK/STR): (1m)-2m=MAJORS
(1M)-2M=OM+m
(1x)-3x=Ask for Stopper
VS. NT (vs. STR / WK; Reopening; PH)
vs WEAK NT (MULTILANDY)
vs STRONG NT (MULTILANDY)
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
LEBENSHOL after (WK2x)-DBL-(P)-;
DBL=T/O thru 4H
VS. ARTIFICIAL STRONG OPENING
vs STRONG OPENING (Natural Bid)
OVER OPPONENT'S TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	4th or short card	Hi=E: Low=O	
NT	4th	same	
SUBSEQ	4th (some ATT)	same	
OTHER : Vs NT, K asks COUNTING/UNBLOCK, A asks ATT			
10 = Top or 2 higher, J denies higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; A	same	
King	Akx(+), KQx(+)	same	
Queen	QJ10xx; Qx	same	
Jack	J1098; Jx,	same	
10	T987, 2TH	same	
9	1TH T9		
High - x	EVEN		
Low - x	ODD		
Signal in order of priority			
Signals (including trumps) :Lavinthal, counting			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDO			
NEGATIVE DBL, SUPPORT DBL / RDBL, RESPONSIVE DBL			

 	
TIMOTHY - NURBANINGTYAS - SALEH - TARUNA - ALFARIZI	
Event	ALL EVENT
Category	Strong Club
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Precision; 1D = preparing = 12-15	
wk two; pree; 1C= 16+ any/18+ Balance	
1D = 2+ cards or stiff honor	
2C = 6+C or 5C+4M; 2D = 3 suiter SPL D; 2M = Nat Weak	
Bergen Raise; 3NT = Gabling solid minor	
1NT OPENING:15-17 bal or semi bal, may have 5 card any	
1NT : SPL Honor ok	
2 OVER 1 RESPONSES : 1M-2x=FG;	
SPECIAL BID THAT MAY REQUIRE DEFENCE	
COMP CUE=LIMIT RAISE +;	
SPL in COMP at 4-Level	
MOD Bergen over 1M	
(1m) - Pass - (1NT) - 2C/2D = M's better [/]	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
We don't pass when unclear	
Psychics rare After some FIT	

OPENING	TICK IF ART	MIN	NEG DBL THRU	INDONESIA				Page 2 of 2	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH		
1C	Ö	0		16+ HCP;	1D = ART, 0-7; 1H=5+H; 1S=5+S ; 1NT=BAL, 8+; 2C=5+C, 8+;	1C - 1D - 1H = 20+			
					2D=5+D, 8+; 2H=Any 4414, 8+; 2S=Any 6+ suit with 2TH, 8+;	1C - 1D - 1NT = 18-19(20) Balance			
					2NT=C+Any; 3C=D+H;3D=H+S;3H=S+D;3S=SOL 6+C. 3NT=SOL 6+D				
1D		2	4H	(11)12-15, 2+D	1M=NAT, 4+cd; 1NT=no M; 2C=NAT, 10+; 2D=NAT, 10 +;				
					2H=6-9, 4cd H+5cd S; 2S=10-11 5S+5C; 2NT=10-11 5H+5C; 3D=PRE				
1H		5	4H	12(11)-15 HCP; 5 cd+	1S = Nat 4+ F1; 1NT=F1; 2C/D =nat FG				
					2S=GF 5+S; 2NT/3C/3D=Bergen Raise, 12+, 6-9, 10-11;				
1S		5	4H	12(11)-15 HCP; 5 cd+	1NT=F1; 2C/D/H =nat FG,				
					2NT/3D/3H=Bergen Raise, 12+, 6-9, 10-11; 3C= 5C+5H GF;				
1NT				15-17 HCP	2C = stayman; 2D = trf H, 2H = trf S				
					2S=ASKING MINOR, 2NT=ONE SUITER C/D,GF; 3C= 6+C + 4 Any,GF				
					3D=6+D + 4 Any,GF; 3H=31(45); 3S=13(45)				
2C		6		12(11)-15 HCP 6+C/5C+4M	2D = relay; 2M = Natural 5+M F1; 2NT = puppet 3C				
2D	Ö			12(11)-15 HCP 3 suiter short D	Pass = Weak 6+ D; 2M = Natural NF; 2NT = Relay FG				
					3M = Natural INVITE				
2H		6		6-10 HCP	2(M+1)=ASKING SHORT; 3C = OGUST				
2S		6		6-10 HCP					
2NT				22-23 HCP BAL					
3C		6		pree	New = Natural F; Raise = Block/TP				
3D		7		pree	New = Natural F; Raise = Block/TP				
3H		7		pree	New = Natural F; Raise = Block/TP				
3S		7		pree	New = Natural F; Raise = Block/TP				
3NT		7		pree	SOLID MINOR				
4m		8		pree					
4M		7		pree					
						HIGH LEVEL BIDDING			
						RKCB 14/30/2-Q/2+Q; 5NT = Grand Slam Force			

