



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
Aggressive 1-Level 5(4) card; Sound 2- Level
New Suit = F1; Jump Raise = WK;
1NT RESP=CONST; 4TH DBL; RESP DBL;
Jump Shift=FSJ at 2/3 Level
4th LEVEL JUMP=SPL
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 as 1NT Open
Live 15-18
REOPEN: 1NT= 11+-15
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1- Suit : Weak 6(5)+card
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>
(1m)-2m=Majors (5-4+); 1M-2M=OM+m, any HCP
Advancer's 2NT=INQ, 3m=own suit)
(1X)-3X=Ask Stopper for 3NT
<b>VS. NT (vs. STR / WK; Reopening; PH)</b>
VS WEAK NT
Dbl=HCP15+; 2♠=M's; 2♥=H/S; 2M=5+M/4+m
2NT=m's 12+ HCP ; 3m=NAT
VS STR NT
Dbl=1 Suiter minor 6(5)+ Card 12+ HCP
Other = same as WK
<b>VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)</b>
DBL=T/O; LEB after (WK2x)-DBL-(P)-; LEAPING MICHAELS;
(2M)-3M=Ask Stopper; (3x)-4M=Sound Hand
<b>VS. ARTIFICIAL STRONG OPENING</b>
Over 1♣: DBL= M's ; 1NT=minors; other= nat
After (1♣)-Pass-(1♦)-DBL=M's other same as above
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
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			
	Lead	In Partner's Suit	
SUIT	4th	Hi=E: Low=O	
NT	4th	same	
SUBSEQ	4th (some ATT)	same	
OTHER : vs. NT → A asks ATT, K/Q asks CT=UB; 10 or 9 top or 2 higher; ton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AKx(+); A(+),	AKx(+); Ax(+), CT ATT	
King	AK(+); KQ(+) Kx;ATT	same	
Queen	QJ(+); Qx	same	
Jack	J10(+); Jx	same	
10	109(+); 10x; HJ10(+)	same	
9	98(+); 9x; H109(+)	same	
HI - x	3/5	Sx; xSx(+)	
Low - x	05/Mar	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	Hi/ Lo = E
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 vs NT			
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			
1♦-(1♠)-DBL=Suggests 4+H			
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			

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		INDONESIA
Desy N. RAHAYU - Della A. NOBIRA		
Event	All	
Category	Strong Club	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Mod PRECISION; Strong 1♠ (ART RESP);		
1♦=2+ card; 5 card M :open fairly sound		
if bal; 2♣ = 5+♠ 4M OR 6+♣; 2♦= 3-suiter short ♦;2♥/♠ =wk;		
fast arrival; freq Not Pen DBL;ART 2NT Comp ;		
WJO, wide range o/c 5(4) <sup>+</sup> at 1-level; sound 2-level		
Fast Arrival; Frequent Non-PEN DBL; Art Comp 2NT Bids;		
Jump raise PRE;many fit bids		
1NT OPENING :(11)12-14 Bal may have 5 card M,(24)25		
2 OVER 1 RESPONSES : 1M-2x=FG; 1♦-2♣=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		
LEBENSOHL style after DBL of OPP WK 2M		
SPL in COMP at 4-Level		
1♦-2♥=5♠+4♥; 6-9 (after double is FIT Showing)		
(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		
1♦ Frequent with 4D/5C		
Psychics, Rare		

OPENING	TICK IF ART	MIN	NEG DBL THRU	Desy N. RAHAYU - Della A. NOBIRA - Stefanus E. WIJAYANTO		INDONESIA	Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣	✓	0		16+ HCP;	1♦= 0-7any ; 1♥=8+HCP,5+♠; 1♠=8+BAL, 1N=8+HCP,5+♥; 2♠/♦=8+HCP,5+♠/♦ 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)12-15 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+♠/♦,6-8 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♠=Nat 4+♠ or Ballance GF; 2♥=3+SUPP 2♣=♠+♠; 2NT=♠+♦10-11; 3♠=3+♥6-9 HCP; 3♦=any SPL,12+; 3♥=PREE,0-5 HCP; 3♠,4♠,4♥=fit ♥,Void ♠,♠,♦,9-11 HCP; 3NT,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♠=Nat 4+♦ or Ballance GF ; 2♦/♥ = Nat GF; 2NT = ♥+♠10-11 HCP 3♠=3+♠6-9 HCP; 3♦=any SPL,12+; 3♥=PREE, 0-5 HCP; 3♥,4♠,4♥=fit ♠void ♥,♠,♦,3NT,4♠= TP	same as above	same as above
1NT				(11)12-14 HCP May have 5 card M	2♠=ask 4card Major, 2♦=Trf 4+♥; 2♥=Trf 5+♠ 2♣=INV+ ; 2NT= TRF ♠; 3♠=TRF ♦ 3♦= ask 5card Major ; 3 ♥ = (5 - 4+) m's SPL ♥; 3♠ = (5 - 4+) m's SPL ♠ 4♦/♥= TP ; 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♦	✓			12-15 3-suiter short ♦	2♥/♠ =NF; 2N = inv+: 3♦ = inv 4-4 M, 3♥/♠ =INV		
2H		6		5-10	2S = Ask short; 2N = ♠; 3♠= Ougust ; 3♦=NAT		
2S		6		5-10	2N = Ask short ; 3♠= Ougust ; Other = NAT		
2NT				7-10 HCP,5 cd+ minor's	3♠/♦=to play; 3♥=Forcing; 3♠=5cd+ ♠; 3NT=to play		
3♠/♦		7 (6)		NAT PREE			
3♥		7		NAT PREE	New=NAT F; Raise=Block/TP		
3♠		7		NAT PREE	New=NAT F; Raise=Block/TP		
3NT				Gambling, 7 1/2 or 8 tricks No Ace/King side suit	4♠ = pass/correct; 4♦ = F ASK CONTROL; 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 (5/6 KC);	
						GERBER; 5NT=GSF; Lightner DBL;	
						POS Slam DBL (direct DBL=PEN, indirect show 1 trick)	
						F/P in Clear Situation (pass then pull= interest)	

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

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

**(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 4+♥
2♥ =	Transfer 5+♠
2♠ =	INV +
2NT =	TRF ♣
3♣ =	Transfer ♦
3♦ =	Ask 5 Card Major
3♥ =	(5 - 4+) minors, short ♥
3♠ =	(5 - 4+) minors, short ♠
3NT =	to play