



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Natural, Level 1 = 8-17, Level 2 = 10-17
Jump Raise=pre; NT Resp=SF over M, NF over m;
Reopening : Can be weak;
New suit = NF Constructive; Cue bid = Limit raise+
Drury 2C over 1M overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos=15-17, System On
4th live 15 -17; 4th position 11 -14 if non vuln
Promise Stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit = Weak 6+ cards
Jump 2NT = Unusual NT
Leaping Michaels
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue = Michael
Jump cue = Asking stopper to play 3NT
VS. NT (vs. STR / WK; Reopening; PH)
DBL = 16+ Penalty vs Strong / 14+ vs Weak
Multi Landy
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DbI : T/O or 18+ Any
BID : Natural, Leaping Michaels
Lebensohl
VS. ARTIFICIAL STRONG OPENING
vs 1C strong ; 1C-P-1D - vs 2C art strong
DbI = 2 suiter majors; DbI= 2 suiter mjrs 5+/5+
1NT = 2 suiter minors 2NT=2 suiter minors 5./5=
Others = Natural
OVER OPPONENT'S TAKEOUT DOUBLE
Over 1M (dbl):
Transfer, 2(M-1) = good raise, 2M = bad raise
2NT = 3+, invite+
Jump support = block

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	2nd/4th	same	
NT	2nd/4th	same	
SUBSEQ			
OTHER: vs NT, K asks COUNTING/UNBLOCK, A/Q asks ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+)	Ax, AKx(+)	
King	AK, KQx(+)	AKJT(+), KQT9(+)	
Queen	QJx(+), QJ	QJT(+), QJxx(+)	
Jack	JT, JT9x(+)	JT, JT9x(+)	
10	HJTx(+), T9(+)	HJTx(+), T9(+)	
9	HT9x(+), 98(+)	HT9x(+), 98(+)	
Hi - x	Sx(+), xSx(+)	Same	
Low - x	HxS, xSx	Same	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Hi-Lo = Odd	Hi-Lo = Odd	S/P
SUIT 2nd	Low Encourage	S/P	Hi-Lo = Odd
3rd	S/P		
1st	Hi-Lo = Odd	Hi-Lo = Odd	S/P
NT 2nd	Low Encourage	S/P	Hi-Lo = Odd
3rd	S/P		
Signals (including trumps) :			
UDCA, Lavinthal discard, Reverse smith vs 3 NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O OR ANY STR			
1 Level Jump = Invite, other level = preemptive			
Cue bid = GF or Ask stopper			
Lebensohl			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG/RESP DBL THRU 4♥			
Support Double thru 2 level			

TRACY D AWUY POLII - DIANA AULIA	
Event	All Event
Category	Precision - Blue
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1C : 16+ Un BAL/18+ BAL	1D : 11 - 15, 1+D
1H : 11 - 15 5+H	1S : 11 - 15 5+S
1NT : 15 - 17 BAL	
2C : 11 - 15 5+C+4M / 6+ C	
2D : weak 2 in M	
2H : 6 - 10, 5+H + 5+m	2S : 6 - 10, 5+S + 5+m
2NT : 6 - 10, 5+C + 5+D	
3C/D/H/S : Preemptive 6 - 10	
3NT=Gambling	
4C/D : Namyats	4H/S : 5 losers H/S
SPECIAL BID THAT MAY REQUIRE DEFENCE	
Gambling 3NT	
Bergen	
Lebensohl	
Smolen	
Two Way Checkback	
Multi Landy	
Namyats	
Two Way Drury	
Leaping Michaels	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
3rd hand may be light	
We do not count singleton A/K as a splinter	
Psychics: rare	

OPENING	TICK IF ART	MIN	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	√		4H	16+ unbal / 18+ bal	1D=0-7; 1H/S= 8+ NAT; 1NT= 8+ bal; 2C/D=NAT 8+	1C-1D-1H=20+; 1C-1D-1H-1S=0-4 1C-1D-1NT=18-19 BAL;	
					2H=8+ (4441); 2S=Any 6+ suit with 2TH;	1C-1D-1H-1S-1NT=20-21 BAL; 1C-1D-1H-1NT=5-7 BAL;	
					2NT = 14-15 Bal. 3C/D = SPL C/D 5/5 M; 3H/S = SPL H/S 5/5m;	1C -2H-2S =ASK; 1C -1S-1NT=BAL 18-19HCP;1C-1S-2NT=BAL20-21 OR 22+	
1D		1	4H	11 - 15 1+cards D	1H/S=4+cards 6+ HCP; 1NT=no 4 cards M, 7-10; 2C/D= 5+cards 11+	1D-1x-1NT=12-14 BAL;1D-1x-2C=5-4 minor either way; 1D-1x-2D=6+	
					2H=4H 5+S 6-9; 2S=6+H 4S 6-9; 2NT= 11-12 Bal no 4 cards M	1D-1x-2H/S=5+D 4H/S, 14-15; 1D-1x-3C=5+C 5+D 14-15;	
					3x=Preemptive; 3NT = to play; 1D -3D = 6+diamonds 8-10 HCP	Two way checkback	
1H		5	4H	11 - 15 5+cards H	1S=4+cards 6+; 1NT=F1; 2C=GF 4+C or any bal; 2D=GF 5+D; 2H=3cards 6-9	1H-2NT-3C/D/S=short; 1H-3C-3D=inv	2 Way Drury
					2S=GF 5+S; 2NT/3C/3D/3H=Bergen, 12+/7-9/10-11/0-6;	Two way checkback	
					3NT=Choice of game; 3S/4C/4D=Splinter; 4H=Wide range	4th suit GF, Short suit game try	
1S		5	4H	11 - 15 5+cards S	1NT=F1; 2C=GF 4+C or any bal; 2D=GF 5+D; 2H=GF 5+H; 2S=3cards 6-9	1S-2NT-3C/3D/3H=short; 1S-3D-3H=inv	2 Way Drury
					2NT/3D/3H/3S=Bergen, 12+/7-9/10-11/0-6; 3C=GF 5+C + 5+H	4th suit GF, Short suit game try	
					3NT=Choice of game; 4C/D/H=Splinter; 4S=Wide range		
1NT			4H	15 - 17 Bal / Semi bal May have singleton honor	2C=Stayman 8+; 2D= TRF H; 2H=TRF S	1NT-2C-2D=No 4 cards M; 1NT-2C-2NT/3C = 44 Majors Min/Max	
					2S = Asking minor; 2NT = One suiter C/D GF; 3C = 6+C + 4 any GF	1NT-2S-2NT = Same/Better D; 1NT-2S-3C=Better C;	
					3D = 6+D + 4 any GF; 3H = 31(45); 3S = 13(45)	1NT-2S-2NT/3C-Pass/3C/3D = to play, 3H/3S = GF 55 minors short H/S	
					4D/H=Texas Transfer;	1NT-2C-2D-3H=4H+5S GF; 3S=4S+5H GF	
					4NT=INV to 6NT; 5NT=INV to 7NT		
2C		5	4H	11 - 15 6+C OR 5+C + 4M	2D=F1; 2H/S=5+card F1; 2NT=Weak C or 6+D GF or 5+D + 5M GF	2C-2D-2H/S=4card; 2C-2D-2NT=6+C 14-15; 2C-2D-3C=6+C 12-13	
					3C = 5-5+ Majors invite; 3D/H/S = 6+D/H/S invite		
2D	√			Weak two M, 6 - 10	2H/2S/3H/3S/4H/4S=P/C; 3C=Please TRF your suit INV, 3D=Please bid your suit	2D-2NT-3C=Max; 2D-2NT-3D/H=Min H/S;	
					2NT=15+ ask; 4C=Ask to transfer; 4D=Ask to bid	2D-2NT-3C-3D-3H/S=H/S	
2H		5		5+H + 5+m, 6 - 10	2NT = ask minor ; 2S Nat NF ; 3C/D = Nat NF; 3H Block;4H to play		
2S		5		5+S + 5+m, 6 - 10	2NT = ask minor ; 3H Nat NF ; 3C/D = Nat NF; 3S Block;4S to play		
2NT				2 minors 7-10	3C/D = To Play; 3H/S Nat F, 4C/D Slam Interest		
3C		7		6 - 10 PRE	4D = Ask Key Card		
3D		7		6 - 10 PRE	4C = Ask Key Card		
3H		7		6 - 10 PRE	4C = Ask Key Card	HIGH LEVEL BIDDING	
3S		7		6 - 10 PRE	4C = Ask Key Card	4NT RKCB Major 14; 03; 2 w/o Q or 5 w/o Q; 2 w/Q or 5 w/Q	
3NT				Gambling NT	4C/5C = p/c; 4H/4S = t/p; 4D ask short	4NT RKCB Minor 03; 14; 2 w/o Q or 5 w/o Q; 2 w/Q or 5 w/Q	
4C		8		Namyats H	4D = Slam interest	Cheapeast King	
4D		8		Namyats S	4H = Slam interest	Cue, 1st/2nd round control; SPL;	
4H		7		Preemptive	4NT = RKCB in H	Exclusion 1430 2- 2+	
4S		7		Preemptive	4NT = RKCB in S	DOP1, ROP1	