

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	
1M-(1NT)-2m=nat;	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18 as 1NT Open	
Escaping From 1NT DBL	
REOPEN: 1NT= 11+-15	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1- Suit : Weak 6(5)+card	
2- Suit : Unusual NT (minors over M; om+H over m, WK or STR)	
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)</b>	
(1m)-2m=Majors (5-4+) WK or STR; 1M-2M=OM+m, (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 or STR 2-suiter any, 3m=10-14	
PH→DBL=1-suiter minor	
VS STR NT - same as WK	
<b>VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bid)</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=Limit+ ; 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=O: Low=E	
NT	4th	same	
SUBSEQ	4th (some ATT)	same	
<b>OTHER :</b> vs. NT → A asks ATT, K asks CT=UB; 10 or 9 top or bottom			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK; AKx(+); A(+),		AKx(+); Ax(+), CT
King	AK(+); KQ(+) Kx;ATT		STR holding;UB
Queen	QJ(+); Qx		KQT(+); QJT(9); AQT; AQJ
Jack	J10(+); Jx		same
10	109(+); 10x; HJ10(+)		same
9	98(+); 9x; H109(+)		same
Hi - x	3/5		Sx; SxS; xSx(+)
Low - x	3/5		HxS; HxxS(+)
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Hi = DISC	Hi/ Lo = O	S/P
SUIT 2nd	Hi = O	S/P	Hi/ Lo = O
3rd	S/P		
1st	Hi = DISC	Hi/Lo = O	S/P
NT 2nd	Hi/Lo = O	S/P	Hi/Lo = O
3rd	S/P		
<b>Signals (including trumps) :</b> SMITH SIGNAL vs NT			
Trump : Hi-Lo=S/P or Odd			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape or too Strong for other 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)			
<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REOPENING</b>			
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	
<b>YENA WIRAHMA-NUR AFI</b>			
<b>Event</b>	All		
<b>Category</b>	SAYC		
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
<b>1NT OPENING :</b> 15-17 Bal May Have 5 card M, (4441) (5431)			
<b>2 OVER 1 RESPONSES :</b> 1M-2x=FG; 1♦-2♣=F1			
<b>SPECIAL BID THAT MAY REQUIRE DEFENCE</b>			
2♦/♥/♠= weak two ♦/♥/♠			
3NT =Gambling Solid m			
COMP CUE=LIMIT RAISE +; Weak Jump Raise			
LEBENSOHL style after DBL of OPP WK 2M			
SPL in COMP at 4-Level			
MOD Bergen over 1M			
1♦-2♥=5S+4+H, 6-9 (after double is FIT Showing)			
(1m)-Pass-(1NT)-2♣/♦=Both Majors better H/S			
Escaping From 1NT DOUBLED			
<b>SPECIAL FORCING PASS SEQUENCES</b>			
Comp 2x/1=F3x; if "sound of bidding" says F/P then F/P			
After 1x-(DBL)-RDBL: F→2M/3m			
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
We do not count K or A singleton as Splinter			
1♦ Frequent with 4D/5C			
Rare			

OPENING	TICK IF ART	MIN	NEG DBL THRU	NUR AFI - YENA WIRAHMA		INDONESIA		Page 2 of 2	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH		
1♣		2		11+ HCP;	NAT, 1NT=6-8; Inverted minor; 2♥=5♠+4♥ 6-9;				
					2♠ = ♠ + ♣ inv; 2N = ♥+♣ inv				
1♦		4	4♥	11+ HCP;	NAT, 1NT=6-8; Inverted minor; 2♥=5♠+4♥ 6-9;				
					2♠ = ♠ + ♣ inv; 2N = ♥+♣ inv				
1♥		5	4♥	11+ HCP; 5 cd+	1♠ = 4+♠ F; 1N= Semi Forcing; 2♣=any GF; 2♥=3+SUPP; 2♠=Jacoby	2-Way Game Try (Short/Help Suit)			2♣- DRURY
					2NT=BAL 15-17; Bergen raise				
1♠		5	4♥	11+ HCP; 5 cd+	1NT=F1; 2♣=GF; 2♦/♥ = Nat GF 2NT=Bal 15-17;3♣=Jacoby;				
					Bergen raise				
1NT				15-17 HCP	2♣ = stayman, 2♦/♥ = trf ♥/♠				
					2♠=trf ♣ ; 2NT=TRF ♦ ; 3C=5-5 m's, NF				
				May Have 5 card M	3♦=5-5 m's GF; 3M=(54) m SPL M;4R=TRFH♥/♠				
2♣		5		20+ HCP	2♦= 0-2 control; 2♥/♠= NAT 3+control, 2NT = nat				
					3♣/♦ = NAT 3+control				
2♦	√	6		5-10	2♥ = Ask short; 2N = ♥				
2H		6		5-10	2S = Ask short; 2N = ♠				
2S		6		5-10	2N = ask short ; new suit F				
2NT				20-21 HCP Ball	Romex				
3♣/♦		6		NAT PREE					
3♥		7		NAT PREE	New=NAT F; Raise=Block/TP				
3♠		7		NAT PREE	New=NAT F; Raise=Block/TP				
3NT				Sol m	4♣ = pass/correct				
4♣	√			NAT PREE	4♦ = F Ask Control; 4♥ = TP				
	√			NAT PREE	4♥= F ask control; 4♠ = TP				
4M		7		NAT PREE		<b>HIGH LEVEL BIDDING</b>			
						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)			