

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	
Jump Shift=FSJ at 2/3 Level	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18	
REOPEN: 1NT= 12-14 HCP	
<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(54+) WK/STR. 2NT=R; 3C/D/H/S=Max Min	
(1M)-2M=OM+m WK/STR. 2NT=Ask; 3♣=P/C	
<b>VS. NT (vs. STR / WK; Reopening; PH)</b>	
VS WEAK NT	
Dbl=15+HCP; 2♣=M's; 2♦=H/S; 2M=5+M/4+m	
2NT=m's ; 3m=NAT	
VS STR NT	
Dbl=1 Suiter minor 6(5)+ Card	
Other = same as WK	
<b>VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)</b>	
DBL=T/O; LEB (2M)-DBL	
LEAPING MICHAELS 4♣/♦= ♥/♠ + m	
(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; 1NT=m's; other=NAT	
<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	
<b>OTHER :</b> vs. NT → K/Q UNBLOCK ; 10 or 9 top or 2 higher;			
not			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); A(+),	AKx(+); Ax(+)	
King	AK; AKJ; KQ(+) Kx;ATT	AK; KQ(+); Kx; AKJTx(+)	
Queen	QJ(+); Qx	KQT9(+); QJ(+); Qx	
Jack	J10(+); Jx	same	
10	109(+); 10x; HJ10(+)	same	
9	98(+); 9x; H109(+)	same	
HI - x	Sx; xSx(+)	Sx; xSx(+)	
Low - x	HxS; HxxS (+)	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	S/P
3rd	S/P		
1st	Hi = E	Hi/ Lo = E	S/P
NT 2nd	Hi = ENCRG	S/P	Hi/Lo = E
3rd	S/P		
<b>Signals (including trumps) : SMITH SIGNAL</b>			
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			
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			

				INDONESIA	
Desy N RAHAYU - Della A NOBIRA					
Event			All		
Category			Strong Club		
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
PRECISION; 1♣ = STR 16+ (ART RESP)					
1♦= 2+ card; 12-17 HCP					
1M= 5+M; 12-17 HCP					
2♣ = 5+♣+4M OR 6+♣; 2♦= 3-suiter short ♦; 2♥/♠ =wk;					
2NT = minors WK					
3NT = Gambling solid minor					
Fast Arrival; Frequent Non-PEN DBL					
Jump raise PRE;many fit bids					
1NT OPENING:(11)12-14 Bal may have 5 card M					
2 OVER 1 RESPONSES : 1M-2x=FG; 1m-2m=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					
(1m)-Pass-(1NT)-2♣/♦=Both Majors better ♥/♠					
SPECIAL FORCING PASS SEQUENCES					
1♣ - (4♥+) - Pass = Forcing					
Sound of bidding F, then F					

OPENING	TICK IF ART	MIN	NEG DBL THRU	DESY NOERVITA RAHAYU - DELLA AYU NOBIRA			
				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+HCP5+♦; 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)12-14 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+♠/♦,5-8 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♣= Any GF; 2♥=3+SUPP 6-9 HCP; 2♠ = NAT♠ GF 2NT=4+♥• 10-11 HCP; 3♠=4+♥ 6-9 HCP; 3♦=4+♥ any SPL,12+; 3♥=PREE,0-5 HCP; 3♠/4♠/4♦= 4+♥ SPL ♥/♠/♦<= 11 HCP; 3NT= better than 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♠= any GF ; 2♦/♥ = Nat GF; 2NT = 4+♠ 10-11 HCP 3♠=4+♠• 6-9 HCP; 3♦=4+♠any SPL,12+; 3♠=PREE, 0-5 HCP; 3♥/4♠/4♦= 4+♠ SPL ♥/♠/♦<= 11 HCP; 3NT= better than 4♠; 4♠= TP	same as above	same as above
1NT				(11)12-14 HCP May have 5 card M	2♠=ask 4card Major, 2♦=Trf 5+♥ OR 3 SUITER GF; 2♥=Trf 5+♠ 2♠=INV+ OR MINORS; 2NT= TRF ♣• ; 3♠=TRF ♦ 3♦= ask 5card Major ; 3 ♥ = 6♠+4♦; 3♠ = 6♦+4♠ 4♦/♥ = Transfer♥/♠ ; 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 ; 3♦/♥ = NAT		
2NT	√			55+ minor's	3♠/♦=to play; 3♥/♠ = NATURAL ; P/3NT=to play		
3♠/♦		7 (6)		NAT PREE	3♥/♠ = NATURAL; 4♠ = RKCB		
3♥		7		NAT PREE	New=NAT F; 4♠ = RKCB; Raise=Block/TP		
3♠		7		NAT PREE	New=NAT F; 4♠=RKCB; Raise=Block/TP		
3NT				Gambling, 7 1/2 or 8 tricks No Ace/King side suit	4♠/♦ = pass or correct; 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 M , 0341 m	
						5S = RKCB m; 5NT=RKCB M; Lightner DBL;	
						F/P in Clear Situation (pass then pull= interest)	

# **DESY NOERVITA RAHAYU - DELLA AYU NOBIRA**

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

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

## **(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 ♥/ 3 Suiter
2♥ =	Transfer 5+♠
2♠ =	INV + / minors
2NT =	Transfer ♣•
3♣ =	Transfer ♦
3♦ =	Ask 5 Card Major
3♥ =	6♣• + 4♦
3♠ =	6♦ + 4♣
3NT =	to play