DEFENSIVE AND COMPETITIVE BIDDING		LEAD	S AND SIGNALS			Page 1 of 2
OVERCALLS (Stlye; Responses; 1/2 level; Reopening)	OPENING	LEADS STYLE			GARSI	INDONESIA
1 Level 8 - 17; 2 Level 11 - 17		Lead In Partner's Suit				
Jump Raise=pre; NT Resp=SF over M, NF over m;	SUIT	3rd / 5th	same		DEWITA SONYA - RACHMA SHAUMI	
Reopening : Can be weak;	NT	2nd / 4th	same		Event	All Event
New suit = NF Constructive;	SUBSEQ	2nd / 4th	same		Category	Precision - Blue
2C Drury after 1M overcall; Cue bid = Strong	0/1 Honor lea	ad			SYSTEM	M SUMMARY
	vs NT K asks unblock/count, A/Q asks att				GENERAL APPROACH AND STYLE	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				1C : 16+ Un BAL/17+ BAL	1D : 12[11] - 15, 1+D
2nd pos= 16[15]-18, System On	Lead	Vs. Suit		Vs. NT	1H : 12[11] - 15 5+H	1S : 12[11] - 15 5+S
4th pos = 12[11]-16, System On	Ace			Ax(+)	1NT : 14 - 16 BAL	
4th pos jump 2NT = 20-22, System On	King	AK; KQx(+)); KQJ(+); KQT9(+)	2C : 12[11] - 15 5+C+4M / 6+ C	
Promise Stopper	Queen			QJT(+)	2D :Weak 2 in H/S	
	Jack	JT; JTx(+); KJTx(+)	JT9(+)	HJTx(+)	2H :Two suiter H + m weak	2S :Two suiter S + m weak
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9;T9x(+) HT9x(+)	T9(+); I		2NT :Two suiter minors weak	
Suit = Weak 6+ cards	9	9x			3C/D/H/S : Preemptive 6 - 10	
Jump 2NT = Unusual NT	Hi - x	Sx; xxSx; xxSxxx	xSx; xS	XX+	3NT : Gambling 3NT no outside A/I	<
Leaping Michales	Low - x	xxS; xxxxS	HxS; H	xS+		
		Signal in order of priority			SPECIAL BID THAT MAY R	EQUIRE DEFENCE
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Gambling 3NT	
Direct cue bid: Michael	1s	t Low Encourage	Hi-Lo = Odd	Low Encourage	Reverse Drury	
Jump cue bid: Asking stopper to play 3NT	SUIT 2nd Hi-Lo = Odd S/I		S/P		Lebensohl	
	3rc	Brd S/P			Smolen	
	1s	t Low Encourage	Hi-Lo = Odd	Low Encourage	Reverse Flannery	
VS. NT (vs. STR / WK; Reopening; PH)	NT 2nd	d Hi-Lo = Odd	S/P		Multi	
Dbl = 16+ Penalty Strong / 14+ Weak	3rd S/P				Texas Transfer	
Multi Landy	Signals (including trumps) :				Two Way Checkback	
	UDCA; Reverse Smith Echo vs NT				Leaping Michaels	
	Remainder count = Hi/Lo odd original count					
	DOUBLES					
	TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)	T/O or 18+ a	ny; may be lighter with	h shape			
Dbl :T/O or 18+ Any	1 Level Jum	o = Invite; 2 Level Jum	np = Block			
Natural, Leaping Michaels	Cue = FG; J	ump cue = ask stop				
Lebensohl	Resp double	; Lebensohl			SPECIAL FORCING PASS SE	QUENCES
VS. ARTIFICIAL STRONG OPENING	SPECIAL A	RTIFICIAL AND C	OMPETITIVE D	OUBLES/REDOUBLES		
VS Prec 1C and Std 2C: Suction	Neg/resp do	uble through 4 ♥ ; supp	ort double through I	evel 2		
X = D or H+S; 1D = H or S+C		ble / redouble	-			
1H = S or C+D; 1S = C or D+H	Most low level double is TO				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1NT = C+H or D+S; and so on	1				3rd Hand can be light	
OVER OPPONENT'S TAKEOUT DOUBLE				<u>_</u>		
xx = 10+ no fit						
2NT = 10+ fit					Psychics: Rare	
Transfer						
Jump bid = Fit showing jump						

OPENING TICK IF	K IF M	MIN	DBL RU		DEWITA SONYA - RACHMA	Page 2 of 2	
	TICK		NEG DB THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
-					1D=0-7; 1H=GF bal; 1S/1NT/2C/2D=GF 5+ C/S/D/H	1C-1D-1H=20+; 1C-1D-1H-1S=0-4; 1C-1D-1NT=17-19 BAL;	
1C			16 + unbal / 17+ bal	2H=GF any 4441; 2S=8-10 6+ any with 2 top honor	1C-1D-1H-1S-1NT/2NT=20-21/22-23 BAL; 1C-1D-1H-1NT=5-7 5+C/S		
			2NT=8-10 5+C and 5+any; 3C=8-10 5+D and 5+H; 3H=8-10 5+S and 5+D				
	1D x				1H/S=4+cards 6+ HCP; 1NT=no 4 cards M, 7-10; 2C/D= 4+cards inv+	1D-1x-1NT=11-13 BAL;1D-1x-2C=5-4 minor either way; 1D-1x-2D=6+	
1D		1		12[11] - 15 1 if 4414, else 2+	2H=5S+4/5H 7-10; 2S=5S+5C inv; 2NT= 5H+5C inv	1D-1x-3C=55 minor; 1D-1S-2D-2H=GF; 1D-2m-2H/2NT=Bal no fit/fit, 2S=Fit unbal	
					3x=Preemptive; 3NT=To play	Two way checkback, 4th Suit GF, Short+Help suit Game Try	
					1S=4+cards 6+; 1NT=SF; 2C=GF any; 2D=GF 5+D; 2H=3cards 6-9; 2S = GF nat	1H-1NT-2m = can be 3 card; 1H-2C-2D/2H/2S=5H/6H+4m/6H+4S	2C Drury
1H	1H 5	5		12[11] - 15 5+cards H	2NT=4+H inv; 3C=3H unbal inv; 3D=any spl; 3H=preemptive	1H-2x-2NT=6+H one suiter; 1H-2D-2H/2S=5H/6H+4 any	
					3S/3NT/4C=void S/D/C 9-11; 4D=better than 4H; 4H=preemptive	4th Suit GF, Short+Help suit Game Try	
	1S 5			12[11] - 15 5+cards S	1NT=SF; 2C=GF any; 2D/H=GF 5+D/H; 2S=3cards 6-9	1S-1NT-2m = can be 3 card; 1S-2C-2D/2H/2S=5S/6S+4m/6S+4H	2C Drury
1S		5			2NT=4+S inv; 3C=3S unbal inv; 3D=any spl; 3S=preemptive	1S-2x-2NT=6+S one suiter; 1S-2D-2H/2S=5S/6S+4 any	
					3H/3NT/4C=void H/D/C 9-11; 4D=better than 4S; 4H=Nat to play; 4S=preemptive	4th Suit GF, Short+Help suit Game Try	
	NT			2C=Stayman; 2D= TRF H; 2H=TRF S	1NT-2C-2D=No 4 cards M; 1NT-2C-2M-3M=Inv		
				14 - 16 BAL	2S=C or Range Ask; 2NT=TRF D; 3C=Puppet Stayman	1NT-2C-2NT/3C=44M Min/Max	
1NT				May have 5M or 6m	3D=55 minor GF; 3H=31(54) GF; 3S=13(54) GF	1NT-2C-2D-2H/2S = NF	
			May have singleton honor	3NT=To play; 4D/H=Texas Transfer;	1NT-2C-2D-3H/S = Smolen GF		
					1NT-2S-2NT/3C=Min/Max		
20	2C 5	F		12[11] - 15 6+C OR 5+C + 4M	2D=F1; 2H/S=5+card F1; 2NT=PUP to 3C(T/P) OR FG 6+D OR FG 5M+5D;	2C-2D-2H/S=4card; 2C-2D-2NT=6+C 14-15; 2C-2D-3C=6+C 12-13	
20		5			3C=55M INV; 3H/S=Natural inv;	4th Suit GF	
20				6 - 10 6+H OR 6+S	2H/2S/3H=P/C; 2NT=15+, forcing; 3C/3D=5+ C/D, forcing;	2D-2NT-3C=max any; 2D-2NT-3D/H=min H/S	
2D x	х			0 - 10 0TH OK 0TS	4C= Ask to transfer; 4D = Ask to bid; 4H/4S = t/p	2D-2NT-3C-3D-3H/3S=S/H	
2H		5		6 - 10 5+H AND 5+m	2S=Nat NF; 3C=p/c; 3D=inv in M; 2NT=Ask minor; 3H=Block; 4H=t/p	2H-2NT-3C/D=5H+5C/D;	
2S		5		6 - 10 5+S AND 5+m	2NT=Ask minor; 3C=p/c; 3D=inv in M; 3H=Nat inv; 3S=Block; 4S=t/p	2S-2NT-3C/D=5S+5C/5D;	
2NT	x			6 - 10 5+C AND 5+D	3C/D=t/p; 3H/S=Nat forcing; 3NT=t/p;		
3C		7		6 - 10 PRE	NAT; 4C = Fit SI	3C-4C-4x = Cue	
3D		7		6 - 10 PRE	NAT; 4C = Fit SI	3D-4C-4x = Cue	
3H		7		6 - 10 PRE	NAT; 4C = Fit SI	HIGH LEVEL BIDDING	
3S		7		6 - 10 PRE	NAT; 4C = Fit SI	4NT RKCB 14; 03 (0314 for minor); 2 w/o Q or 5 w/o Q; 2 w/Q or 5 w/Q	
3NT	x			Solid m no outside A/K	4C/5C = p/c; 4D = SI; 4H/4S = t/p; 3NT-4D-4H/S=short H/S; 3NT-4D-5m=nat, short o/m	D0P1 R0P1	
4C		7		Preemptive		Cue, 1st/2nd round control;	
4D		7		Preemptive		Exclution 0314 2- 2+	
4H		7		Preemptive		Cheapeast King	
4S		7		Preemptive			