


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
1 Level 8 - 17; 2 Level 11 - 17
Jump Raise=pre; NT Resp=SF over M, NF over m;
Reopening : Can be weak;
New suit = NF Constructive;
2C Drury after 1M overcall; Cue bid = Strong
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2nd pos= 16[15]-18, System On
4th pos = 12[11]-16, System On
4th pos jump 2NT = 20-22, System On
Promise Stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Suit = Weak 6+ cards
Jump 2NT = Unusual NT
Leaping Michales
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)</b>
Direct cue bid: Michael
Jump cue bid: Asking stopper to play 3NT
<b>VS. NT (vs. STR / WK; Reopening; PH)</b>
Dbl = 16+ Penalty Strong / 14+ Weak
Multi Landy
<b>VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)</b>
Dbl :T/O or 18+ Any
Natural, Leaping Michaels
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENING</b>
VS Prec 1C and Std 2C: Suction
X = D or H+S; 1D = H or S+C
1H = S or C+D; 1S = C or D+H
1NT = C+H or D+S; and so on
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
xx = 10+ no fit
2NT = 10+ fit
Transfer
Jump bid = Fit showing jump

[illegible]

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<b>DEWITA SONYA - RACHMA SHAUMI</b>	
<b>Event</b>	All Event
<b>Category</b>	Precision - Blue
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1C : 16+ Un BAL/17+ BAL	1D : 12[11] - 15, 1+D
1H : 12[11] - 15 5+H	1S : 12[11] - 15 5+S
1NT : 14 - 16 BAL	
2C : 12[11] - 15 5+C+4M / 6+ C	
2D :Weak 2 in H/S	
2H :Two suiter H + m weak	2S :Two suiter S + m weak
2NT :Two suiter minors weak	
3C/D/H/S : Preemptive 6 - 10	
3NT : Gambling 3NT no outside A/K	
<b>SPECIAL BID THAT MAY REQUIRE DEFENCE</b>	
Gambling 3NT	
Reverse Drury	
Lebensohl	
Smolen	
Reverse Flannery	
Multi	
Texas Transfer	
Two Way Checkback	
Leaping Michaels	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
3rd Hand can be light	
<b>Psychics: Rare</b>	

OPENING	TICK IF	ART	MIN	NEG DBL	THRU	DEWITA SONYA - RACHMA SHAUMI			Page 2 of 2
						DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1C	x			16 + unbal / 17+ bal	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;			
					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	1	12[11] - 15 1 if 4414, else 2+	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+				
				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				
1H		5	12[11] - 15 5+cards H	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			
				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			
				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				
1NT			14 - 16 BAL May have 5M or 6m May have singleton honor	2C=Stayman; 2D= TRF H; 2H=TRF S	1NT-2C-2D=No 4 cards M; 1NT-2C-2M-3M=Inv				
				2S=C or Range Ask; 2NT=TRF D; 3C=Puppet Stayman	1NT-2C-2NT/3C=44M Min/Max				
				3D=55 minor GF; 3H=31(54) GF; 3S=13(54) GF	1NT-2C-2D-2H/2S = NF				
				3NT=To play; 4D/H=Texas Transfer;	1NT-2C-2D-3H/S = Smolen GF				
					1NT-2S-2NT/3C=Min/Max				
2C		5	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				
				3C=55M INV; 3H/S=Natural inv;	4th Suit GF				
2D	x		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				
				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				
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				
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		Exclusion 0314 2- 2+			
4H		7		Preemptive		Cheapeast King			
4S		7		Preemptive					