

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopen)
General Style: 9-16; Response: NATURAL, Cue= F1
REOPEN: could be weaker: Response NATURAL
1NT OVERCALL (2nd/4th Live; Responses; Reopen)
2nd/4th Live: 15-18 HCP: As 1NT Open
Reopen: 11-14; As 1NT Open
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak Jump Overcalls; Response NAT
2-Suit: 2NT= Unusual
REOPEN: Jump suit=intermediate
DIRECT & JUMP CUE BIDS (Style;Responses;Reopen)
MICHAELS: PRE or STR
JUMP CUE= ASKS STOP
REOPEN: same principle
VS. NT (vs. STR / WK; Reopening; PH)
CAPPELLETTI
Passed Hand: DONT
REOPEN: same principle
VS. PREEMPTIVE (Doubles;Cue-Bids;Jumps;NT Bids)
Double=T/O; Others = NAT
VS. ARTIFICIAL STRONG OPENING
Vs STR 1♣: DBL=Majors;1NT=minors; others= NAT
FAV VULN could be destructive (44+)
Vs STR 2♣: DBL=Majors;2NT=minors
OVER OPPONENT'S TAKEOUT DOUBLE
RDBL= PEN OR; Jumps= weak;
CAPP/1MX: 1M - (x) - 1NT/2♣=TRF; 2M-1= good raise;
2M= weak raise (After 1♠, 2♦= TRF)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	ATT	same	
NT	4th	same	
SUBSEQ	As above	same	
OTHER : 10 or 9 = 0 or 2 Higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKJx, AKJT _x	AK, AKx, AKJx, AKJT _x	
King	AK, KQ, KQx, KQJx, KQT _x	KQ, KQx, KQJx, KQT _x ,	
Queen	AQJx, QJ, QJx, QJT ₉	AQJx, QJ, QJx, QJT ₉	
Jack	JT, JT98	JT, JT98	
10	T _x , T ₉ , T ₉ x, KJT _x , KJT ₉	T _x , T ₉ , T ₉ x, KJT _x , KJT ₉	
9	98x, KT98, QT98x	98x, KT98, QT98x	
Others	AJxx, Kxx, Qxx, Jxx, Txx,	AJxx, Kxx, Qxx, Jxx, Txx,	
	Txxx, KJxxx, Kxxxx	Txxx, KJxxx, Kxxxx	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
Suit 1st	Hi=ENCRG	Hi=Odd	Hi=ENCRG
2nd	Hi=Even	Hi=ENCRG	Hi=Even
3rd	S/P	S/P	S/P
NT 1st	Hi=ENCRG	Hi=Odd	Hi=ENCRG
2nd	Hi=Even	Hi=ENCRG	Hi=Even
3rd			
Signals (including trumps)		Trump ECHO	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopen)			
Shape or good hands			
Response Cue= F1			
REOPEN: Could be lighter			
SPECIAL ARTIFICIAL AND COMPETITIVE DBL/RDBL			
Neg/Resp Double thru 4/4[(after 1{. NEG thru 6 });			
SUPP DBL/RDBL; COMP DBL; Most low level DBL= T/O			

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			INDONESIA
Ong Keng Hin - Giovanni Watulingas			
EVENT		OPEN TEAM 2007	
CATEGORY		STRONG CLUB - BLUE	
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
Modified Precision; 1♠=16+ (18+ IF BAL)			
1♦=2+; 5-card M (1NT Resp= F1)			
2♣= 6+card ♣, may have other 4-card suit			
2♦= short ♦ (4414/4405/3415/4315) OR short ♠ (1435)			
NAT Weak 2M			
Weak Jump Overcalls			
1NT Opening		15 -17 Bal, 5 M OK	
2 over 1 Response			
SPECIAL BID THAT MAY REQUIRE DEFENCE			
1♠ - 1♦ - 1♥= F1			
1♦ - 2♦= F1; 1♦ - 3♦= PRE,			
1♦ - 2♥= 7-9, 5♠/4♥			
1♦ - 2♣= 7-9, 55+m			
1♦ - 3♣= INV, 55+m			
After 1M: SPL void/singleton			
"BERGEN" Raises after 1M			
Gambling 3NT			
Namyats No O/S A			
LEBENSÖHL			
Escaping From 1NT Doubled			
SPECIAL FORCING PASS SEQUENCES			
High Level - slam interest			
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
Open 1♦ frequent with 4♦/5♣			
Psychics: Rare			

OPENING	TICK IF ART	MIN NO.	NEG DBL THRU	ONG KENG HIN - GIOVANNI WATULINGAS		INDONESIA	Page 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	NOTES
1♣	√	0	6♦	Strong, 16 ⁺ HCP (18+ IF BAL)	1♦= Neg; 1M/2m= NAT 8+; 1NT= BAL 8-13 or 16+;	1♣-1♦- 1♥= F1 (NAT ♥ 16+ or any 20+);	Note 1
					2♥/♠=SPL Red/Black, 8+; 2NT= BAL 14-15 HCP;	1♣-1♦- 1NT= BAL 18-19 (AS 1NT OPEN);	
					3x= 6+card, slam interest	others= NAT	
1♦	√	2	4♥	11-15 HCP, 2+♦ IF BAL	1♥/♠=NAT; 1NT=7-10; 2♣/♦=F1, NAT; 3♦= PRE;	1♦-1M-1NT- 2♣= Pupp 2♦; 2♦= ART FG;	Note 2
					2NT= INV no M; 1♦-2♥= 5♠+4♥, 7-9 HCP	1♦-1♥-1♠- 2♣/2♦= DITTO; 1♦-2♥- 2NT=	
					1♦-2♠= 55+m, 7-9; 1♦-3♣= 55+m, INV	ask SPL; 1♦-2♠-2NT / 1♦-3♣-3♥= ask SPL	
1♥		5	4♦	11-15, possibly 4-card in 3rd/4th	1NT=F1; 2NT=Nat; FG; "BERGEN" (4+card supp):	1♥ - 2♠ - 2NT= Short ♠; - 3♥= no Short	Note 3
					2♠=FG; 3♣=7-9; 3♦=INV; 3♥=WK; 3♠=SPL void		
1♠		5	4♦	11-15, possibly 4-card in 3rd/4th	1NT=F1; 2NT=Nat; GF; "BERGEN" (4+card supp):	1♠ - 3♣ - 3♠= no Short; - 3NT= short ♣	Note 3
					3♣ =FG; 3♦=7-9; 3♥=INV; 3♠=WK; 3NT=SPL void		
1NT			4♥	BAL 15-17 HCP, 5-card M OK	Stayman (does not promise Major); Jacoby TRF;	1NT-2♦-2♥- 2♠= Reject TRF (4441);	Notes 4, 9
					2♠= TRF ♣; 2NT= TRF ♦; Texas TRF	Smolen TRF; Distributional asks; SPL	
2♣		6	4♦	11-15 HCP, 6+card ♣	2♦= (Relay); 2♥/2♠= F1; Splinter	2♣ - 2♦ - 2M= 4-card M	
2♦	√	0	4♦	11-15, 4414/4405/3415/4315 OR short ♠ <u>1435</u>	2NT= ask	2♦ - 2NT - 3♣= 4315/3415/1435, Max;	Note 5
						- 3♦/♥/♠= 3 card; -3NT= 4414/4405	
2♥		6		NAT Weak-Two 6-10 HCP	2♠= ask short; New suit= NAT, F1 (2NT= 5+♠);	2♥ - 2♠ - 2NT= Short ♠	
					Raises= End; Splinter		
2♠		6		NAT Weak-Two 6-10 HCP	2NT= ask short; New suit= NAT, F1;		
					Raises= End; Splinter		
2NT			4♥	BAL 22-23 HCP	Romex STAY; Jacoby/Texas TRF; 3♠= Pupp 3NT;		Note 6
					3NT= CONFI; Gerber		
3x		6		Pre-emptive (NV: random)	NAT	HIGH LEVEL BIDDING	
3NT	√			SOL minors	4♣/5♠=P/C; 4♦= Relay [Note 7]	Gerber; RKCB (1430); Cue; Asking Bids; SPLINTERS;	
4♣	√			NAMYATS, SOL ♥	4♦= Relay [Note 8]	DOPI; ROPI; DOPE; ROPE; 5NT GSF; Exclusion;	
4♦	√			NAMYATS, SOL ♠	4♥= Relay [Note 8]	Forcing pass	
4♥				To play			
4♠				To play			
4NT	√			Specific Aces asking	5♣= no Ace; 5x= Ace x; 5NT=Ace ♣; 6♣= 2 Aces		

SUPPLEMENTARY SHEET

Ong Keng Hin - Giovanni Watulingas

Note 1 OPENING 1 CLUB

1♣ - 1♦ = 0 - 7	1♣ - 2♥ = 8+, 4441 short RED
1♥ - 1♠ = 0-4 (or some 5-7)	1♣ - 2♠ = 8+, 4441 short BLACK

1♣ - 1NT= BAL 8-13 or 16+	1♣ - 2♥
2♣ - 2♦ = ♥ (+x), 8-10 or 16+	2NT - 3♣/3♦ = 8-10, short ♦/♥
- 2♥ = ♠ (+m), 8-10 or 16+	- 3♥/3♠ = 11+, short ♦/♥
- 2♠ = no M, 8-10 or 16+	1♣-2♥- 2♠/3♠ = Trump Asking Bid
- 2NT=4333,11-13 (3♣ asks)	
- 3♣ = ♣+x, 11-13 (3♦ relay)	1♣ - 2♠
- 3♦ = ♦+M, 11-13	2NT - 3♣/3♦ = 8-10, short ♣/♠
- 3♥ = ♥+♠, 11-13	- 3♥/3♠ = 11+, short ♣/♠
- 3♠ = 5♣, 11-13	1♣-2♠- 3♦/3♥ = Trump Asking Bid
- 3NT= 5♦, 11-13	

Note 2 OPENING 1 DIAMOND

1♦ - 1M	1♦ - 2♥ = 7-10, 5♠/4♥
2M - 3m/3OM= SPL	2NT - 3m = short, Min or Max
1♦ - 1M	- 3♥/NT= no short, Min/Max
2NT= ♦+3-cd supp M	

1♦ - 2♠ = 7-10, 55+ m	1♦ - 3♠ = 11-12, 55+ m
2NT= ask short, F(4m)	3♥ = ask short, FG
- 3♣/3♦= short ♥/♠, Min	- 3♠ = short ♠
- 3♥/3♠= short ♥/♠, Max	- 3NT= short ♥
- 3NT= short both M (65+m)	- 4♣ = short both M (65+m)

Note 3 OPENING 1 MAJOR

1M - (2M) - DBL = PEN Oriented	
Michael 2NT/3♠ = TRF	
3♦ = 3-cd supp, INV+	
3M = 4-cd supp, INV	
3OM/4m = SPL	
1♥ - (2♠) - 2NT/3♠ = TRF	1♥ - (3♠) - 3NT= To Play
3♦ = TRF ♥, good raise	4♣ = TRF ♦
3♥ = COMP	4♦ = TRF ♥, good raise
3♠/4m = SPL	4♥ = To Play

Note 4 OPENING 1 NOTRUMP

1NT - 2♦	1NT - 3♥ = SPL (3145/3154)
2♥ - 2♠= Reject TRF(4441)	1NT - 3♠ = SPL (1345/1354)
2NT - 3x= SPL	1NT - 2♥ - 2♠ - 2NT= Reject (m's)

Note 5 OPENING 2 DIAMOND

2♦ - 2NT	2♦ - 2NT
3♣ = Max, 4315/3415/1435	3♣ - "3♦"
3♦ = 4414/4405 (3♥ asks)	3♥ = 4315 Max
3♥ = 4♣3♥1♦5♠ Min	3♠ = 3415 Max
3♠ = 3♣4♥1♦5♠ Min	3NT= 1435 Max
3NT=1♣4♥3♦5♠ Min	

IF Opener's rebids 3♠/3NT= short ♦: RESP 4♦/4♥= TRF (set trump);
IF Opener's rebid 3NT= short ♠: 4♠/4♦= TRF; 4♠= set ♠

Note 6 OPENING 2 NOTRUMP

2NT - 3♣ = Modified Romex STAY	2NT - 3♣
3♦ = no M or 4-card ♠ ("3♥"= asks)	3♦ - 3♥ = asks
3♥ = 4 or 5-card ♥ ("3♠"= asks)	or 4♥ + 5♠
3♠ = 5-card ♠	- 3♠ = 4♠ + 5♥
3NT = 44 M (RESP Pass or TRF M)	

2NT - 3♣	2NT - 3♣
3♦ - 3♥	3♥ - 3♠ (promise 3♥)
3♠/3NT/others= 3/2/4 card ♠	3NT = 4-card ♥

2NT - 3♦	2NT - 3♥
3♥ - 3♠ = Slam interest	3♠ - 4♥ = 55+ M, weak

Note 7 OPENING 3 NOTRUMP

3NT - 4♣/5♠ = P/C	
- 4♦ = Ask side control	
- 4M = To Play	
3NT - 4♦	3NT-(DBL)- RDBL= To Play
4M = control in M	4♣/5♠ = P/C
4NT= control in ♦ (♠ suit)	4♦ = same, Ask
5♠ = control in ♠ (♦ suit)	4M = To Play

SUPPLEMENTARY SHEET

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Note 8 OPENING 4♣ / 4♦ NAMYATS

4♣ - 4♦ = Ask VOID 4♦ - 4♥ = Ask VOID
 4♥ = no void (then 4♠ = ask SGLT) 4♠ = no void ("4NT"=ask SGLT)
 4♠/4NT/5♣ = void ♠/♦/♣ 4NT/5m = void ♥/m

4♣ - 4♦ 4♦ - 4♥
 4♥ - 4♠ 4♠ - 4NT
 4NT/4m = SGLT ♠/m 5m/5♥ = SGLT m/♥

4♣ - (DBL) - PASS= F, Ask VOID (NO 1st round control ♣)
 OP RDBL= void ♣; 4♦= void ♦; 4♥= no void m (possibly VOID ♠ with 3+♣)
 4♠= void ♠, WITH singleton or 2-card in ♣

4♣ - (DBL) - RDBL= Ask control in ♦/♠ (GUARANTEE 1st round control ♣)
 OP 4♦= SPL ♦; 4♠= SPL ♠; 4♥= no SPL ♦/♠

4♦ - (DBL) - Pass/RDBL= same structure as 4♣ - (DBL)

Note 9 ESCAPING FROM 1NT DOUBLED

1NT - (DBL) - Pass = Force RDBL
 DBL= PEN/STR (To play OR ♣+M OR ♦+♠ OR INV)
 RDBL= Puppet 2♣
 (Any 1-suiter WK or FG; OR any 2 suiter FG)
 2♣ = ♣ + ♦
 2♦ = ♦ + ♥
 2♥ = ♥ + ♠
 2♠ = NAT, NF

1NT - (DBL) - Pass = Neutral
 DBL= 1-SUITER RDBL= Puppet 2♣ (then Pass/Correct 2♦, weak)
 Others: system ON

1NT OVERCALL - (DOUBLE)
 (1x) - 1NT - (DBL) - Pass = Force RDBL
 RDBL= Puppet 2♣
 2♣ = ♣ + ♦
 2♦ = ♦ + ♥
 2♥ = ♥ + ♠