

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Stlye; Responses; 1/2 level; Reopening)

Sound 1-level ; WEAK 2-level (new=F1/jump=FIT); Cue=F1;
Jump raise=PRE; Reopen: treat as normal

1NT OVERCALL (2nd/4th Live: Responses: Reopening)

2nd/4th Live: 15+-18+HCP; Bid as over 1NT OPEN;LEB;
DBL=NEG;
REOPEN: 1NT= 11+16 HCP[Note 5], maybe no stopper in m ;
2NT= 19-21: 3NT=tricks

JUMP OVERCALLS (Style; Responses: Unusual NT)

1- Suit : PRE
2- Suit : 2NT = 2 lower suits, usually WK or very STR (Jump w/ 4 cards SUPP

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

MICHAELS CUE:PRE or STR (5-5+):
2NT/DBL asks m JUMPS in known suits=PRE ; New suit=NF.
DIRECT JUMP CUE: NAT/m. STOP ASK/M: (1m)-4m=sound 4M

VS. NT (vs. STR / WK; Reopening; PH)

CAPPELLETTI VS WEAK NT
VS STR NT [Note 7]

VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)

DBL=T/O thru 4 [; LEB after (WK2x)-DBL-(P)- [Note 2];
(WK 2M): 4m=m+OM; 3M=STOP ASK; 4NT over 4 [=m's but over
4] =any 2 suits; (3x)-4x=strong 2-suiter; 4 { ART/our 3NT

VS. ARTIFICIAL STRONG OPENING

Over 1 { = CRASH min(5-4); DBL= colours; 1 } = rank; 1NT= shape. WJO depends on VUL (new suit suggests lead)

OVER OPPONENT'S TAKEOUT DOUBLE

New suit=F at 1-level only; JUMP raise=PRE;
2NT/3NT=LIM/FG raises; Jump shift=fit,
DBL jump shift=SPL; CAPPELLETTI/M ; Pass then DBL=T/O;
RDBL= PEN oriented. F2M or 3m if OPPTs compete

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
SUIT	4th	Sxx/xSxx if a raiser
NT	4th	Sxx/xSxx if a raiser
SUBSEQ	3rd = even; low Odd/ATT	ATT

OTHER : vs. NT : K asks CT/UB: A/Q/J asks ATT:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKJ10(+);A(+);	AKx(+);Ax(+) asks ATT
King	AK;KQx(+);KQ(J/10)x(+)	STR holding; asks UB/CT
Queen	KQ;QJx(+)	QJx(+);KQx(+)
Jack	QJ;J10x(+);AQJx	J10x(+);AQJx(+)
10	109;A/KJ10x(+)	A/KJ10(+);109x(+)
9	9; 9x;H109x(+)	H109(+);98x(+)
Hi - x	Sx; xSx; xSxxx	xSx; xSxx
Low - x	HxS; HxxS;	HxxS(x); HxS

Signal in order of priority

	Partner's lead	Declarer's lead	Discarding
1st	Hi = ENCRG	Lo/Hi = E	Hi = ENCRG
SUIT 2nd	Hi/Lo = E	S/P	Hi/Lo = O
3rd	S/P		S/P
1st	Hi = ENCRG (most)	Smith (below)	Hi = ENCRG
NT 2nd	Hi/Lo = E	S/P	
3rd	S/P (long suit)	Lo/Hi = E	

Signals (including trumps) : Reverse, SMITH

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

JUMP CUE RESP=SOL. asks STOP. Jump is PRE

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4 [(including opener's suit)
1 {-(1)}-DBL=both M's or neither; SUPPORT DBL:3-cd SUPP
or STR "BAL". Most low-level DBL=T/O; DBL of CUE=T/O;

Fera DAMAYANTI - RIANTINI

Event	Ladies TeaM 2007
Category	Natural

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL-WEAK NT
5-card M in 1st,2nd; Pass if awful BAL; Normal Resp;
1NT Resp: semi-F(4-12)/1M;
NAT PRE and weak 2M, 2 } (disciplined 1st, 2nd,or VUL);
Most low-level DBLs=T/O; COMP:O/C may be STR;
Reopen AGGR

2 OVER 1 RESPONSES : 1M-2x=FG: 1 } -2 { =F1 [Note 3]

SPECIAL BID THAT MAY REQUIRE DEFENCE

1 { -1M may bypass } and 1} -1M may be 3 cards;
GAMBLING 3NT with little O/S strength
Some COMP CUE=LIMIT+ RAISE,JUMP RAISE=PRE,JUMP CUE=SPL
LEBENSÖHL after 1NT Opening/Overcall: DBL=NEG
LEBENSÖHL after DBL of WK 2-bid [Note 2]
VS 2-suited O/C:cheapest cue=unbid suit,next cue=raise,
unbid suit=NF, 2NT usually ART
VS M MICHAELS/similar:Transfer style
Escaping From 1NT DOUBLED [Note 8,9]
NAMYATS (SOL 1/ /) no O/S Ace

SPECIAL FORCING PASS SEQUENCES

Pass=F when: we accept FG situations;
1NT-(DBL)-Pass : F to RDBL.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

OPENING	TICK IF ART	MIN	NEG DBL THRU	Fera DAMAYANTI - Riantini INDONESIA				Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH	
1m		3	4 [	11+ HCP; 3 { +3 } always 1 {	2m = Inverted; 3m = PRE; Jump = WK;	4SFG; 3rd suit Reverse or 3 level = FG;	4th suit = NF unless	
					2 [=5] +4 [, 7-10; 2] =5] +5 [, 6-9;	/Reverse : Cheaper of 2NT and 4th suit =	REVERSE; JUMPS = FIT	
					1NT= 8-10; 1 } -1M may be 3 if WK;	ART, may be WK; 1m-1M, 4m=CONC 64;		
					2NT=13-15 no M;	SPL 1M/1m = 2NT		
					3NT=16-18 slowhand 3334om	2 { =PUP 2 } ; 2 } =ART FG over 1NT rebid;		
1M		5	4 [	11+ HCP; 5 cd+	semi-F1NT (4-12); 2NT=FG, BAL;	3-way trials [Note 1]; 2m rebid may be STR and	DRURY-FIT 2 { =STR raise;	
					1 [-2] /1] -3 { =FG raise; 1 [-3m=LIM Raise;	occ 3-card suit; 1M-1NT, 4x=SPL;	3 { =NAT; other jumps=FIT;	
					1] -3R= Limit Raise; SPL	1M-1NT, 2NT-transfers;	Jump raise=semi-PRE;	
					3NT=4333, 16-18 slow	2 { =PUP 2 } ; 2 } =ART FG over 1NT rebid;	2 new=6+ cards	
1NT			4 [	11+ - 14 HCP	JTB; TEXAS; 2] =BAL(no M) or 1-suited INV;	/TRF: SPL rebids; game raise=S/T;		
					2NT/3 { =TRF; 3 } =CONFI ;	2 } -2 [, 2] =WALSH; /STAY: 2] rebid =INV;		
					3M=SPL(54/63 ms); SMOLEN	2 [rebid=WK Ms		
2 {	√			STR, ART; FG if no 2NT rebid	2 } =0/1 CTRL; 2 [=2; 2] =3+; 2NT=1-loser suit;	2 { -2 } -2 [=STR NAT or BAL PUP to 2]		
					3NT=SOL better than 3x; 3x=TRF; 4x=broken;			
2 } /M				WK (disc in 1+2)	2(x+1)= ask SPL/M, Ougust/ } ; NEW=F1	Opener's new over F1 resp=SPL	new=L/D	
2NT			4 [	20-22 HCP; BAL	JTB; TEXAS; ROMEX STAY[Note 6]; SMOLEN;			
					3] =m's; 4 { =GERBER; 4] =m's; 4NT=QUANT			
3x		7		PRE	New=F1; in comp may be L/D	Opener's new over F1 resp=SPL	new=L/D	
3NT	√	7		GAMBLING, little O/S	All { bids=P/C; 4 } = CTRL ASK; 4M=NAT	HIGH LEVEL BIDDING		
4m	√	7		Namyats, Sol M No O/S A	4m+1= CTRL ASK [Note 4]	Many SPL raises and self-SPL in STR one-suited hands.		
4M		7		PRE	New=CTRL ASK (step RESP to ask = 0/2nd/void)	RKCB-1430 with trump queen ask; DOPI; DEPO; 5NT (0/2/4 keys)		
4NT				Blackwood Aces	5 { =No Ace; 5x=Ace x; 5NT=ace { ; 6 { =2 Aces	or higher; 5NT rebid INV seven, asks king cue-bidding;		
5m		7		PRE	New=ask CTRL (step RESP to ask = 0/2nd/void)	Cheapest=WKest RESP to GSF; Gerber /1NT or 2NT; cue-style:		
						2nd round CTRL acceptable if suit may be critical;		
						no Blackwood after two cue-bids; Lightner slam DBL if cue-bid DBL,		
						RDBL=2nd round CTRL		

1 [	-	2 [
2]	=	Game Try
2NT	=	SPL]
3m	=	SPL m
3 [	=	Good Long [, 3NT = Try
3NT	=	Long very good [, Stoppers

(2 [) - DBL - (Pass) - 2] = WEAK	(2 [) - DBL - (Pass) - 2NT = PUP 3 {
- 2NT = PUP 3 {	- 3x = CONST
- 3m = CONST	- 3] = FG, denies 4 [
- 3 [= FG, denies 4]	
- 3] = INV, 5+]	
- 3NT = NAT	
- 4m = 6m/4]	
(2 [) - DBL - (Pass) - 2NT	(2 [) - DBL - (Pass) - 2NT
(Pass) - 3 { - (Pass) - Pass/3 } = Weak	(Pass) - 3 { - (Pass) - Pass/3R = Weak
- 3 [= FG, 4+]	- 3] = FG, 4+]
- 3] = INV, 4]	- 3NT = NAT, 4+]
- 3NT = NAT+4]	

1 }	-	2 {
2 }	=	5+ } , F1, could be STR reverse
2 [	=	4441 { , could be minimum (2] asks more: NT=SPL { H)
2]	=	ART FG { raise
2NT	=	15+ BAL FG
3 {	=	NF
3 }	=	one-loser suit (6+ cards), extras
3M	=	SPL
3NT	=	4432, 18-20
Responder's 2NT, 3 { , 3 } rebids=NF where logical		
1 } -2 { ; 2 } -2M; 3NT=raise to 4M with stopper in OM		

4 {	-	4 }/5m	=	ASKING BID	4 }	-	5m/5 [	=	ASKING BID
		4NT	=	ASKING TYPE			4NT	=	ASKING TYPE
ASKING BID					ASKING TYPE				
1 STEP	=	NO CTRL			1 STEP	=	7	TRICKS	
2 STEP	=	SINGLETON OR K			2 STEP	=	7 1/2	TRICKS	
3 STEP	=	VOID			3 STEP	=	8	TRICKS	
4 STEP	=	8 1/2 TRICKS							
4 {/} - (DBL) - Pass = As 4 }/[									
RDBL = PEN ORIENTED									
4 [/] = TO PLAY									
4]/[= ASKING BID }/[									

(Note 5)

1NT - 2 { (Relay)

2 } = 11-14 No M

2M = 11-14

2NT = 15-16

Others as 1NT Opening and 2NT Opening

(Note 6)

2NT - 3 { (Romex STAY)

3 } = No M or 4 cd]

3 [= 4/5 cd [

3] = 5 cd]

3NT = 2M(4-4)

(Note 7) Vs. STR NT

DBL = PEN

2 { = } Suit or M+m

2 } = [suit

2 [= M's

2] =] suit

2NT = { suit

3 { = { + }

3 } = M's Strongish

(Note 8) ESCAPING From 1NT DOUBLED(1)

Pass F to RDBL 1NT - (DBL) - Pass - (Pass)

RDBL = PUP { RDBL - (Pass) - Pass = To Play

2 { = { + } 2 { = { +M

2 } = } + [2 } = } +]

2 [= [+] 2 [= 5 [INV

2] =] only 2] = 5] INV

2NT = PRE 1 m or Both M's 2NT = TRF, 6 { INV

3m = PRE m + unknown M 3 { = TRF, 6 } INV

3M = PRE M 3 } = TRF, 6 [INV

3NT = PRE ms 3 [= TRF, 6] INV

(Note 9) ESCAPING From 1NT DOUBLED..... (2)

1NT - (DBL) - RDBL - (Pass) 1NT - (DBL) - RDBL - (Pass)

2 { Pass = { Nat 2 { - (Pass) - 2]

2 } = } Nat 2NT 3 { = FG, { +]

2 [= [Nat 3 } = FG,] + [

2] = Art, FG 2-suiter 3 [= FG, } + [

2NT = TRF { , FG 3] = FG, { + }

3 { = TRF } , FG

3 } = TRF [, FG

3 [= TRF] , FG

3] = FG, [+ {

3NT = FG,] + }

1NT - (Pass) - Pass - (DBL)

Escape using DON'T