

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive 1st Level 5(4) card; Sound 2nd Level
Drury 2♣ after 1M O/C; New Suit = F1; Jump Raise = WK;
1NT RESP=CONST; 4TH DBL; RESP DBL; Jump Shift=FSJ at 2/3 Level
4th LEVEL JUMP=SPL
1M-(1NT)-2m=m+OM;
(1m)-(Pass)-(1NT)-2m=Majors (54+), 2om=om+M
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 as 1NT Open
Escaping From 1NT DBL [Note 1]
REOPEN: 1NT= 11+16, 2♣=Ask Range; 2♦/♥/♠=11-13,
2NT= 14-16; others as 1NT Open
JUMP OVERCALLS (Style; Responses; Unusual NT)
1- Suit : Weak 6(5)+card
2- Suit : Unusual NT (minors over M; om+♥ over m, WK or STR)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1m)-2m=Majors (5-4+) WK or STR; 1M-2M=OM+m, WK or STR
Advancer's 2NT=INQ, 3m=own suit)
(1X)-3X=Ask Stopper for 3NT
VS. NT (vs. STR / WK; Reopening; PH)
VS WEAK NT CAPPELLETTI
Dbl=HCP+, 2♣=1-suiter; 2♦=♥+♠; 2M=5+M/4+m
2NT=m's or STR 2-suiter any, 3x=PRE
PH→DBL=1-suiter
VS STR NT - DONT
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DBL=T/O; LEB after (WK2x)-DBL-(P)-; LEAPING MICHAELS;
(3m)-4m=Majors; (4♥)-4NT=minors; (4♠)-4NT=2-suiters
(2M)-3M=Ask Stopper; (3x)-4M=Sound Hand
VS. ARTIFICIAL STRONG OPENING
Over 1♣: DBL= M's; 1♦=1-suit m; 1NT=minors; 2m=m+M, Resp P/C;
any NT or RDBL=LEB for own suit
After (1♣)-Pass-(1♦)-DBL=M's other same as above
OVER OPPONENT'S TAKEOUT DOUBLE
1-level=F1; 2NT=Limit+ ; 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	
OTHER : vs. NT → A asks ATT, K asks CT=UB; 10 or 9 top or 2 higher; ToN			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK; AKx(+); A(+)	ATT	AKx(+); Ax(+) ATT
King	AK(+); KQ(+) Kx;	CT	STR holding; UB/CT
Queen	QJ(+); Qx		KQ(+); QJT(9); AQT; AQJ
Jack	J10(+); Jx		same
10	109(+); 10x; HJ10(+)		same
9	98(+); 9x; H109(+)		same
Hi - x	Sx; SxS; xSx(+)		same
Low - x	HxS; HxxS(+)		HxS; HxxS(+)
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Hi = E	Hi/ Lo = E	Hi = E
SUIT 2nd	Hi = ENCRG	S/P	Hi = ENCRG
3rd	S/P		S/P
1st	Hi = ENCRG	Smith=(Hi=ENCRG)	Hi = E
NT 2nd	S/P	Hi/Lo=ENCRG	Hi/Lo = E
3rd		S/P	S/P
Signals (including trumps) : SMITH SIGNAL vs NT			
Trump : Hi-Lo=S/P or even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape or too Strong for other action. CUE BID almost FG			
(1m)-DBL-(Pass)-3m = INV, both Ms, Jump=INV			
(1m)-DBL-(1M)-2M=any FG; 2m=4OM/4m INV; OBAR DBL			
Reopening may be Wker (Resp CONST, CUE=F1)			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG/RESP DBL thru 4♥; SUPP DBL THRU 2-Level			
1♦-(1♥)-DBL=<4♠; 1♦-(1♠)-DBL=Suggests 4+♥			
Repeat same suit NEG DBL=T/O; Most Level DBLs=T/O;			
COMP DBL; MAX DBL; EXT DBL; 4th DBL; CUE-DBL=L/D; SPL DBL for Save			

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		INDONESIA	
Suci Amita DEWI - Kristina WAHYU			
Event	PABF 2007 Youth Team		
Category	Natural		
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
NATURAL-WEAK NT			
5-card M in ; 1NT Resp: semi-F(3-12)/1M; Open Fairly Sound if BAL			
PRE (depend on VUL)			
Fast Arrival; Frequent Non-PEN DBL; Art Comp 2NT Bids;			
Jump raise PRE			
1NT OPENING : (11)12-14 HCP BAL no 5♠; 3rd POS 15-17 HCP			
2 OVER 1 RESPONSES : 1M-2x=FG; 1♦-2♣=F1			
SPECIAL BID THAT MAY REQUIRE DEFENCE			
GAMBLING 3NT with little O/S strength			
COMP CUE=LIMIT RAISE +; Weak Jump Raise			
LEBENSCHL style after DBL of OPP WK 2M			
FIT JUMPS in 2/3 Level; MIX Raise			
SPL in COMP at 4-Level			
MOD Bergen over 1M			
1♦-2♥=5♠+4♥, 6-9 (after Pass double is FIT Showing)			
(1m)-Pass-(1NT)-2♣/♦=Both Majors better ♥/♠			
Escaping From 1NT DOUBLED [Note 1]			
SPECIAL FORCING PASS SEQUENCES			
Comp 2x/1=F3x; if "sound of bidding" says F/P then F/P			
After 1x-(DBL)-RDBL: F→2M/3m			
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
We do not count K or A singleton as Splinter			
1♦ Frequent with 4♦/5♣			
Psychics: After some FIT			

OPENING	TICK IF ART	MIN	NEG DBL THRU	Suci Amita DEWI - Kristina WAHYU INDONESIA				Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH	
1♣		3	4♥	(11)12+ HCP; 3♣+3♦ always 1♣	NAT, 1NT=7-10; Inverted minor; 2♦=♦+M; 2♥=5♠+4♥, 7-10; 2♠=5♣, 6-9; 2NT= NAT, FG; 3-Level=SPL; 4-Level=To Play	2♣=PUP 2♦; 2♦=ART FG over 1NT rebid;	Same as UPH	
1♦		4	4♥	(11)12+ HCP; 3+♦ (4432)	NAT, 1NT=7-10; Inverted minor; 2♥=5♠+4♥, 7-10; 2♠=5♦, 6-9; 2NT= NAT, FG; 3♣=6+♣ PRE; 3♦=PRE; 3M=SPL; 4M=To Play	as 1♣	2NT=NAT, INV; FSJ	
1♥		5	4♥	11+ HCP; 5 cd+	1♠=4+; 1NT=6-10; 2m=GF; 2♥=3+SUPP; 1♥-2♠=Jacoby; 2NT=3+FG; 3♣=7-9 HCP, FIT; 3♦=10-11, FIT; Double Jump=SPL			
1♠		5	4♥	11+ HCP; 5 cd+	1NT=6-10; 2m=GF; 2NT=3+FG; 3♣=Jacoby; 3♦=6-9, 4+SUPP; 3♥=10-11, 4+SUPP; Double Jump=SPL			
1NT			4♥	(11)12-14 HCP 15-17 HCP in 3rd 5 cards ♥ OK	NF STAY; JTB or WALSH; TEXAS TRF; 2♠=INV BAL or (54) minors; 2NT/3♣=TRF ♣/♦ 3♦=1 suiter m, SPL om; 3M=1suit m SPL M; 4R=TRF ♥/♠	1NT-2♦=♥ or WALSH; 1NT-2♥=♠ or minors; 1NT-2♠=INV to 3NT or longer m (INV+)		
2♣	√			STR, ART; 20+	2♦=FG; 2♥=(0-4 HCP); Others=NAT, 2-TH; 2NT=♥	NAT, F		
2♦		6		WK ♦	2♥=Ougust; 2NT= ♥ Suit; Others=NAT, F			
2♥		6		WK ♥	NV: 2♠=NAT, 2NT=Ougust; VUL: 2♠=Ask SPL, 2NT= ♠ Suit F			
2♠		6		WK ♠	2NT=Ougust (NV); 2NT=Ask SPL (VUL)			
2NT			4♥	20-22 HCP; BAL, 5M OK	JTB; TEXAS; ROMEX STAY; 3NT=1-suiter m, SI; 4♣=GERBER; 4♠=6/5 m's; 4NT=QUANT			
3x		7		PRE	New=NAT F; Raise=Block			
3NT	√			GAMBLING, 7 1/2 trick no O/S A/K	All ♣ bids=P/C; 4♦= Ask Void	3NT-4♦, 4♥=No Void; 4♠=Void ♠, 4NT=Void ♥ 5♣=void m		
4m	√	7		8/9 Tricks, Sol M No O/S A/K	4m+1= ASK Void; 4m+2=To Play	4♣-4♦, 4♥=No Void 4♠/4NT/5♣= Void ♠/♦/♣ 4♦-4♥, 4♠=No Void 4♣//5♣/5♦= Void ♠/♣/♦		
4M		7		PRE		HIGH LEVEL BIDDING		
4NT				Blackwood Aces	5♣=No Ace; 5x=Ace x; 5NT=ace♣; 6♣=2 Aces	Cue First&Second Equally; SPL; Auto SPL; RKCB 1430 (5/6 KC);		
						DOPI; ROPI; DEPO; GERBER; 5NT=GSF; Lightner DBL;		
						POS Slam DBL (direct DBL=PEN, indirect show 1 trick)		
						F/P in Clear Situation (pass then pull= interest)		

(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, UNBAL
2♠	= ♠ only			2♠	= 5♠ INV, UNBAL
2NT	= Both M's INV			2NT	= TRF, 6♣ INV
3m	= PRE m			3♣	= TRF, 6♦ INV
3M	= PRE M			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