

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS (Style; Responses; 1/2 level; Reopening)**

Aggressive 1-level;

Sound 2-level; CUE RESP= LIM raise or better; New=FI; FIT JUMPS;

Jump RAISE=PRE; 3+level=USEFUL VALUES, any shape;

RESP DBL, 3+level=USEFUL VALUES; MAX DBL;

INT OVERCALL (2nd/4th Live; Responses; Reopening)2nd POS and 4th LIVE: 15⁺-18⁺ HCP : as over INT; NEG DBL;

Reopen: 11-14 HCP; as over INT

JUMP OVERCALLS (Style; Responses; Unusual NT)1st Suit : WK, 6⁺ cards, 2NT asks SPL2nd Suit : Both minors over MReopen : Good 6⁺ suit, 10-12**DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)**MICHAELS :PRE/STR: (1M)-2M:OM+m(55⁺);(1m)-2m:♥+♠(5⁺4⁺);

(1m)-3m=NAT,PRE; STOP ASK in REOPEN; (1M)-3M=STOP ASK;

REOPEN CUE=Michaels

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

vs WK NT: CAPPELLETTI: 2♣:any 1-suiter(advancer's 2♦=P/C;

new suit bids=NF); 2♦: ♥+♠(then 2NT=FI; 3m=NF); 2♥:♥+m

(then 2♠/3m=NF; 2NT asks m); 2♠:♠+m(then 3♥/3m=NF; 2NT

asks m); 2NT=2 Suiters GF

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

LEB after (WK2x)-DBL-(P)-;

Leaping Michaels: (WK 2M): 4♣=OM+♣, 4♦=OM+♦; vs(WK 2♦):

4♣=♣+M, 4♦=♠+♥

VS. ARTIFICIAL STRONG OPENING

VS 1♠ STR: DBL=M's; 1♦=♦+♥; 1♥=♣+♠; 1♠=♠+♥ or ♦=♠;

INT=m's

OVER OPPONENT'S TAKEOUT DOUBLE

Cappelletti after 1M-(DBL)-; 1x-(DBL)-2x=WKer; 3x=PRE;

JUMPS (3y)=FIT,INV+; (4y)=SPL; New suit 1-level=FI;

/1M:2NT/3NT=Limit/FG raises, 4⁺ trumps; /1m: 2NT=LIM RAISE

3m=Pre; RDBL=BAL/quasi-BAL; Pass then DBL=PEN

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
SUIT	4th	same
NT	4th	same
SUBSEQ	as above	same

OTHER : Vs. NT : K asks UB/CT, Q = CT; J/10 = 0 or 1 higher**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AKx(+);Ax(+)
King	AK; KQx(+)	AKJ10(+);KQJ(+)
Queen	QJ; QJx(+)	QJ10; KQ109(+)
Jack	J10; J10x(+); HJx(+)	HJTx(+); J109(+)
10	109;109x(+);H109x(+)	109(+); H109x(+)
9	9x	98x(+)
Hi - x	Sx; HxxSx	Sx; xSxxx
Low - x	HxS; HxxS; xSxxx	HxS; HxxSx

Signal in order of priority

	Partner's lead	Declarer's lead	Discarding
1st	Hi/lo=O	Hi/lo=O	Hi/lo=O
SUIT 2nd			
3rd			
1st	Hi/lo=O	Hi/lo=O	Hi/lo=ENCRG
NT 2nd		Smith	
3rd			

Signals (including trumps) : Trumps Hi-Lo = Odd number or show

interest in ruff

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**

May be light with classic shape; CUE-BID=F to S/A; JUMP CUE=SOL, ask

STOP; RESP DBL; OK pass RESP DBL if BAL; SCRAMBLING 2NT;

LEB-MOD; Over RDBL : Jump is PRE; Pass is Netral

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLE

NEG DBL thru 4♥;1♠-(1♦)-DBL : both Ms or no M; 1m-(1♥)-DBL

denies 4♠; Repeat same suit NEG DBL=T/O; RESP DBL: At 3+ -level,

USEFUL VALUES; SUPP DBL:3-crd SUPP or STR BAL; MAX DBL;

Most low-level DBLs=T/O

**INDONESIA****Irne KORENGKENG - Conny SUMAMPOUW****Event** All Event**Category** Green**SYSTEM SUMMARY****GENERAL APPROACH AND STYLE**

5-card Major; INT RESP Semi F/IM; RESP Light;

PRE : Light; Raise Style Aggressive; Aggressive Reopening Style;

Art 2x Opening; Freq non-PEN DBL; Many Fit Bids;

NT Rebids by Opener = 15⁺ HCPINT OPENING : 11⁺-14 HCP;

2 OVER 1 RESPONSES : FG/IM; 1♦-2♠=F2NT/3♠/♦

SPECIAL BID THAT MAY REQUIRE DEFENCE

GAMBLING 3NT (SOL minor without outside Ace)

WK JUMP RAISES IN COMPETITION

COMP CUE=LIMIT RAISE⁺

LEBENSOHL-SLOW

ESCAPING FROM INT DOUBLED.....[NOTE 4]

2♦ = WK Two Major

2M = Weak 5M + 4m

1♠-1M may bypass ♦; 1♦-1M may be 3 cards if <8 HCP;

INVERTED m RAISES: 1m-3m=PRE, non INV opp 18-20 BAL

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL:F(2NT); (INT=WK)-DBL-(any)-Pass:F thru 3x

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

COMP 2x RESP:F3x; 2NT=FI opposite 6+ suit; 1♦ FREQ with

4♦5♠;(1♦/1M)-P-(INT)-2♠=T/O by UPH or Reopen

Psychics: Rare

OPENING	TICK IF ART	MIN	NEG DBL THRU	Irne KORENGKENG - Conny SUMAMPOUW		Indonesia	Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣		3	4♥	11-21 HCP; only 3cards when	1♦=occ short; INT=8-10; 2NT=FG no M; Inverted m	M rebid=UNBAL; After INT rebid:2♣=PUP2♦;	4TH SUIT = NF unless REV;
				4423/ 4M333 and 15 ⁺ 1♣ with	2♣=9 ⁺ FI [NOTE 1]; 3m=PRE; 3M=SPL;	2♦=FG CB; After 2NT jump rebid:	JUMPS=FIT
				33 m's 1♦ with 44 m's	3NT=16-18; 2♥=5♠+4♥, 6 - 10; 2♠=6♠+4♥, 6 -10	"TRF"(3♣=m, 3♠=om); 1♣-2NT:3♦/3M=short;	
						1m-1M- 2M=11 shapely to BAL STR NT	
1♦		3	4♥	11-21 HCP; only 3with 4432 15 ⁺	1M=6 ⁺ ; INT=8-10; 2NT=FG(13-15/19 ⁺); 2♣=F2NT/3♣[NOTE 2];	As 1♣; Over 2NT Response: 3M=SPL	As over 1♣
				Often 4♦ w/4♦-5♣	Inverted m 2♦ = 9+FI [NOTE 1]; 3m= PRE; 3NT 16-18;	1♦-2♣-2♥=4441/4450; 2♠=SUPP ♣	
					1M maybe 3- cds <8; 2♥=5♠+4♥, 6-10; 2♠=6♠+4♥, 6-10		
1♥		5	4♦	11-21 HCP	INT Semi F; 2NT=FG, 13-15 or 19 ⁺ , no 4♠; 3♥=PRE 2♠=FIT,FG Raise;	1♥-1♠; 2m=3 ⁺ cards; 1♥-2♠-2NT/3♣/3♦=	2♣ = DRURY FIT;
					3♣=FIT 7-9; 3♦= FIT, 10-11; 3♠/4♠/♦= SPL; 3NT=16-18, No 4cd ♠	short ♠/♣/♦; [NOTE 3]	FIT JUMPS
1♠		5	4♥	11-21 HCP	INT=Semi F; 2/1=FG; 3♣=FIT GF Raise; 3♦=FIT 7-9; 3♥=FIT INV;	1♠-2♠ [NOTE 3]	As over 1♥
					4♣/♦/♥=SPL	1♠-3♣-3♦/3♥/3NT = SPL ♦/♥/♠	
INT			4♥	11 ⁺ -14, 5♥ possible	2♣=STAY; 2♦=TRF or WALSH; 2♥=TRF ♠ or 55 m's; 2♠=ART INV;	INT-TRF-4M mild slam interest;	Same as by UPH
					2NT=TRF ♣; 3♣ =TRF ♦; 3M=SPL,ms; 4R=TRF to R+1	Auto SPL after STAY or TRF	
2♣	√		6♦	Almost FG	CTRL RESP : 2♦=0-1; 2♥=2; 2♠=3+;	2♣-2♦-2x=NAT;	Same as by UPH
						2♣-2♦-"2♥"= ♥ or STR BAL 25 ⁺	
2♦	√			Weak Two M	2/3M=P/C; 2NT=F; New=FI; 4M=To Play; 4♣=TRF your suit;	2♦-2NT;3♣=♥ MAX; 3♦=♠ MAX	
					4♦=Bid your suit	3♥ = ♥ MIN; 3♠ = ♠ MIN	
2♥				5♥ + 4+m, 6 - 10	2♠=Ask, FI; 2NT=5♠, FI; 3♣=P/C	HIGH LEVEL BIDDING	
2♠				5♠ + 4+m, 6 - 10	2NT=Ask FI, New = NAT F; 3♣=P/C	CUE=1st+2nd round equally; SPL; AUTOSPL; WAITING 4NT;	
2NT				Good 20 - 21; 5 cards any OK	3♣=ROMEX STAY; 3R=TRF; 3♠= m's; 4R=TRF to R+1	USEFUL VALUES DBL; RKCB(1430); DOPI; ROPI;	
3x				PRE	New=F	DEPO; GERBER; 5NT:GSF;	
3NT				SOL m; no side A/K	4/5 ♣ = P/C; 4M = to play;	In FP situations: DBL is regressive; PASS, then pull to agreed suit=SLAM TRY;	
4m				PRE	4M = NAT, To Play	pull to new suit=flexible;	
4M				Long M, To Play		After FIT in 2 suits: RKCB for 6 keycards w/ Queen of first agreed suit	
4NT				Asking Ace	5♣=No Ace; 5x=x Ace; 5NT= ♣ Ace		
5m				Long M, To Play			

NOTE 1 : Inverted m

1♣ - 2♣	1♦ - 2♦
2♦ = ART INV, 4♣+	2♥ = ART FG 4+♦
2♥ = ART FG 4+♣	2♠ = ART INV 4+♦
2♠ = 6♣ + 5♠, Reverse Value	2NT = 15-17, 4432
2NT = 15-17, 4423	3♣ = 6♦+5M, Reverse Value
3♣ = NAT, NF	3♦ = NAT, NF
3♦/M = SPL	3M/4♣ = SPL
3NT = 18-20, 4423	3NT = 18-20, 4432
4♣ = RKCB ♣	4♦ = RKCB ♦

NOTE 2

1♦ - 2♣
2♦ = FI, 5+♦
2♥ = FI, 4441
2♠ = ART FG 4+♣
2NT = 15-19, No 4+♣
3♣ = NAT SUPP 4+♣, NF
3♦ = 6+♦, SEMI SOL, REVERSE VALUE
3M = SPL, SUPP 4+♣
3NT = 18-19, 4432
4♣ = RKCB ♣
4♦ = RKCB ♦

NOTE 3

1♥ - 2♥	1♥ - 2♥
2♠ = "Reject"	2♠ - 2NT = MIN or MAX poor ♠
2NT = SPL ♠	3♣ = MAX poor ♣
3m = SPL m	3♦ = MAX, good ♣, poor ♦
3♥ = 6+♥ INV	3♥ = MAX

1♠ - 2♠	1♠ - 2♠
2NT = "Reject"	2NT - 3♣ = MIN or MAX poor ♣
3m/♥ = SPL /♥	3♦ = MAX poor ♦
3♠ = 6+♠ INV	3♥ = MAX poor ♥
	3♠ = MAX

Note 4 Escaping from INT Doubled :

INT (Dbl)	Pass = F to RDBL	INT - (DBL) - Pass - (Pass)
	RDBL = PUPP 2♣	RDBL - (Pass) - 2♣ = ♣+M
	2♣ = ♣ + ♦	- 2♦ = ♦+♠
	2♦ = ♦ + ♥	
	2♥ = ♥ + ♠	INT - (DBL) - RDBL - (Pass)
	2♠ = ♠	2♣ - (Pass) - Pass = To Play
	2NT = both ms	- 2♦/M = To Play
	3x = PRE	