



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

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INDONESIA				
BERT TOAR POLII - MEMED HENDRAWAN				
Event		All		
Category		Strong Club - Blue		
SYSTEM SUMMARY				
GENERAL APPROACH AND STYLE				
Mod PRECISION; Strong 1♣ (ART RESP); 1♦=Can be				
2 card if 12-14 Bal; 5 card M (1NT resp F1);open fairly sound				
if bal; 2♣ = 5+ card; 2♦= 3-suiter short ♦; 2♥/♠ = nat wk;				
pree : random;fast arrival; freq Not Pen DBL;ART 2NT Comp ;				
WJO, wide range o/c 5(4)+ at 1-level; sound 2-level				
PRE (depend on VUL)				
Fast Arrival; Frequent Non-PEN DBL; Art Comp 2NT Bids;				
Jump raise PRE;many fit bids				
1NT OPENING : 15-17 HCP BAL or Semi Bal;				
2 OVER 1 RESPONSES : 1M-2x=FG; 1♦-2♣/♦=F1				
SPECIAL BID THAT MAY REQUIRE DEFENCE				
2♦ = 3-suiter SPL ♦ or (34)15 (12-15 HCP)				
GAMBLING 3NT may have little O/S strength				
COMP CUE=LIMIT RAISE +; Weak Jump Raise				
LEBENSOHL style after DBL of OPP WK 2M				
SPL in COMP at 4-Level				
MOD Bergen over 1M				
1♦-2♥=5♠+4+♥, 6-9 (after double is FIT Showing)				
1♦-2♠= 5♠+5+♠, 10-11 (after double is FIT Showing)				
1♦-2NT=5♥+5+♠, 10-11 (after double is FIT Showing)				
Response to 1♣ is Artificial transfer				
2♣ = 5+♠ +4M or 6+♠, 4315 or 3415 only if 5♣				
(1m)-Pass-(1NT)-2♠/♦=Both Majors better ♥/♠				
Escaping From 1NT DOUBLED				
BAD GOOD 2NT				
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,rare After some FIT				

OPENING	TICK IF ART	MIN	NEG DBL THRU	Bert Toar Polii - Memed Hendrawan INDONESIA				Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH	
1♣	√	0	4♥	16+ HCP;	1♦= 0-7; 1♥ = ♠, 1♠=BAL, 1NT= ♥,8+, 2♣ = 8+♦, 2♦=8+ ♠	1♣ - 1♦ - 1♥= ART F1 20+ HCP		
					2♥=8+ three suiter, 2♠ = Solid Any, 2NT to 3♦ = 2 suiter 5/5	1♣ - 1♦ - 2♥= 5♥+ unbal		
					3♥ to 4♦ = Solid 7 card ♣/♦/♥/♠			
1♦	√	2	4♥	12 -14 Bal (11)12-15 unbal 4+ ♦	NAT, 1NT=6-8;Inverted minor; 2♥=5♠+4♥ 6-9; 3♦ to 3♠=PRE	1♦ - 1M - 1NT= 12 -14 bal no 4+♦ + 4M	Fit showing Jumps	
					2♠ = 5/5 minors 7-10; 2NT = INV 5♦+4♣, 3♣=INV 5+♠+4♦			
1♥		5	4♥	11+ HCP; 5 cd+	1♠=nat 4cd+; 1NT=F1; 2♣=ART FG; 2/1 FG; 2♠=Jacoby 2NT=BAL 13-15; 3NT=BAL 3 card support NF; Jump=SPL	2-Way Game Try (Short/Help Suit)	2♣-DRURY Fit 3rd hand	
						1M - 1NT maybe Weaker with FIT	Fit showing Jumps	
1♠		5	4♥	11+ HCP; 5 cd+	1NT=F1; 2♣=GF; 2♦/♥ = Nat GF 2NT=Bal 13-15;3♣=Jcoby; Bergen raise; 3NT=BAL 3 card support NF; Jump=SPL			
1NT				15-17 HCP 5m+4M ,6m OK 5 cards M OK	NF STAY; JTB or WALSH;2♠=INV BAL or 6+m FG SPL om	1NT-2♦=♥ or 4441 any SPL; 1NT-2♥= ♠ or minors any		
					2NT=6+♣+4 any or weak ♣; 3♣ =TRF♦ or 6 suiter m FG			
					No SPL ;3♦=5/5 M INV; 3M=1 suit m SPL M; Texas TRF			
2♣		5		12-15 Hcp 5+ card ♣,	2♦= Relay; 2♥= NAT F1; 2♠= NAT F1 ; 2NT=puppet to 3 ♣			
					3 ♣ inv 5/5 M ;3♦=NAT INV;3M=SPL:3NT=SPL ♦, 4♦=RKC			
2♦	√			12-15 3-suiter short ♦	2♥/♠ =NF; 2N = inv +: 3♦ = inv 4-4 M, 3♥/♠ =INV	over 2NT=3♣=Min.3♦=4414,3M=3card		
2♥		6		2-10	2♠ = ask SPL, 2N = ♠ suit			
2♠		6		2-10	2N = ask SPL			
2NT	√		4♥	2 minors	3♦=ART Forcing			
3x		6		PRE	New=NAT F; Raise=Block/TP			
3NT	√			GAMBLING,	All C bids=P/C; 4♦= Ask 1st control	3NT-4♦; 4♥/♠/NT=SPL ♥/♠/m,		
				7 1/2 or 8 tricks		5m = no SPL NAT		
4m	√	7		8/9 Tricks, Sol M	4m+1= ASK Void/A; 4m+2=To Play			
4M		7		PRE		HIGH LEVEL BIDDING		
4NT				SPECIFIC	5♣=No Ace; 5x=Ace x; 5NT= 2 aceS; 6♣= Ace ♣	Cue 1st & 2nd Equally; SPL; Auto SPL; RKCB 1430 (5/6 KC);		
						; GERBER; 5NT=GSF; Lightner DBL;DOPI/ROPI,DEPO/REPO		
						NEG Slam DBL (direct DBL= 1 trick, indirect show 0-2 trick)		
						F/P in Clear Situation (pass then pull= interest)		

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(Note 1)					
2♦	-	2NT			
3♣	=	MIN			
3♦	=	4414 MAX			
3♥	=	4315 MAX			
3♠	=	3415 MAX			
3NT	=	4405 MAX			
Responder next bid, over 3♣ =3♦ ask distribution;					
(Note 2)					
2NT - 3♣ (Relay Forcing)		2NT - 3♣ (Relay Forcing)			
3♦ = To play		3♦ = SPL ♥			
3♥ = Natural Forcing		3♥ = SPL ♠			
3♠ = Natural Forcing		3♠ = 1156			
3NT = To play		3NT = 1165			
(Note 3)					
2♥ - 2♠		2♥ - 2NT Spade suit			
2NT/3♥ = SPL ♠/m		3♣/♦ = SPL ♣/♦ Support 3 card ♥			
3♥ = Denies SPL		3♥ = SPL ♠			
3NT = SOL		3♠ = 3 card support no SPL			
		3 NT = 2 card ♠			
(Note 4) Multi Landy : 9 Cards in 2 suit over NT;					
2♣ = Major's; 2♦ ask distribution, 2♥/♠ 5+ if 5/5 bid 2♥, 2NT Extra					
2♦ = One suiter ♥ or ♠; 2/3♥/♠ P/C, 2NT=3♣/♦ ♥/♠good,3♥/♠bad					
2♥ = ♥+m then 2♠/3m=NF,2NT asks m;					
2♠ = ♠+m then 3♥/3m=NF,2NT asks m.					
(Note 5) DONT : 9 cards Over NT after pass hand;					
DBL = any 1 suiter then 2♣=P/C, others natural NF;					
2♣ = ♣ + other					
2♦ = ♦ + M, then 2M=P/C; 3♣=NF; 3M=P/C, INV; 2NT=ask M					
2♥ = ♥ + ♠ then 3m=NF; 2NT asks shortness					
2♠ = NAT					
(Note 6) Escaping From INTX:					
Pass = F to XX if opener 2-suiter 4-4 or bid 5m					
RDBL = 1-suiter any, Opener bid 2♣, then responder clarify					
2♣ = ♣ + any					
2♦ = ♦ + M					
2♥ = ♥+ ♠					
2♠ = Two Suiter INV					
2NT = Two suiter FG					
3x = PRE					
(Note 7) FIT JUMPS, 9+ cards in two suits. In effect when: at 3 level after:					
FI♠/INT responses over 1M					
Overcall by partner					
We open and oppt. overcall					
Double jump if possible = splinter					
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(Note 8) After Oppts INT O/C			
1♦ - (INT)	-	DBL =	PEN
		2m =	2M
		others =	Nat, NF
(Note 9) DRURY FIT			
Pass - (Pass)	-	IM - (Pass)	Pass - (Pass) - IM - (Pass)
2♣	=	9-11, 3+ card support M	2♣ - (Pass) - 2♦ Opening hands
2NT	=	6+ Card ♣, 9-11	2M Below opening
3m or 2♠/1♥	=	Fit showing jump.	
INT	=	NF, 7-11	
(Note 10) VS PREEMPTS			
After 2m :	3m=majors; 4♣=♥+om, FG; 4♦=♠+om, FG; 3M=Intermediate		
After 2M :	3M=Michael Cue Bid; 4M=Both m's; 3NT=16-19, w/ long m		
After 3m :	4m=Majors		
After 3M :	4M=OM+m; 4NT=minors		
(Note 11)			
1♦	-	IM	
INT	=	12-14 BAL	
2♣	=	Puppet to 2♦	
2♦	=	ART FG	
(Note 12) INV 4NT to INT/2NT Openings & Rebid			
INT - 4NT; 2NT - 4NT; 1♦-IM, INT-4NT are all INV			
Opener's rebid :	Pass	=	MIN
better than min. 4+ suit	Bid 5-level suit	=	Better than min, 4+cards
	5NT	=	Medium Hand 4333
	6-level suit	=	MAX and 5-card
	6NT	=	MAX and NT oriented
(Note 13) Response to 1♣			
1♣	1♥	5+ card ♠, 8+	
	1♠	Bal, 8+ HCP	
	1NT	5+ card ♥	
	2♣	5+ card ♦	
	2♦	5+ card ♣	
	2♥	any 3 suiter, 8+	
	2♠	Solid any 6 card	
	2NT	Two suiter 5/5 ♣ + any, 8-10	
	3♣	Two suiter 5/5 ♣ + M, 8-10	
	3♦	Two suiter 5/5 M + any, 8-10	
(Note 15) Multi meaning 4NT O/C to 4-level opening			
(4♣/♦)	-	4NT = NAT	
(4♥)	-	4NT = minors	
(4♠)	-	4NT = minors or ♥ + m	