INDONESIA

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Event	All
Category	SAYC

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1C=11-21
1D=4+D (11)12-21 HCP
1H/S=(11)12-21HCP; 5H/S+
1NT=15-17 HCP (CAN BE WITH 5 CARDS)
2C=22+HCP (ARTIFICIAL)
2D/H/S=WEAK TWO BID
2NT= 20-21 BAL.
3C/D/H/S=7-10 PRE-EMPT
3NT=25-29 BAL.
4C/D/H/S PRE-EMPT

SPECIAL BID THAT MAY REQUIRE DEFENCE

(1NT) – X =SAME OR PENALTY
(1NT) – 2C=ONE SUITER
(1NT) – 2D =MAJORS
(1NT) – 2H = H+ OTHER MINOR
(1NT) – 2S = S + OTHER MINOR

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

We do not count K or A singleton as Splinter

Psyc: rare

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive Over call 9-16 (5 cards+)

New Suit = F1; Jump Raise = Strong

Responsive double

15-17 as 1NT Open

Double (x) Over 1 Opening: Take out 12+

Bid after x = 17+ 5 cards+

VS. PREEMPTIVE : x = Take out; Over call = Natural

VS. ARTIFICIAL STRONG OPENING (Precision Syst)

Over 1C: DBL= MAJORS

Over 1C: 1D=mix

Over 1C: 1H=H+D

Over 1C: 1S=S+C

OVER OPPONENT'S TAKEOUT DOUBLE

1-level=F1

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
SUIT	3/5	Low= odd number
		High= even number
NT	4th	

LEADS

Lead	Vs. Suit		Vs. NT	
Ace	A̲Kx(+); A̲(+)	ATT	AKx(+); Ax(+)	ATT
King	A̲K; K̲Q(+) Kx;	CNT	AKJ(+); KQ10(+)	
Queen	KQ̲; Q̲J(+); Qx		KQ+; QJT(+); AQT; AQJ	
Jack	J̲10(+); J̲x		same	
10	109(+); 10x; HJ10(+)		same	
9	98(+); 9x; H109(+)		same	

Signal in order of priority

Small	courrage		
High	discourrage		

Signals:

Lavinthal

DOUBLES

TAKEOUT DOUBLES

(Style, Responses, Re-Opening)

Level 1 double = 12+HCP, Level 2 = 14+HCP

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

OPENING	TICK IF ART	MIN	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1C		2		12-21 HCP	1D/H/S= Positip 6+ , 1NT= 6-9 Bal.	4C=RKC in C	
					2D/H/S= 17+ (5+ LEMBAR)		
					2NT= 11-12 Bal. inv., 3NT = 13-15 Bal.		
1D		4	4H	12-21 HCP	1H/S= Positip 6+ , 1NT= 6-9 Bal.	4D=RKC in D	
					2H/S= 17+ (5+ LEMBAR), 2NT= 11-12 Bal.inv.		
1H		5	4D	12-21 HCP	1S = 4S+, 6+, 1NT=6+ waiting. 2H=6-9	4NT=RKC in H	2C- DRURY
					2C/D/H= FG. 2NT=11-12 Inv. Bal.	3S=10-11 FIT.	Fit showing Jumps
1S		5	4H	12-21 HCP	1NT=SF; 2C/D/H=FG; 2NT=11-12 Inv. Bal.	3H=10-11 FIT.	2C- DRURY
						4NT=RKC in S	Fit showing Jumps
1NT		15		15-17 HCP Bal. May have 5 card any	NF STAY; JAC. TRF; TEXAS TRF		
					2NT= INV. BAL.		
					3minor=6 minor (2 Honor) 9-11		
2C	√	0		22+ HCP	2D= Relay; 2H/S= NAT.; 2NT=6-9 Bal.		
					3C/D= NAT. 5C/D+, 6+HCP		
2D		6		Weak Two Bid '7-10 HCP	2H/2S/3C=T/P. 2NT ask;		
					2NT=Forcing, 2H=Nat. 5H+, 2S=Nat. 5S+		
2H		6		Weak Two Bid, 7-10	2NT=Forcing, 2S=Nat. 5S+		
2S		6		Weak Two Bid, 7-10	2NT=Forcing; 3C/3D=Nat 5+		
2NT				Bal. 20-21 HCP	3C=Stayman, 3D= Trnsfr, H., 3H= Trnsfr S; 3NT=TO PLAY		
3C/D/H/S		7		NAT Pre-empt	4C/D/4NT=RKC		
3NT				Bal. 25-29	Pass=to play, 4NT=RKC		
4C		8		NAT Pre-empt	To Play		
4D		8		NAT Pre-empt	To Play		
4M		8		NAT Pre-empt	To Play	HIGH LEVEL BIDDING	
5C/D		9		NAT Pre-empt	To Play	4NT = RKC; 1/4, 0/3, 2 without Q -	
						2 with Q Trump	

(Note 1)		ESCAPING From 1NT DOUBLED ....(1)			
Pass		F to RDBL	1NT - (DBL) - Pass - (Pass)		
RDBL	=	PUP C	RDBL- (Pass) - Pass =		To Play
2C	=	C + OTHER		2C =	Any 4333
2D	=	D + H		2D =	D+S
2H	=	H + S			
2S	=	S only			
2NT	=	Both M's INV			
3m	=	PRE m			
3M	=	PRE M			

(Note 2)	ESCAPING From 1NT DOUBLED........ (2)			
1NT - (DBL) - RDBL - (Pass)				
2C		Pass	=	C +
		2D	=	D Nat
		2H	=	H Nat
		2S	=	nat S inv
1NT - (Pass) - Pass - (DBL)				
Escape using DONT				