



INDONESIA

LESLIE GONTHA - ROBERT PARASIAN
EVENT ALL EVENT
CATEGORY BLUE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

PRECISION MODIFIED
 1♣ = >16 HCP ANY DISTR (18+ BAL)
 1♦ = 12-15 : 2+♦ unbal/bal; 1M = 5 CARD M
 PREEM TRANSFER
 OPENING MAYBE LESS HCP WITH GOOD DISTRIBUTION

1NT OPENING : BAL 15-17
 2/1 RESPONSES : GF

SPECIAL BID THAT MAY REQUIRE DEFENCE

CUE = LIM Raise +; MOD BERGEN RAISE; WEAK JUMP RAISE
 LEBENSÖHL : After DBL OPP WEAK TWO / OC 2X After 1NT
 2♥ = 4414/4405 12-15
 3 S = SOL 7 CARD C 3N = Solid 7 + D + NO SIDE A/K
 4m =NAMYATS
 LEAPING MICHAELS, SPLINTER
 1♦ - 2♥ = 4♥5♣ / 5♥/5♠ 6-9
 1♦ - 2♠ = 5♣5♦ 9-11
 1♦ - 2N = 5♣5♦ GF
 1♦ - 3♣ = 5♥5♠ 9-11
 1♦ - 3♦ = 5♥5♠ 9-11
 1♦ - 3♥/♠ = INV 5♣5♦ SHORT ♥/♠

SPECIAL FORCING PASS SEQUENCES

1♣ - (4♥/♠) - P = F
 AFTER FG PASS = F

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Not Count A/K AS SPL in some case
 Psychics : Always Possible (rare)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
SUIT	3/5	HI = ODD ; LOW = EVEN
NT	4TH	same
SUBSEQ	4TH (SOME ATT)	same
OTHER : VS NT:A = ATT; K = CNT/UB; 10/9 = 0 or 2 Higher		

LEADS

LEAD	VS SUIT	VS NT
A	AKx(+); A(+)	AKx(+); Ax(+)
K	AK; KQ(+); Kx;	AKJ(+); KQT UB/CNT
Q	; QJ(+); Qx	KQx QJT(+); AQT; AQJ
J	J10(+); Jx	same
10	109(+); 10x; HJ10(+)	same
9	98(+); 9x; H109(+)	same
HI - x	Sx; xSx; xSx(+)	same
LOW - x	HxS; HxxxS(+)	HxS; HxxS(+)

Signal in order of priority

	Partner's lead	Declarer's lead	Discarding
1ST	HI = ODD	HI = ODD	HI = ODD
SUIT 2ND	LOW = ENC	SP	LOW = ENC
3RD	S/P		S/P
1ST	Hi = ODD	SMITH (HI=ENC)	S/P
NT 2ND	S/P	HI = ENC	LOW = ENC
3RD		S/P	

Signals (including trumps) : SMITH SIGNAL vs NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Shape or too STR for other action; Cue Bid Almost GF
 (1m) - X - (P) - 3m = INV both Ms, JNS = INV
 (1m) - DBL - (1M) - 2M =GF ANY; 2m = INV 4 OM/4m; OBAR DBL
 Reopening : WEAKER (RESP CONSTR / CUE = F1)

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG/RESP DBL THRU 4♥; SUPPORT DBL THRU 2 LEVEL
 COMP DBL; MAX DBL; EXT DBL; 4th DBL; CUE-DBL=L/D;
 SPL DBL FOR SAVE

DEFENSIVE AND COMPETITIVE BIDDING

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

Aggressive 1st level - Sound 2nd level
 Cue-bid=limit raise or better; New Suit =F1; JUMP RAISE=WEAK;
 1NT RESP=CONST; 4TH DBL=RESP DBL
 1M-(1NT)-2m=m+OM;
 (1m) - P - (1NT) - 2♣/♦=2 M Better ♥/♠

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

15-17 HCP : System On
 REOPEN: 1NT= 10-14 : System On

JUMP OVERCALLS (Style; Responses; Unusual NT)

SUIT = WEAK 6+ cards
 2NT = Both minors

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

MICHAELS (WK/STR) : (1m)-2m=MAJORS (5-4+); 1M-2M=OM+m
 (1X) - 3X = Ask for Stopper
 LEAPING MICHAEL'S

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

MULTY LANDY
 X=>14 / Good Hand; 2♣ = 2 suiter M; 2♦ = 1 suiter M, 2M=5+M/4+m
 2NT=2m OR STR 2 Suiter any; 3m 6>op

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


DBL=T/O; LEB After (WEAK 2M)-X-(P)- ; LEAPING MICHAELS
 (3m)-4m=Ms; (2M)-3M=Ask for Stopper; (3x)-4M=Sound Hand

VS. ARTIFICIAL STRONG OPENING

OVER 1♣ : X=2M; 1NT=2m
 OVER 1♣ - 1♦ : Natural

OVER OPPONENT'S TAKEOUT DOUBLE

1 LEVEL=F1; 1NT/2X =TRF (After 1M)
 XX=PO/F Against 2M/3m; JUMP RAISE=WEAK
 Jupm New Suit =SPL

OPENING	TICK IF ART	MIN	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH
1♣	√		5♥	> 16 Any Distribution	1♦=0-7 ANY DIST; 1♥=BAL >8, 1♠=>8 5+♥, 1NT=>8 5 ⁺ ♠, 2♣=>8 5 ⁺ ♦, 2♦=>8 5 ⁺ ♣; 2♥=THREE SUITER; 2♠= 8-10 6 CARD, 2TH 2NT=ART 5 ⁺ 5 ⁺ ♣+OTHERS; 3♣=5 ⁺ 5 ⁺ ♦+♥, 3♦=5 ⁺ 5 ⁺ ♥+♠; 3♥=5 ⁺ ♠+5 ⁺ ♦	1♣-1♦;1♥=>20 ANY or 16 - 5 ⁺ ♥; After Positif Resp, 1 step = Relay 1♣-2♥; 2NT = R; 1♣-2♠; 2NT = R;	Same as UPH
1♦	√	2	4♥	12-15 : 2 ⁺ ♦	NAT, 1NT=7-10 NO M; 2m=>10, 4 ⁺ CARD m; 2♥=6-9, 54**; 2♠=5♠/5♦ , 2NT=Majors inv, 3♣ INV ♥+♠; 3♦ = M's GF ; 3♥/♠= Spl ♥/♠ minors	1♦-1♥;1NT-2♣/♦/♥/♠ = PUPP	
1♥		5	4♠	12-15 : 5 ⁺ cards ♥	1♠=NAT 4+♠; 1NT=F1; 2♣ = any GF;2♦=Nat GF; 2♥=7-10 SUPP ♥; 2♠=5+♠ GF; 2NT= Fit ♥; 3♣=mixed raise,3♦=any SPL 13+; 3/4♥=PRE ; 3♠= spl ♠ 10-12; 3N= Spl ♠ 10-12; 4♣ = Spl ♣ 10-12; 4♦= better than 4♥	1♥-1♠; 1NT-2♣/♦/♥/♠ = PUPP	DRURY FIT
1♠		5	4♥	12-15 : 5 ⁺ cards ♠	1NT=F1; 2♣ = any GF;2♦/♥=Nat GF; 2♠=7-10 SUPP ♥;2NT= Fit ♠ Inv 3♣=mixed raise,3♦=any SPL 13+;3♠ = pree; 3♦=Any Spl 13+; 3N=spl ♦ 10-12; 4♣/♥ = spl ♦ 10-12; 4♦ = better than 4♠; 4♥=T/P		DRURY FIT
1NT			4♥	15-17 HCP bal - 5M ok	2♣=NF STAY; 2♦=TRF♥/3 suiter any/(31)(45), 2♥=trf ♠, 2NT=trf ♣ 2♠ = Inv+ ; 3♣=trf ♦, 3♦=G F 2m, 3♥/♠=SPL 6 ⁺ ♦+4♣ 4♣=Ace Ask; 4R=TEXAS; 4♠=65 minors;	1N - 2♠; 2N = MIN, 3♣ = MAX	
2♣			4♥	12-15 : 6 ⁺ cards ♣ or if 5♣ should have 4 cards M	2♦=F1; 2M=5+M-F1; 2NT=puppet to 3♣; 3♣= 55M INV 3♦=2 M's GF, 3M=INV M, 3NT= TP 4♣= PRE; 4♦= ART RKC ♦	2♣ - 2N ; 3♣ - 3D = nat GF, 3H=5♦5♥ GF 3♣ = 5♠5♦ GF	
2♦	√			WEAK, 1 SUITER M	2M=P/C; 2NT=F1, 3M=P/C, 4♣=TRF YOUR SUIT, 4♦=PICK YOUR SUIT		
2♥		4		12-15 3-SUITERS SHORT ♦	2NT=GF, 3♦=GF IN ♣, 3M= INV		
2♠		0		WEAK 2m's	2NT= PUPPET (NF); 3m=GF		
2NT	Ö	7(6)		PRE IN ♣	NEW SUIT= FORCING; 4♣ = RKC		
3x		6+		PRE TRF, EXCEPT 3♠	New Suit = F ; 4♣ = RKC		
3♠				SOLID C	NEW SUIT = CUE BID; 4/5/6♣ = T/P; 4NT = Super Quality;		
3NT	√	7+		SOLID D	NEW SUIT= CUE BID; ; 4NT =SUPER Quality		
4m	√	7+		NAMYATS	(4m+1) = FORCING 4m+2 = To Play; 4NT=RKC	HIGH LEVEL BIDDING	
4M		8		PRE TRF		Cue 1st and 2nd Equally up the line; SPL; AUTO SPL; RKCB 1430	
4NT				Specific Ace Asking	5♣=NO ACE; 5♦/M=Ace of ♦/M; 5NT=2 Aces; 6♣ = ♣A	5SNT=Gsf; Lightner Double;	
5m				PRE TRF	To Play	Positive Slam Double DBL (Direct Double=PEN, Indirect=Show 1 Trick)	
5M				Slam Force	Pass= No TH; 6M=1 TH; 7M=2 TH	Forcing Pass in Clear Situation (Pass then Pull = Interest)	

(Note 1)

1C - 2H = ANY 3-SUITERS
 2S = ANY SUIT 6+ CARDS W 2 TH 8-10
 2N = 5♣ + 5 ANY
 3C = 5♦ + 5♥
 3D = 5♥ + 5♠
 3H = 5♠ + 5♦
 3S = SOLID 7♣
 3N = SOLID 7+♦
 4C = SOLID 7+♥
 4D = SOLID 7+♠

(Note 2)

1N - 2S
 2N - 3C = STAYMAN
 3D = ASK CONTROL
 3H = 6+♣ SHORT ♦
 3S = 6+♦ SHORT ♣

(Note 3) ESCAPING 1N DOUBLE

1N - (DBL) - P = F TO RDB
 RDB = ANY 1 SUITER
 2C = ♣+♦
 2D = ♦+♥
 2H = ♥+♠ BETTTER ♥

 1N - (DBL) - P
 RDB - (P) - 2C = ♣+♥/♠
 2D = ♦+♠
 2H = ♥+♠ BETTER ♠