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| | |
|-----------------|-------------------|
| Event | All Events |
| Category | Natural |

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Major; 1NT RESP F1/1M; RESP Light; Multi 2♠;
 2M: WK (M + 1 minor); PRE : Light; Raise Style Aggressive;
 Freq non-PEN DBL; ART COMP 2NT Bids;
 Many FIT Bids; NT Rebids by Opener = 15+ HCP

1NT OPENING : 11+ -14 HCP; 5♥ OK
2 OVER 1 RESPONSES : FG/1M; 1♠-2♣=F2NT/3m

SPECIAL BID THAT MAY REQUIRE DEF

WK JUMP RAISES IN COMPETITION
 COMP CUE=LIMIT RAISE+

GOOD BAD 2NT
 FIT-SHOWING JUMPS [NOTE 1]
 AFTER OPPTS 1NT OVERCALL [NOTE 2,3]
 ESCAPING FROM 1NT DOUBLED [NOTE 4]
 1♣-1M may bypass ♠; 1♠-1M may be 3 cards if <8 HCP;
 INVERTED m RAISES: 1m-3m=PRE 6-8, 1m - 2N = 0-5 FIT m
 2♠=WK Two M
 2M=5M+5m, 7-10
 Gazzilli over 1M opening (NOTE 8)

SPECIAL FORCING PASS SEQUENCES

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

NOTES THAT DON'T FIT ELSEWHERE

COMP 2x RESP:F3x; 2NT=F1 opposite 6+ suit;
 1♠ FREQ with 4♠5♣;(1♠/1M)-P-(1NT)-2♣=T/O by UPH

Psychics: Rare

LEADS AND SIGNALS

OPENING LEADS STYLE

| | Lead | In Partner's Suit |
|-------|---|-------------------|
| SUIT | 1 st /3 rd /5 th | same |
| NT | 4 th | same |
| SUBSE | as above | same |

OTHER : Vs. NT : K asks UB/CT; A asks ATT; 10/9 = 0 or 2 higher

LEADS

| Lead | Vs. Suit | Vs. NT |
|---------|--------------------------|-------------------------|
| Ace | AKx(+); Ax(+) | AKx(+); Ax(+) |
| King | AK; KQx(+) | AKJ10(+); KQJ(+); KQ109 |
| Queen | QJ; QJx(+) | KQ(+); |
| Jack | J10; J10x+ | J10(+); |
| 10 | 109; 109(x+); (K)J10x+ | 109(+); HJ10x(+) |
| 9 | (K/Q)109x+; 9x | H109x(+) |
| Hi - x | Sx; HxxSx; Sxx if raised | Sxx; xSxx+ |
| Low - x | HxS; HxxS; xSxxx | HxS; HxxS+ |

Signal in order of priority

| | Partner's lead | Declarer's lead | Discarding |
|----------|----------------|-----------------|------------|
| 1st | Hi/lo=O | Hi/lo=O | Hi/lo=O |
| SUIT 2nd | S/P | S/P | S/P |
| 3rd | | | |
| 1st | Hi/lo=O | Hi/lo=O | Hi/lo=O |
| NT 2nd | S/P | S/P | S/P |
| 3rd | | | |

Signals (including trumps) : Trumps Hi-Lo = Odd number or show interest in ruff; Remainder Count = STD

DOUBLES

T/O 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-Variations; Over RDBL : Jump is PRE; Pass is PEN

SPECIAL, ART AND COMP DOUBLES/REDOUBLES

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

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound 1-level (sometimes weaker if partner has passed);
 Sound 2-level; CUE RESP= LIM raise or better; New=F1;
 FIT Jumps; Jump RAISE=PRE; 3+level=USEFUL VALUES,
 any shapes; RESP DBL, 3+level=USEFUL VALUES;
 MAX DBL; GOOD BAD 2NT

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

2nd POS and 4th LIVE: 15+ -18+ HCP : as Over 1NT;
 Reopen: 11-16 HCP; 2♣=ASK shape & range [NOTE 5];
 Reopen 2NT=BAL 20-21

JUMP OVERCALLS (Style; Responses; Unusual NT)

1st Suit : WK, 6+ cards, 2NT asks SPL
 2nd Suit : (1x)-2NT : 55+ ♠/♥ PRE or STR

Reopen : Good 6+ suit, intermediate

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

MICHAELS:wide range Depend on Vul: (1M)-2M:OM+m(55+);
 (1m)-2m:(5+4+);(1m)-3m=NAT,PRE; STOP ASK in REOPEN;
 (1M)-3M=STOP ASK;

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

MULTI LANDY: DBL=PEN; 2♣:Majors (advancer's 2♠=
 bid your best Major) 2♠:1 suiter Major (advancer's 2♥=P/C);
 2♥:♥+m (then 2♠/3m=NF; 2NT asks m); 2♠:♠+m
 (then 3♥/3m=NF; 2NT asks m)

PH : DON'T (Dbl=1 suiter, bid=2 suits)

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

LEB after (WK2x)-DBL-(P)-;
 Leaping Michaels: (WK 2M): 4♣=OM+♣, 4♦=OM+♦;
 vs(WK 2♦): 3♦=Majors, 4♣=♣+M, 4♦=♦+M

VS. ARTIFICIAL STRONG OPENING

VS 1♣ STR: DBL=M's; 1NT=m's, others NAT

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=F1;
 /1M:2NT/3NT=Limit/FG raises, 4+ trumps; /1m: 2NT=PRE
 3m=LIM; RDBL=BAL/quasi-BAL; Pass then DBL=T/O

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| OPENING | TICK IF ART | MIN | NEG DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PH |
|---------|-------------|-----|--------------|---|--|---|--------------------------|
| 1♣ | | 2 | 4♦ | 11-22 HCP; | 1♦=4+♥; 1♥=4+♠; 1♠= trf NT; | M rebid=UNBAL; After 1NT rebid:2♣=PUP 2♦, | 4TH SUIT = NF unless REV |
| | | | | can be 2-cd C (and 4-cd D) | Inverted m 2♣=9+F1 [NOTE 6]; 2♦=weak ♥+♠ | 2♦=FG CB; After 2NT jump rebid: "TRF"(3♣=m, | |
| | | | | if Bal (15+) | 2♥=5♠+4♥ 7-10; 2♠=6♠+4♥ 7-10 | 3♠=om);1♣-2NT:3♦/3M=short; | JUMPS=FIT |
| | | | | | 2NT=6+♣, 0-6 HCP; 3♣=6+♣, 7-8 HCP; | 1m-1M- 2M=11 shapely to BAL STR NT | |
| 1♦ | | 4 | 4♥ | 11-22 HCP; | 1M=Nat; 1NT=4+♣,5-8;2NT=4+♦,0-6; 3♦=4+♦,6-7; | As 1♣; Over 2NT Response: 3M=SPL | As over 1♣ |
| | | | | only 4-cd if 1444 or 4441 | 2♣=F2NT/3♣ [NOTE 7]; 2♦=9+F1 [NOTE 6]; | | |
| | | | | | 3m= PRE; 3NT 16-18; | 1♦-2♣-2♥=4441/4450; 2♠=SUPP ♣, FG. | |
| 1♥ | | 5 | 4♦ | 11-22 HCP; | 1NT=F1; 2♣=Nat or Art GF;2♦=nat GF;2♥=supp ♥ 7-10 | 1♥-1♠; 2m=3 ⁺ cards; 2-WAY CB as over 1m op; | 2♣ = DRURY FIT; |
| | | | | 4 cards possible in | 2♠=5+♠ and 3♥GF; 2N=4 ⁺ ♥ 12-15; 3♣=4+♥ 7-9 | 4TH SUIT; REJECT and S/S GT; | |
| | | | | 3 rd /4 th position | 3♦=4+♥ 10-11;3♥=PRE;3♠=mini SPL(3NT=Ask) | PIC style; 1♥-2♠-2NT/3♣/3♦=short ♠/♣/♦; | FIT JUMPS (3♣=NAT) |
| | | | | 3NT/4♣/♦= SPL ♠/♣/♦. | 1♥-1X-2♣=Gazzilli; 1♥-1♠-3NT=FG ♠ raise | | |
| 1♠ | | 5 | 4♦ | 11-22 HCP; 4 cards possible | 1NT=F1;2♣=Nat or Art GF;2♦/♥=Nat GF; | 1♠-1NT-2♣=Gazzilli (Clubs or 17 ⁺) | As over 1♥ |
| | | | | in 3th/4th position | 2♠ = supp ♠ 7-10; 2N= 4+♠; 12-153♣=4+♠ 7-9; | | |
| | | | | | 3♦=4+♠ 10-11; 3♠= pree; 3N= mini SPL ; | | |
| | | | | 4♣/♦/♥ = Spl ♠/♦/♥ | | | |
| 1NT | | | 4♦ | 11+-14 HCP, | 2♣=STAY; 2♦=TRF or WALSH (NOTE 9); | 1NT-TRF-4M mild slam interest; | Same as by UPH |
| | | | | 5♥ possible | 2♥=TRF ♠;2♠=ART (Ask max/min) or ♣; 2NT=Trf ♦; ; | Auto SPL after STAY or TRF | |
| | | | | | 3♣=m's Weak; 3♦= m's GF; 3♥ = SPL ♥ minors; | | |
| | | | | 3♠= SPL ♠ minors; 4♣ = trf ♥; 4♦ = Trf ♠ | | | |
| 2♣ | √ | | 6♦ | Almost FG | CTRL RESP : 2♦=0-1; 2♥=2; 2♠=3+; | 2♣-2♦-2x=NAT; | Same as by UPH |
| | | | | | 2NT=any semi SOL 6+suit; 3x=x+1; 3NT=any SOL suit | 2♣-2♦-"2♥"= Pupp to 2♣, Heart or STR BAL 25 ⁺ | |
| 2♦ | √ | | | Weak Two One M | 2♥/2♠/3♥/3♠= P/C; 2NT = F | 2♦-2NT=F; 3♣=♥, not max; 3♦=♠, not max; | |
| | | | | | | 3♥=♠, maximum; 3♠=♥, maximum. | |
| 2M | | 6 | | 5M+5m, 7-10 | 2NT=F; 3♣=P/C | HIGH LEVEL BIDDING | |
| 2NT | | | 4♦ | Good 20 - 22; | 3♣=STAY(muppet); 3R=TRF; | CUE=1 st +2 nd round equally; SPL; AUTOSPL; DI/WAITING 4NT; | |
| | | | | 5 cards any OK | 3♠=minors,3NT= T/P;4♣=Gerber; 4R=TRF | USEFUL VALUES DBL; RKCB(1430); EXCLUSION RKCB; DOPI; ROPI; | |
| 3x | | 7 | | PRE | New Suit F1 | In FP situations: DBL is regressive; LIGHTNER Dbl; | |
| 3NT | | 7 | | SOL m; no side A/K | 4♦= (R) ; 4M = to play; 4/5♣ = P/C | PASS, then pull to agreed suit=SLAM TRY; pull to new suit=flexible; | |
| 4m/M | | 7 | | PRE | | After FIT in 2 suits: RKCB for 6 keycards | |
| 4NT | | | | Asking Ace | 5♣=No Ace; 5x=Ace; 5NT= ♣ Ace | | |

**(Note 1)** Fit Showing Jumps : 9+ Cd in two suits. In effect when :

- (a) We have overcalled (any)
- (b) In COMP, when we have opened (any suit)
- (c) PH facing any opening

a. (1♥) - 1♠ - (1NT) - 3m = FIT JUMP

b. 1♥ - (1♠) - 3m = FIT JUMP

c. Pass - Pass - 1♠ - Pass
3R = FIT JUMP**(Note 2)** After OPP's 1NT O/C

Over a minor Opening

1. 1♣ - (1NT) - ?

2♣ = Stayman(usually both M); Dbl = 8+ HCP some sound 7+

2♦ = 1 suiter Major

2NT = Both m's or ART GF usually 2 suites ; 3x = PRE

3NT = more m's ; 4♣ = more pre ; 4♦ = Texas ♥; 4♥ = Texas ♠

4NT = more m's ; 2♠ = Both m's, emphasis on ♦

2. 1♦ - (1NT) - ?

DBL = Some Structure, but 2♠ emphasis ♣ not ♦ etc

(Note 3) After a Major Opening

3. 1M - (1NT) - ?

DBL = Sound 8+ HCP (slightly higher min)

2♣ = ♣+OM, usually 55+

2♦ = ♦+OM, usually 55+

2M = WK Raise

2OM = NAT NF

2NT = mixed raise

3M = pree

3x = Fit Showing

3NT = More m's

4x = FIT, Length

4M = PRE

4♠ = After 1♥ Opening, NAT

4NT = more m's

(Note 4) Escaping from 1NT Doubled :

1NT - (Dbl) - ?

Pass = F to RDBL (to play or run with touching suits)

XX = F to 2♣ then Pass=♣; 2♦=♦+♠; 2♥=♥+♠; 2♠/2NT=FG (3/2 suiter)

2♣ = ♣ + ♥/♠

2♦ = Nat, play

2♥ = Nat, play

2♠ = Nat, play

2NT = Clubs, invite plus

3m/♥ = Transfer, invite plus

4R = TRF

**(Note 5)**

| | |
|------------------------------------|------------------------------------|
| 1x - Pass - Pass - 1NT (11-16 HCP) | 1x - Pass - Pass - 1NT (11-16 HCP) |
| Pass - 2♣ - Pass - 2♦ = min no M | Pass - 2♣ - Pass - 2NT = min no M |
| 2♥ = 4 cd ♥ min | Pass - 3♣ - Pass - 3♦ = 4 cd ♥ min |
| 2♠ = 4 cd ♠ min | 3M = 4 cd ♠ min |
| 2NT = MAX no 4M | |
| 3♥/♠ = 4+ ♥/♠ Max | |

(Note 6) Inverted minor

| | |
|-------------------------|-------------------------|
| 1♣ - 2♣ | 1♦ = 2♦ |
| 2♦ = G/T | 2♥ = FG 4+♦ |
| 2♥ = FG 4+♣ 15+ | 2♠ = G/T |
| 2♠ = 6♣ + 5♠ | 2NT = 15-17 only 3 cd ♦ |
| 2NT = 15-17 only 3 cd ♣ | 3♣ = SPL |
| 3♣ = min 5+♣ | 3♦ = min 5+cd ♦ |
| 3♦/M = SPL | 3M = SPL |
| 3NT = 18-20 only 3 cd ♣ | 3NT = 18-20 only 3 cd ♦ |
| 4♣ = RKCB ♣ | 4♦ = RKCB ♦ |
| | 4M = 6+cd ♦ |

(Note 7)

| |
|--|
| 1♦ - 2♣ |
| 2♦ = 5+♦ unlimited |
| 2♥ = 4441/4450 |
| 2♠ = FG 4+♣ (include 4441 SPL) |
| 2NT = 15-17 |
| 3♣ = NAT NF |
| 3♦ = Extras, 1 Loser(at worst) long suit |
| 3M = SPL |
| 3NT = 18-20 (2 cd ♣) |
| 4♣ = Concentrated 2245 lots of extras |
| 4♦ = Concentrated 2254 lots of extras |
| 4M = Void |
| 4NT = RKCB ♣ |

(Note 8)

| |
|-------------------------|
| 1♥ - 1♠ |
| 2♣ = ♥ + 3+♠ OR ANY 17+ |
| - 2♦ = ART 8+ HCP |
| 2♥ = ♥ + ♠ |
| OTHER = 17+ HCP |
| 1M - 1NT |
| 2♣ = M + 3+♠ OR ANY 17+ |
| - 2♦ = ART 8-11 HCP |
| 2M = M + ♠ |
| OTHER = 17+ HCP |

(Note 9)

WALSH

| |
|-------------------------|
| 1NT - 2♦ |
| 2♥ - 2♠ = WALSH |
| 2NT - 3♣ = 1444/4441 GF |
| 3♦ = 4144/4414 GF |
| 3♥ = 0544 GF |
| 3♠ = 5044 GF |