



Henky LASUT - Freddy Eddy MANOPPO

EVENT	ALL EVENT
CATEGORY	BLUE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 PRECISION; STR 1♣; ART RESP; Super Precision Asks;
 5-card M; 1♦=2+; Open sound (very light in 3rd seat);
 1NT resp:F1(5-15)/1M but might pass with 6-8 HCP; Fast A
 PRE : sound; Specialized 2-level openings;
 Aggressive COMP style; Freq non-PEN DBL;
 Freq ART COMP 2NT Bids;
 General approach=intuitive, loose

1NT OPENING : 15-17 HCP; 5M/6m OK
2/1 RESPONSES : FG, exc. 1♦-2♣=F2NT/3♣, 1♦-2♦=F2NT

SPECIAL BID THAT MAY REQUIRE DEFENCE
 Modified "FLANNERY 2♥": (12-15, 54xx, 4414 or 4405)
 MULTI 2♦ (Random WK 2M; or STR BAL 22-27)
 2♣: 3-suiter short any 20-22
 GAMBLING 3NT (w/o K or A);
 "REV FLANNERY" RESP to 1♦;
 1♦-1M may be 3 cards if WK 3334/3325;
 COMP 2NT=LIM raise+;
 ESCAPING FROM 1NT DOUBLED [Note 1]
 AFTER OPPTS' 1NT OVERCALL [Note 7]
 WK jump raise in COMP after opening or overcalling

SPECIAL FORCING PASS SEQUENCES
 (NV3x)-DBL/3y-(5x)-P=F

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 We do NOT pass when situation is unclear

Psychics: Never (but very light action possible)

LEADS AND SIGNALS

OPENING LEADS STYLE		
	Lead	In Partner's Suit
SUIT	4th	4th
NT	ATT	same
SUBSE	as above	as above
OTHER : K Vs NT asks CT or UB		

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+),AQx(+)	AK,AK(+)
King	AK,KQx(+)	AKJ10(+),KQ109(+)
Queen	QJ,QJx(+),Q	QJx(+)
Jack	(A/K)J10x(+),Jx	(A/K)J10x(+),J10x(+)
10	H109x(+)	H109x(+)
9	9x	9x
Hi - x	Sx,xSx	Sx,xSx
Low - x	HxS	HxS

Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Hi=ENCRG	Hi/lo=O	Hi=ENCRG
2nd	Hi/lo=E	S/P	Hi/lo=E
3rd	S/P		S/P
1st	Hi=ENCRG	Hi/lo=O	Hi=ENCRG
2nd	Hi/lo=E	Hi/lo=O	Hi/lo=E
3rd	S/P		S/P
Signals (including trumps) Trumps:Hi-lo shows O number			

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 Opening Hands (a bit lighter with perfect shape);
 Cue=F; Reopening=8+ HCP

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/RE
 RESP DBL thru 4♥; Lead directing DBL;
 Repeat same suit DBL by NEG Doubler = T/O

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
 Aggressive; NV; Aggressive 1-level (FREQ 4-card);
 try to be sound 2+-level; New suit=F1; Simple raise=CONST;
 Jump RAISE=PRE; NT RESP=NF; 2NT=INV in M or STR

1NT OVERCALL (2nd/4th Live; Resp; Reopening)
 2nd POS=15-18; 4th LIVE=15-18; as 1NT Opening

REOPEN: 14-17 HCP
JUMP OVERCALLS (Style; Resp; Unusual NT)
 1 - Suit : WK, 5 cards possible
 2 - Suit : (1M)-2NT: ♣+♦, Intermediate

DIRECT AND JUMP CUE BIDS (Style; Resp; Reopening)
 MICHAELS CUE: 1m-2m=♥+♠, 1M-2M=OM+m, PRE or STR
 JUMP CUE ASKS STOP(13+ HCP)

VS. NT (vs. STR / WK; Reopening; PH)
 vs WK NT: CAPPELLETTI: 9+cards in 2 suits [Note 2]
 vs STR NT: DONT: 9+cards in 2 suits [Note 3]

VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
 DBL= T/O thru 4♥; LEB after (WK2x)-DBL-(P)-

VS. ARTIFICIAL STRONG OPENING
 Against STR 1♣ : DBL= Rank; 1♦ = Shape; 1♥ = Colour;
 1♠ = random; Style: 4/4+ could be yarboro
 Against STR 2♣ : same structure as above

OVER OPPONENT'S TAKEOUT DOUBLE
 RDBL = 11+; Jump Raise = PRE;
 2 NT= Limit Raise or STR after M Opening

(Note 1) Escaping from 1 NT doubled			
(If Dbl=1 suiter, system On)			
1 NT (dbl) if it is PEN DBL, use this convention:			
PASS =	F->RDBL; STR or NAT one-suiter better than direct 2♣;		
RDBL =	OP must bid 2♣; then P or bid=NAT (5+ cards)		
2♣ =	♣+any (but if ♦, ♠ better); 2♦=♦+M; 2♥=♥+♠; 2♠=♠+better ♦		
2NT =	INV (any) one-suiter; OP bids cheapest BAD suit;		
3x =	PRE		
1NT - PAS♣-	PAS♣- DBL		
PAS-	PAS♣- RDBL = OP must bid 2♣; 2♣=♣+any, 2♦=♦+M; 2♥=♥+♠		
(Note 2) CAPPELLETTI : Over WK,NT			
DBL =	15+		
2♣ =	ANY 1 SUITER		
2♦ =	♥+♠		
2♥ =	♥+m		
2♠ =	♠+m		
(Note 3) DONT : Over STR NT			
DBL =	ANY 1 SUITER, THEN 2♣ = P/C		
2♣ =	♣+ANY		
2♦ =	♦+M, THEN 2M =P/C		
2♥ =	♥+♠		
2♠ =	NAT		
(Note 4)			
2♥ Flannery or 3 suiter short ♦ (11-15) - 2NT F			
3♣ =	4414	2♥ -	2NT
3♦ =	4531	3♣ -	3♦
3♥ =	4522 MIN	3♥ =	4414 MIN
3♠ =	4513	3♠ =	4414 MAX
3NT =	4522 MAX	3NT =	4414 SPL H
4♣ =	4504		
4♦ =	4540		
(Note 5)			
2NT -	3♣→ Both minor		
4m -	4M = Short		
(Note 6)			
1♦ - (1NT- 2♣ =	M's	1M - (1NT- 2♣ =	♣+OM
2♦ =	NAT	2♦ =	♦+OM
2M =	NAT 2M	2M =	NAT
2NT =	ms or FG 2-suiter	2OM =	NAT
		2NT =	ms or FG 2-suiter
(Note 7) Culbertson ASK			
1♣ - Positive RESP			
Jumpshift is asking bid in bid suit + side Aces			

(Note 8) CONFI			
1NT -	3♦ (CONFI):Asking CTRL		
1 Step =	0-3 CTRLs		
2 Step =	4 CTRLs		
3 Step =	5 CTRLs, etc		
(Note 9) Super Precision Asking Bid			
1♣ -	1M/2m		
2M/3m : Suit CTRL Asking Bid :			
1 Step =	5/6 cards no H		
2 Step =	5 cards 1 H		
3 Step =	5 cards 2 H		
4 Step =	6 cards 1 H		
5 Step =	6 cards 2 H		
6 Step =	5/6 cards 3 H		
New suit = Suit CTRL Asking Bid			
1 Step =	no CTRL		
2 Step =	Q or Doubleton		
3 Step =	K or Singleton		
4 Step =	A or Void		
5 Step =	AK/AQ		