

OPENING	TICK IF ART	MIN	NEG DBL THRU	Conny E. Sumampouw - Rury Andhani INDONESIA				Page 2 of 2
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH	
1♣	√	0	4♥	16+ HCP;	1♦= 0-7; 1♥ up to 4♦= ARTIFICIAL RESP	1♣ - 1♦ - 1♥= ART F1		
						1♣ - 1♦ - 2♥= 5♥+ unbal		
1♦	√	1	4♥	15 -17 bal (11)12-15 unbal	NAT, 1NT=6-8; Inverted minor; 2♥=5S+4H 6-9; 2♠ = ♠ + ♣ inv; 2N = ♥+♣ inv	1♦ - 1x - 1N = 15 -17 bal		
1♥		5	4♥	11+ HCP; 5 cd+	1♠=nat 4cd+; 1NT=F1; 2♣=any GF; 2H=3+SUPP; 2S=Jacoby 2NT=BAL 16-17;	2-Way Game Try (Short/Help Suit) 1M - 1NT maybe Weaker with FIT	2♣- DRURY 3rd hand Fit showing Jumps	
1♠		5	4♥	11+ HCP; 5 cd+	1NT=F1; 2♣=GF; 2♦/♥ = Nat GF 2NT=Bal 16-17;3♣=Jacoby; Bergen raise	same as above	same as above	
1NT				(11)12-14 HCP 5 cards H OK	NF STAY; JTB or WALSH; TEXAS TRF;	1NT-2♦=H or WALSH;		
					2♠=INV BAL or (54) minors; 2NT/3♣=TRF C/D	1NT-2♥=S or minors;		
					3♦=1 suiter m, SPL om; 3M=1suit m SPL M;4R=TRFH♥/♠			
2♣		5		12-15 Hcp 6+ card ♣	2♦= Relay; 2♥= NAT F1; 2♠= NAT F1 ; 2NT=puppet to 3 ♣	2♣ - 2♦ - 2NT/3♣= MAX/MIN (no 4M)		
					3 ♣= inv M's; 3♦ = NAT, INV	2♣ - 2♦ - 2M - 3OM= FIT M S/T		
2♦	√			12-15 3-suiter shor ♦	2♥/♠ =NF; 2N = inv +: 3♦ = inv 4-4 M, 3♥/♠ =nv			
2H		6		2-10	2♠ = ask SPL (VUL), ougust (NV), 2N = ♠ suit			
2S		6		2-10	2N = ask SPL (VUL), ougust (NV)			
2NT	√		4H	2 minors 6- 10 HCP				
3x		6		PRE	New=NAT F; Raise=Block/TP			
3NT	√			GAMBLING,	All C bids=P/C; 4♦= Ask 1st control	3NT-4♦, 4♥=No ; 4♠=Void/A , 4NT=♥		
				7 1/2 or 8 tricks		5♣= om		
4m	√	7		8/9 Tricks, Sol M	4m+1= ASK Void/A; 4m+2=To Play	4♣-4♦,4♥=No;4♥//5♣/5♦=Void/A H/C/D		
						4♦-4♥,4♠=No ;5♣/♦/♥= Void H/C/D		
4M		7		PRE		HIGH LEVEL BIDDING		
4NT				SPECIFIC	5♣=No Ace; 5x=Ace x; 5NT= 2 aceS; 6♣= Ace C	Cue 1st & 2nd Equally; SPL; Auto SPL; RKCB 1430 (5/6 KC);		
						; GERBER; 5NT=GSF; Lightner DBL;		
						POS Slam DBL (direct DBL=PEN, indirect show 1 trick)		
						F/P in Clear Situation (pass then pull= interest)		

Conny E. Sumampouw - Rory Andhani		INDONESIA	Page 1 of 1
(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	2H =	5H INV, UNBAL
2S =	S only	2S =	5S INV, UNBAL
2NT =	Both M's INV	2NT =	TRF, 6C INV
3m =	PRE m	3C =	TRF, 6D INV
3M =	PRE M		
(Note 2) ESCAPING From 1NT DOUBLED..... (2)			
1NT - (DBL) -	RDBL - (Pass)	1NT - (DBL) -	RDBL - (Pass)
2C	Pass = C +	2♣ - (Pass) -	2♠
	2D = D Nat	2NT	3♣ = FG, ♣+♦
	2H = H Nat		3♦ = FG, ♦+♥
	2S = Art, FG 2-suiter		3♥ = FG, ♥+♠
	2NT = TRF ♣, FG		3♠ = FG, ♠+♠
	3♣ = TRF ♦, FG		
	3♦ = TRF ♥, FG		
	3♥ = TRF ♠, FG		
	3♠ = FG, ♥+♠		
	3NT = FG, ♠+♦		
1NT - (Pass) -	Pass - (DBL)		
Escape using DON'T			