


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Aggressive 1-level; sound 2-level; CUE RESP=Limit raise or better; New=F1; Responses; FIT JUMPS; Jump RAISE=PRE; 4THX RESP DBL: length in unbid M, 3 ⁺ level=USEFUL VALUES, any shape;
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd POS and 4th LIVE: 15+-18+ HCP, as Over 1NT; Reopen: 11-16 HCP, 2♣=ask; Reopen 2NT(jump)=19-20; If both PH and 4th LIVE: distributional 2-suiter
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 - Suit : WK, 6+-cards: 2 - Suit : (1m)-2NT: ♡+om, (1M)-2NT: ♦+♣;
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
PRE or STR: (1M)-2M: OM+m (55+): 2NT or DBL asks m; (1m)-2m: ♠+♡ (5+4+); 2NT=NAT+INV; New suit=NF; (1m)-3m=NAT, PRE, STOP ASK in REOP; (1M)-3M=STOP ASK; (1m)-4m=one M, HCP for def, FP; REOPEN CUE=any STR 1/2 suit
VS. NT (vs. STR / WK; Reopening; PH)
Multi Landy
Dbl = 14+ over WK NT; Strong over STR NT; 2♣ : ♡+♠, 2♦: 1 Major; 2♡: Heart + minor; 2♠: Spade + minor. 2NT: minor or Strong 2 suits; 3♣/♦: Natural, All bid suit over WK NT shows 10-14 HCP.
PH : DONT (Dbl=1 suit; 2X=2 suits)
VS. PREEMPTIVE (Doubles; Cue-Bids; Jumps; NT Bids)
DBL=TO; LEB after (WK2x)-DBL-(P)-;
VS. ARTIFICIAL STRONG OPENING
JUMPS=PRE; VS 1♣ STR: CRASH (DBL; 1♦; 1NT), after 1♣-1♦ (DBL; 1NT; 2♣); Style=save-oriented 54+; Advancer may make lead directing in ANY suit, but NEW SUIT=NF. VS 2♣ STR: CRASH (DBL; 2♦; 2NT)
OVER OPPONENT'S TAKEOUT DOUBLE
1M-(DBL)-CAPPELLETTI; 1x-(DBL)-2x=WK, 3x=PRE, JUMPS=FIT, INV+; 1 level new suit = F1(UPH); /1M: 2NT/ 3NT=Limit/FG raises, 4+ trumps; RDBL=BAL/quasi-BAL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3th/5th	same	
NT	4th	same	
SUBSEQ	same	same	
OTHER : Vs NT K asks UB/CT; A asks ATT; 9/10=0 or 2 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A; AK+; long A	AKx+; Ax+; asks ATT	
King	AK; KQx+; short K	AKJ10+; CTorUB; KQ109+	
Queen	QJx; short Q	QJ+; KQx+	
Jack	J10x+; short J	J10x(+) or short J	
10	109x+; HJ10+; short 10	HJ10x(+); 109+; short 10	
9	H109+; short 9	H109x(+); 9x+	
Hi - x	Sx; Sxx if raised	Sxx; xSxx+; 9xS;	
Low - x	HxS; HxSx; HxxxS+	HxS; HxxS+	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st SUIT 2nd 3rd	Hi/Lo=O	Hi/lo=O	Hi=DISCRG
	Hi=DISCRG	S/P	Hi/lo=O
	S/P		S/P
1st NT 2nd 3rd	Hi/Lo=O	Hi/lo=O	Hi=DISCRG
	Hi=DISCRG	S/P	Hi/lo=O
	S/P		S/P
Signals (including trumps) : REVERSE Signal; SMITH;			
REMINDR CT=STD; Trump Echo; Odd-Even (1st discard only)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening			
May be light with classic shape; CUE-BID=INV+; After RESP			
DBL of M.; Over oppt's RDBL: Jump is PRE; Pass is NEU;			
SPECIAL ARTIFICIAL AND COMPETITIVE DBLS/ReDBLS			
NEG DBL thru 4♥; 1♣-(1♦)-DBL: both Ms or no M; 1m-(1♥)-DBL			
promise 4+♠; Repeat same suit NEG DBL=T/O; RESP DBL:			
At 3+- level, USEFUL VALUES; SUPP DBL: thru 2-level: 3-crd			
SUPP; MAX DBL; Most low-level DBLs=T/O.			

	INDONESIA
Taufik ASBI - Robert PARASIAN	
Event	OPEN TEAM, 2013
Category	Natural
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NAT; Weak NT; 5-card M; 1NT response, F1/M;	
1♣=2+; 1♦=4+; RESP light; ART 2X Opening;	
Raise style aggressive; Aggressive reopening style;	
Freq non-PEN DBL; Many FIT bids;	
ART COMP 2NT bids	
1NT OPENING : 11 - 14 HCP	
2 OVER 1 RESPONSES : FG/1M	
SPECIAL BID THAT MAY REQUIRE DEFENCE	
MULTI 2♦ (WEAK TWO one of M)	
2M = WEAK 2-suits (MAJOR + minor)	
GAMBLING 3NT (SOL m, w/o o/s Ace or King)	
WK JUMP RAISES IN COMPETITION;	
COMP CUE=LIMIT RAISE+;	
LEBENSÖHL-SLOW;	
FIT-SHOWING JUMPS;	
RUNOUTS WHEN OUR 1NT IS DOUBLED [Note 3];	
After Opp's Overcall 1NT [Note 2];	
INVERTED minor [Note 4];	
SPECIAL FORCING PASS SEQUENCES	
(NV3x)-DBL/3M-(5x)-P=F;	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
COMP 2x RESP: F3x;	
Psychics: Rare	

OPENING	TICK IF ART	MIN	NEG DBL THRU	Taufik ASBI - Robert PARASIAN				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Passed Hand Bidding	
1♣		2	4♥	11+ HCP;	Transfer responses(1♦=♥;1♥=♠;1♠=♦;1NT=5-8,4+♣); 2♣=9+,F1; 3♣=PRE; 3x=weak;	Over 1NT(15-17): 2♣= PUP 2♦; 2♦=FG;	FIT JUMPS; 1♠-(P)-2NT= 10-11	
1♦		4	4♥	11+ HCP;	2NT=FG, no M; 2♣=INV+[Note 5] ; 3♦=WK;	As Above	1♦-2♣ = mostly no M, NF	
1♥		5	4♦	11+ HCP;	1NT=F1; 2NT=FG, 13-15 or 19+; 3♥=PRE; 2♠=ART STR Raise;3m=Bergen Raise;3♠/4m=SPL	REJECT and S/S G/T;	FIT JUMPS	
1♠		5	4♥	11+ HCP;	1NT=F1; 3♣=ART STR Raise; 3R=Bergen Raise; 2NT=13-15; 3NT=16-18; 4m/♥ = SPL	As 1♥	FIT JUMPS	
1NT			4♥	11+-14 HCP	2♣=Ask M; 2R=TRF(WALSH); 2♠= Ask(INV+); 2NT/3♣=TRF; TEXAS; 3♦=CONFI;	1NT-TRF-4M mild slam interest+; SPL;	same as by UPH	
2♣	√			Bal 23+ or FG	CTRL RESP:2♦=0/1, 2♥=2, 2♠=3+; 2NT=Any 1 loser suit 6+card; 3x= 6+ Good suit,TRF; 3NT=Any 6+card SOL suit.	2♣-2♦-2NT=23-24 bal; 2♣-2x-2y=NAT;	same as by UPH	
2♦	√			Weak Two M (Weak ♥ or weak ♠)	2M/3M=P/C; 2NT=F; New suit=F1			
2♥		5		♥+m (5+/5+), 6 - 10	2NT=Asks; New suit=F1;	2♥-2NT- 3m=min, 3M=max;		
2♠		5		♠+m (5+/5+), 6 - 10	2NT=Asks; New suit=F1;	2♠-2NT- 3m=min, 3M=max;		
2NT				20-22 BAL	ROMEX [Note 10];			
3x		6		Pre : Classic	New Suit = F; 3NT = To Play	HIGH LEVEL BIDDING		
3NT	√	7		SOL m; no o/s Ace	4/5♣=P/C; 4♦=ask SPL	CUE=1st or 2nd; SPL; AUTOSPL; GERBER; RKCB(1430)		
4m		7		PRE	New Suit = F	EXCLUSION RKCB(1430); DOPI/ROPI(1430); DEPO;		
4M		7		PRE	4NT = RKC	5NT:GSF for Major [Note 11]; 5S:GSF minor; LIGHTNER DBL;		



(Note 1) FIT SHOWING JUMP

9+ Cards in two suits. In effect when :

(a) We have overcalled

(b) In COMP, when we have opened

(c) Passed hand facing opening in M

(Note 2) After OPP's 1NT O/C

1m - (1NT) - DBL = 8+ HCP

1M - (1NT) - DBL = 8+

2m = Nat, NF

2m = m+OM

2om = 2 Ms

2M = Nat

2M = Nat, NF

(Note 3) ESCAPING From 1NT DOUBLED

Pass = F to RDBL

1NT - (DBL) - Pass - (Pass)

RDBL = F to 2♣

RDBL Pass = To Play

2♣ = ♣ + ♥

2♣ = ♣+♦/♠

2♦ = ♦ + ♥

2♦ = ♦+♠

2♥ = ♥ + ♠

2♠ = ♠ INV

1NT - (DBL) - RDBL - (Pass)

2NT = 2 suiter FG

2♣ Pass = To Play

3x = PRE

2X = Nat, To Play

4R = TRF

(Note 4) INVERTED MINOR

1♣ - 2♣

1♦ - 2♦

2♦ = G/T

2♥ = FG, +♦

2♥ = FG, 4+♣

2♠ = G/T

2♠ = 6♣ + 5M

2NT = 15+

2NT = 15+

3♣ = 6♣ + 5M

3♣ = Nat, NF

3♦ = Nat, NF

3♦/M = SPL

3M = SPL

3NT = 18 - 20

3NT = 18-20

4♣ = RKCB ♣

4♦ = RKCB ♦

(Note 5) 1♦ - 2♣

2♦ = 5+♦

2♥ = 4441/4450

2♠ = 4+♣ FG (including 3-suiter)

2NT = 15+

3♣ = Nat, NF

3♦ = Long Suit (1 loser at worst), extras

3M = 6♦+5M

3NT = 18 - 20

(Note 6)

(1x) - Pass - (Pass) - 1NT (11 - 16)

2♣ 2♦ = No M, Min

2M = 4M, Min

2NT = 15 - 16 (3♣ check)

2R = TRF

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(Note 7)	1m	-	1♥	1m	-	1♠	
	2♥	-	2♠ = Reject	2♠	-	2NT = Reject	
			2NT = Short ♠			3x = Short x	
			3m = Short m			3♠ = INV	
	1m	-	1♥	1m	-	1♠	
	2♥	-	2♠ (R)	2♠	-	2NT (R)	
	2NT	=	Short ♠	3m	=	4M5m22	
	3m	=	4M5m22	3om	=	Short	
	3om	=	Short	3♥	=	Short	
	3♥	=	BAL Min	3♠	=	BAL Min	
(Note 8)	1♥	-	2♥	1♠	-	2♠	
	2♠	=	F to 2NT	2NT	=	F to 3♣	
	2NT	=	Long Trial ♠	3m	=	Long Trial m	
	3m	=	Long Trial m	3♥	=	Long Trial ♥	
	3♥	=	Long Good ♥, GT	3♠	=	Long Good ♠, GT	
	1♥	-	2♥	1♠	-	2♠	
	2♠	-	2NT	2NT	-	3♣	
	3♣	=	Short ♣	3♦	=	Short ♦	
	3♦	=	Short ♦	3♥	=	Short ♥	
	3♥	=	Short ♥	3♠	=	Short ♣	
(Note 9) ROMEX STAYMAN							
	2NT	-	3♣ = STAYMAN				
		-	3R = TRF				
			3♠ = Force 3NT				
			3NT = To Play				
			4♣ = Gerber				
			4R = TRF				
(Note 10)							
	2NT	-	3♣ (STAY)	2NT	-	3♣	
	3♦	=	No M or 4 cd ♠	3♦	-	3♥ (Relay)	
	3♥	=	4 or 5 cd ♠	3♠	=	4 cards ♠	
	3♠	=	5 cd ♥	3NT	=	No M	
	3NT	=	M's (4-4)				
	2NT	-	3♣	2NT	-	3♣	
	3♦	-	3♠ = 4♠+5♥	3♦	-	3♠	
		3NT	= 5♠+4♥	3NT	=	4 cd ♥	
				4x	=	5 cd ♥	
(Note 11) TRUMP ASKING (GSF)							
♣ Trump : 5♠ (Ask) - 5NT = 1 H				♦ Trump : 5NT (Ask) - 6♣ = 1H			
6♣ = No H				6♦ = No H			
6x = 2 H				6x = 2 H			
7x = 3 H				7x = 3 H			
♥ Trump : 5NT (Ask) - 6♣ = A/K				♠ Trump : 5NT (Ask) - 6♣ = A/K			
6♦ = Q				6♦ = Q			
6♥ = No H				6♥ = No H/Ext			
6x = 2 H				6♠ = No H			
7x = 3 H				6NT = 2 H			
				7x = 3 H			