



NAMES Jan Jansma Chris Willenken

**GENERAL APPROACH**

1♣ is either 12-14 BAL, 16+ UNBAL with 5+♣, or 18+

Two Over One: Game Forcing  Game Forcing Except When Suit Rebid

VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts

FORCING OPENING: 1♣  2♣  Natural 2 Bids  Other

**NOTRUMP OPENING BIDS**

1NT 15 to 17  
to  
5-card Major common   
System on over DBL/2♣  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (TRF denies)  
2♠ Size Ask or ♣ Neg. Double   
2NT ♦ Other: \_\_\_\_\_

2NT 20 to 22-  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3♠ Both minors  
4x= 2-under slam try+

3NT \_\_\_\_\_ to \_\_\_\_\_  
**Conventional NT Openings**

**MAJOR OPENING**

Expected Min. Length 4 5  
1st/2nd    
3rd/4th

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splinter   
Other: Jump raise= Mixed JS= INV  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Drury : Reverse  2-Way  Fit   
Other: 1M-2♣ cld be 0♣ with 4+M JS NAT INV

**MINOR OPENING**

Expected Min. Length 4 3 0-2 Conv.  
1♣      
1♦

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: \_\_\_\_\_  
Frequently bypass 4+♦   
1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to 10(11)  
2NT Forcing  Inv.  \_\_\_\_\_ 11 \_\_\_\_\_ to 12  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Other 1M= 8+ HCP with oM BUPH

**SPECIAL DOUBLES**

After Overcall: Penalty  \_\_\_\_\_  
Negative  thru \_\_\_\_\_  
Responsive  : thru \_\_\_\_\_ Maximal   
Support: Dbl.  thru \_\_\_\_\_ Redbl.   
Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
Conv.  \_\_\_\_\_  
Balancing: 11 to 15  
Jump to 2NT: Minors  2 Lowest   
Conv.  \_\_\_\_\_

**DEFENSE VS NOTRUMP**

vs: Direct \_\_\_\_\_ 14-16+ BAL  
2♣ ♥+♠ ♥+♠  
2♦ ♥ or ♠ ♦+M  
2♥ ♥+m NAT  
2♠ ♠+m NAT  
Dbl: PEN Artificial  
Other: \_\_\_\_\_

**SIMPLE OVERCALL**

1 level 7 to 17 HCP (usually)  
often 4 cards  very light style   
Responses  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
Jump Cue= Mixed 2N/1M= str raise

**JUMP OVERCALL**

Strong  Intermediate  Weak   
2-suited at 2 level and (1M)-3m

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. 4♣= Opt. RKC (4♦/♣)

**DIRECT CUEBID**

OVER: Minor Major  
Natural    
Strong T/O    
Michaels    
(1M)-2M= 4oM + ♣

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level   
Jump Shift: Forcing  Inv.  Weak   
Redouble implies no fit   
2NT Over Limit+ Limit Weak  
Majors     
Minors     
Other trf/DBL, Jump raise= Mixed

**VS Opening Preempts Double Is**

Takeout  thru \_\_\_\_\_ Penalty   
Conv. Takeout: Leaping Michaels  
Lebensohl 2NT Response   
Other: (2♦/3m)-4♦= ♥+♠

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

DEPO with "system on"

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
(X)X (X)(X)X	X X (X)(X) X
(X)x(X) (X)x x (X)(X)	X X x (X)(X) X X
A K x T 9 x	A K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x (K) Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

**LENGTH LEADS:**

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
Attitude vs NT

Primary signal to partner's leads

Attitude  Count  Suit preference

**DEFENSIVE CARDING**

vs SUITS vs NT  
Standard:     
Except   
Upside-Down: \_\_\_\_\_  
count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Smith Echo REV    
Trump Suit Pref.    
Foster Echo

**SPECIAL CARDING**

**PLEASE ASK**

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  TRF Checkback  
Weak Jump Shifts: In Comp.  Not in Comp.  Fit jumps when we don't open 1♣  
4th Suit Forcing: 1 Rd.  Game  Herbert Negative BPH  
Transfers after they overcall 1m or DBL 1M Cheapest SUIT weak after reverse  
"1NT system on" after we open 1♣ and they bid at the 2+ level  
Unusual v. Unusual (lower cue= usually 4th suit GF)