



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 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)