



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
Normal overcalls		Lead	In Partner's Suit	
Conventional responses (see NOTE 3)	Suit	2nd - 4th	2nd - 4th	
	NT	2nd - 4th	2nd - 4th	Category:
	Subseq	2nd - 4th	2nd - 4th	Country: Netherlands
	Other:			Event:
				Players: Jan Jansma - Gert-Jan Paulissen
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
15 - 18 System on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Balancing 1NT: 11-14 (1mi) 12-16 (1ma) System on	Ace	AKx(x)	AKx(x)	Polish Club based
	King	KQ(x); AK	Strong king	
	Queen	QJ	KQx(x); QJ	
	Jack	JT; Jx; KJT	JT; Jx; KJT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9; Tx; HT9	T9; Tx; HT9	
1-Suit: Non vuln: Weak Vuln: Intermediate	9	H9x; H98xx	H9x; H98xx	1NT Openings: 15 - 17
2-Suit:	Hi-x	Xxx; xXx	Xxx; xXx	2 OVER 1 Responses GF
	Lo-x	xX	xX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: Intermediate	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	1♣ = 12 - 14 bal or strong
Michaels (normal style)	Suit: 1st	low = even (NOTE 4)	L-H = even	L-2♠ = Multi
Responses: 2NT = Weak or strong; 3♣=INV, P/C; 3♠= INV (ma)	2nd	low = ENCRG (NOTE 4)		2♥ = 11-16 4414 or 4405
	3rd	Lavinthal		1♣ - 1♠ = relay
	NT: 1st	low = even (NOTE 4)	L-H = even	L-1mi - 1ma = other ma
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	low = ENCRG (NOTE 4)	Smith	1mi - 2♣ = inv mi
Double (VS strong) = 5minor & 4major	3rd	Lavinthal		1mi - 2♠ = multi
2♣ = Both majors	Signals (including Trumps): L-H = even			
2♠ = 1 major	Lavinthal			
2♥/♠ = 5♥/♠ & 4+ minor				
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Standard T/O Doubles; Conventional cuebid responses (asking for transfers)			
T/O doubles with Transfer-Lebensohl responses (2NT and higher)				
Leaping Michaels vs 2X				
				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Double = majors	Many conventional doubles in competition			
1NT = minors (also after 1♠)				
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				many transfers when opponents overcall our 1mi opening (see NOTE 1)
OVER OPPONENTS' TAKE OUT DOUBLE				
Many transfers (see NOTE 2)				
				Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction
1♣	X	0	4♥	12 - 14 BAL or strong	1♦=relay 1♥=♠; 1♠=♥; 2♣=GF; 2♦=Multi; 2♥/♠=inv	1♣-1♦-1NT=18-20; 1♣-1♦-1♥=12-14 bal or st
1♦		4	4♥	11 - 21 5♦ (or 4441 or 4♦&5♣)	1♥=♠; 1♠=♥; 2♣=inv mi; 2♦=Multi; 2♥=5♥-4♠, NF; 2♠=inv	1♦-1♥-1♠=4♥
1♥		5	4♦	11 - 17 (or 18-19 BAL)	1NT = F; 2♣/♦=GF; 2♥= constructive; 2♠=inv; 2NT=lim+, 3+♥	
1♠		5	4♥	11 - 17 (or 18-19 BAL)	1NT = F; 2♣/♦/♥=GF; 2♠= constructive; 2NT=lim+, 3+♠	
1NT				15-17 BAL	Stayman; 2♦/♥= transfer; 2♠=4 ma, any x/-; 2NT/3♣=♣/♦; 3♥/♠=x/-	
2♣		5	4♥	11 - 15 5♣-4Ma or 6♣	2♦=relay; 2♥/♠=NF; 2NT=weak ♣ or GF 55; 3♣=inv	
2♦	X			Multi (WK ♥/♠; 22-24 BAL; GF ♦)	2/3/4♥=P/C; 2♠=P/C; 2NT=relay; 4♣ asks transfer	
2♥	X	4		11 - 16, 4414 or 4405	2NT asks min/max	
2♠	X	5		5 - 10 5♠, 4+Mi	2NT=P/C; 3♣=inv; P/C 3♦=inv(♠); 3♥=NF	
2NT				20 - 22 BAL	3♣= relay; Transfers; 3♠ = minors	
3♣		6		Preempt	3♦ asks 3-crd Ma; 4♦ = Optional RKC	
3♦		6		Preempt	4♣ = Optional RKC	
3♥		6		Preempt	4♠ = Optional RKC	
3♠		6		Preempt	4♥ = Optional RKC	
3NT				Solid 7-crd minor	4♣ = P/C; 4♦ = pass with ♦, show shortness with ♣	
4♣		7				
4♦		7				
4♥						
4♠						
4NT						
5♣						
5♦						
5♥						
5♠						
5NT						
HIGH LEVEL BIDDING						
Optional Kick Back (min; 0/3; 1/4; 2-; 2+)						
Mixed cuebidding						
Last train						
3NT denies singleton (or shows good trumps)						

# Supplementary notes Jansma-Paulissen

## Note 1: Transfers when the opponents OVERCALL our 1 minor opening

Note 1a: They overcall our 1♣ opening

1♣	[1♦]	X	= 4+♥
		1♥	= 4+♠
		1♠	= 4+♥, 4+♠
		1NT	= natural
		2♣	= transfer cue: 4+♣, inv+
		2♦/♥	= 6+♥/♠, weak or GF
		2♠	= transfer to NT, inv+
		3♣	= pre-emptive
		3♦/♥	= transfer to ♥/♠, inv
		4♣/♦	= transfer to 4♥/♠
		4♥/♠	= natural
1♣	[1♥]	X	= 4+♠
		1♠	= “negative double”, denies 4+♠
		2♣	= transfer to ♦: 5+♦, 8+ HCP
		2♦	= transfer cue: 4+♣, inv+
		2♥	= 6+♠, weak or GF
		2♠	= transfer to NT: inv+
		3♣/♦	= pre-emptive
		3♥	= transfer to ♠, inv
		4♦	= transfer to 4♠
		4♠	= natural
1♣	[1♠]	2♣	= transfer to ♦: 5+♦, 8+ HCP
		2♦	= transfer to ♥: 5+♥, 8+ HCP
		2♥	= transfer cue: 4+♣, inv+
		2♠	= transfer to NT: inv+
		3♣/♦	= pre-emptive
		3♥	= pre-emptive
		3♠	= splinter
		4♣	= transfer to 4♥
		4♥	= natural
1♣	[3♦]	3♥	= 5+♠, INV+
		3♠	= 5+♥, GF

Note 1b: They overcall our 1♦ opening

1♦ [1♥] X = 4+♠  
1♠ = “negative double”, denies 4+♠  
2♣ = natural, inv+  
2♦ = transfer cue: 4+♦, inv+  
2♥ = 6+♠, weak or GF  
2♠ = transfer to NT: inv+  
3♣/♠ = inv  
3♦ = pre-emptive  
3♥ = splinter  
4♦ = natural

1♦ [1♠] 2♣ = natural, at least invitational  
2♦ = transfer to ♥: 5+♥, 8+ HCP  
2♥ = transfer cue: 4+♦, inv+  
2♠ = transfer to NT: inv+  
3♣ = inv  
3♦ = pre-emptive  
3♥ = inv  
3♠ = splinter  
4♣ = transfer to 4♥  
4♦ = natural  
4♥ = natural

1♦ [2♣] X = shows 4+♠, maybe 4♥  
2♦ = shows 4+♥, denies 4♠, NF  
3♣ = GF, 4♥ possible, denies 4♠  
3♦ = natural, inv, wide ranging  
3♥/♠ = inv

1♦ [3♣] 3♥ = 5+♠, INV+  
3♠ = 5+♥, GF

Note 2: Transfers when the opponents DOUBLE our 1 level opening

1♣ [X] XX = positive with 4+♣  
 1♦ = 4+♥  
 1♥ = 4+♠  
 1♠ = 5+♦  
 2SA = 5♣, 5♦, 7-11 HCP  
 2♣ = 5+♣, NF  
 2♦ = 6♦, NF  
 2♥/♠ = 6♥/♠, weak  
 3♣ = pre-emptive  
 3♦♥♠ = pre-emptive

1♦ [X] XX = 4+♥  
 1♥ = 4+♠  
 1♠ = 5+♣, suitable for 1NT  
 2♣ = natural, NF  
 2♦ = 4+♦  
 2♥/♠ = 6♥/♠, weak  
 2SA = inv+ with ♦  
 3♦ = 4+♦, weak  
 3♣♥♠ = INV

1♥ [X] XX = strong  
 1♠ = natural  
 1NT = 5+♣  
 2♣ = 5+♦  
 2♦ = good ♥-raise  
 2♥ = weak ♥-raise  
 2♠ = weak  
 2SA = inv with ♥  
 3♣/♦ = pre-emptive  
 3♥ = pre-emptive  
 3♠ = splinter  
 3NT = GF ♥-raise  
 4♣/♦ = fit-showing

1♠ [X] XX = strong  
 1NT = 5+♣  
 2♣ = 5+♦  
 2♦ = 5+♥  
 2♥ = good ♠-raise  
 2♠ = weak ♠-raise  
 2SA = inv with ♠  
 3♣/♦ = pre-emptive  
 3♠ = pre-emptive  
 3NT = GF ♠-raise  
 4♣/♦ = fit-showing

### Note 3: Transfers (and Drury) when WE OVERCALL

Note 3a: when we overcall with 1 major

[1♣] -1♥ - [p] - 1♠ = natural, 4+♠, forcing  
2♣ = Drury, normally 3-crd support but a strong hand is possible too  
2♦ = diamonds! NF  
2♥ = normal  
jumps = fit showing or natural (single jump)  
2SA = limit, 4♥  
3♣ = mixed raise  
3♥ = pre-emptive

[1♣] -1♠ - [p] - 2♣ = Drury, normally 3-crd support but a strong hand is possible too  
2♦ = 5+♥  
2♥ = 5+♦  
2♠ = normal  
2SA = limit, 4♠  
3♣ = mixed raise  
3♦/♥ = fit showing or natural (single jump)  
3♠ = pre-emptive

[1♦] -1♥ - [p] - 1♠ = natural, 4+♠, forcing  
2♣ = Drury, normally 3-crd support but a strong hand is possible too  
2♦ = 5+♠  
2♥ = normal  
jumps = fit showing or natural (single jump)  
2SA = limit, 4♥  
3♦ = mixed raise  
3♥ = pre-emptive

[1♦] -1♠ - [p] - 2♣ = Drury, normally 3-crd support but a strong hand is possible too  
2♦ = 5+♥  
2♥ = 5+♠  
2♠ = normal  
2SA = limit, 4♠  
3♦ = mixed raise  
jumps = fit showing or natural (single jump)  
3♠ = pre-emptive

[1♥] -1♠ - [p] - 2♣ = Drury, normally 3-crd support but a strong hand is possible too  
2♦ = 5+♦! NF  
2♥ = 5+♠  
2♠ = normal  
2SA = limit, 4♠  
3♥ = mixed raise  
jumps = fit showing or natural (single jump)  
3♠ = pre-emptive

Note 3b: when we overcall at the two level (they open 1X and we bid 2Y without a jump)

A new suit is forcing below 2X. From 2X till (and excluding) 3Y (no 2NT) we play transfers which show the suit above. 2NT is natural.

Example:

[1♠] – 2♦

Now 2♥ is natural and forcing; 2♠ shows clubs; 2NT is natural, invitational but non forcing; 3♣ shows diamonds and is at least invitational; 3♦ is a normal raise.

#### **Note 4: Signals when partner leads**

When dummy is short (at most 2), low high is encouraging. This is also true when they play trumps and declarer is holding up (for instance Axx in dummy). In other situations we play count (low high is an even number). Please note that these rules are just guidelines. When an encouraging/discouraging signal does not make sense, we switch to count or Lavinthal depending on the situation.