



NAMES Jane Witherspoon/Bob Jiobu

GENERAL APPROACH

2/1 g.f.

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♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ trans ♣ Neg. Double
 2NT trans ♦ Other: gap bid = positive

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ mss

3NT 25 to 27
 after 2c opener

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Rev Bergen
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: to
 Drury : Reverse 2-Way Fit
 Other:

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: inv minors
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other systems off/all interference

SPECIAL DOUBLES

After Overcall: Penalty
 Negative thru 3S
 Responsive : thru Maximal
 Support: Dbl. thru 2S Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv.
 Balancing: 10 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP

vs: strong weak (no 16)
 2♣ c+Maj c+maj
 2♦ d+Maj d+maj
 2♥ nat nat
 2♠ nat nat
 Dbl: h&s or 1 minor x = like hand
 Other:

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	<u>V</u>	<u>NV</u>		

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<u> </u>		

VS Opening Preempts Double Is

Takeout thru 4H Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other:

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Gerber used over 1st or last NT

K ask = # of K

vs Interference: DOPI DEPO Level: ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
xx	(X)xx	xx	xxxx
xxx	(X)xxx	xxx	xxxxx
(A)Kx	T9x	(A)KJx	AQJx
KQx	KJT x	AJT9	AT9x
QJx	KT9x	KQJx	(K)QT9
JT9	QT9x	QJT x	QT9x
KQT9		JT9x	T9xx

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 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Upside-Down:

count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL CARDING

PLEASE ASK