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### GENERAL APPROACH

2/1 Namyats  
**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  Namyat's

### NOTRUMP OPENING BIDS

1NT 15 to 17  
5-card Major common  System on over             
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (Fast denies)  
2♠ Clubs-3c=like  Neg. Double  2 & 3 lvl.  
2NT Diamonds  Other: 2NT-3M-Sup. Acc.

2NT 20 to 21  
Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3♠ >3NT >4c/4d Keys  
4H/S=stiff 4nt to play  
3NT        to         
ANY solid suit

**Conventional NT Openings**  
Delayd. trsf. ov. 3C  
Smolen after 3c-for 5/4M

### MAJOR OPENING

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

### MINOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splitter   
Other: Minor Jump Shift NT invite  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.         to         
3NT: 5 supprt to +Ace  
Drury : Reverse  2-Way  Fit   
Major Jump Shift Limit Raise  
Other: Flowers in Competition

### RESPONSES

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: 2S Good Raise  
Frequently bypass 4+♦  shape/FR  
1NT/1♣ 6 to 9  
2NT Forcing  Inv.  11 to 12  
3NT: 13 to 15  
Other: J/S other m-Limit - 2h RevFlan.

### SPECIAL DOUBLES

After Overcall: Penalty              
Negative  thru 4 SPADES  
Responsive  : thru 4H Maximal   
Support: Dbl.  thru 2S Redbl   
Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
Conv.  SYS ON over 2Clubs & X  
Balancing: 11 to 14  
Jump to 2NT: Minors  2Lowest   
Conv.            

### DEFENSE VS NOTRUMP

vs: All NT  
2♣ Majors             
2♦ 1 6= Major             
2♥ Hearts+minor             
2♠ Spades+minor             
Dbl: 4M/ 5+ minor 14+HCP  
Other 2NT = minors  
X vs WK NT = Penalty

### SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NFConst  NF   
Jump Raise: Forcing  Inv.  Weak   
New suit forcing after 2 level o'call

### JUMP OVERCALL

Strong  Intermediate  Weak

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids     
Conv./Resp. Namyat's 81/2 + Tricks

### DIRECT CUEBID

OVER: Minor Major  
Natural    
Strong T/O    
Michaels

### 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 LEBENSOHL

### VS Opening Preempts Double Is

Takeout  thru 4S Penalty   
Conv. Takeout: Cue ask stop  
Lebensohl 2NT Response   
Other: 4NT = 2 SUITS

### SLAM CONVENTIONS

Gerber : 4NT: Blackwood  RKC  1430   
1 above minor =keys--cue below 3NT is NT ask -Gerber responses 1430  
4c over wk2/3(4D ov 3C) keys 5 steps 0/1/1+Q/2/2+Q  
vs Interference: DOPI  DEPO  Level: depo 6 level ROPI

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

versus Suits	versus Notrump
<b>X X</b> x x x x	<b>X X</b> x x x x
x x <b>X</b> x x x x x	x x x x <b>X X</b>
A K x <b>T</b> 9 x	A <b>K</b> J x A <b>Q</b> J x
<b>K</b> Q x K <b>J</b> T x	A <b>J</b> T 9 A <b>T</b> 9 x
<b>Q</b> J x K <b>T</b> 9 x	<b>K</b> Q J x <b>K</b> Q T 9
<b>J</b> T 9 Q <b>T</b> 9 x	<b>Q</b> J T x <b>Q</b> T 9 x
<b>K</b> Q T 9	<b>J</b> T 9 x <b>T</b> 9 x x

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
K asks count vs NT Attitude vs NT   
A asks attitude

**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    
Trump Suit Pref.    
Foster Echo

### SPECIAL CARDING

### PLEASE ASK