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GENERAL APPROACH

2/1

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 14+ to 17
3♣ Puppet Stayman
3♦ minors GF (5+ - 5+)
3♥ 31(54)
3♠ 13(54)
2NT 20 to 21
Puppet Stayman []
Transfer Responses:
Jacoby [] Texas []
3♠ -> 3NT (4m shows om, optional RKC)
3NT [] to []
gambling (1/2 no stop)
Conventional NT Openings

MAJOR OPENING

Table with 3 columns: Bid, Expected Min. Length, and a checkbox. Rows include 1st/2nd, 3rd/4th, and 5th.

MINOR OPENING

Table with 4 columns: Bid, Expected Min. Length, and checkboxes for NF, 0-2, and Conv. Rows include 1♣ and 1♦.

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Weak []
Conv. Raise: 2NT [] 3NT [] Splitter []
Other: two-tiered splinters
1NT: Forcing [] Semi-forcing []
2NT: Forcing [] Inv. [] to []
3NT: [] to []
Drury [] Reverse [] 2-Way [] Fit []
Other: 2/1 2M default (3lv new suit xtra)
Other rev Flannery (on over x, 1D too)

DESCRIBE

RESPONSES/REBIDS

Table with 2 columns: DESCRIBE and RESPONSES/REBIDS. Rows describe bids like 2♣, 2♦, 2♥, 2♠ with their characteristics and responses.

OTHER CONV. CALLS: New Minor Forcing [] 2-Way NMF [] 3C = to play
Weak Jump Shifts: In Comp. [] Not in Comp. []
4th Suit Forcing: 1 Rd. [] Game []
3lower inv JS BUPH (any opener rebid is GF), fit jumps BPH, else WJS
1suit 1suit 2NT Wolff, 1M 1N 2N transfers

vs str 1C: x=str, 1D=MM non-distr, 1NT+ Woolsey (1C-1D-x MM, else same)

SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on []
Conv. []
Balancing: 12 to 16
Jump to 2NT: Minors [] 2Lowest []
Conv. []

DEFENSE VS NOTRUMP

vs: strong weak
2♣ ♠ + ♥ ♠ + ♥
2♦ 1 major 1 major
2♥ 5+♥ + minor 5+♥ + minor
2♠ 5+♠ + minor 5+♠ + minor
Dbl: M + longer m penalty
Other []

SIMPLE OVERCALL

1 level [] to [] HCP (usually)
often 4 cards [] very light style []
Responses
New Suit: Forcing [] NF Const [] NF []
Jump Raise: Forcing [] Inv. [] Weak []
F BUPH over 2+ level overcall

JUMP OVERCALL

Strong [] Intermediate [] Weak []

OPENING PREEMPTS

Sound Light Very Light
3/4-bids [] [] []
Conv./Resp. []

DIRECT CUEBID

OVER: Minor Major
Natural [] []
Strong T/O [] []
Michaels [] []
(short 1D): 2Dnat, 2H/3D MM (wk/str)

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 1M (x) xfers, xx=2Mconst+

VS Opening Preempts Double Is

Takeout [] thru 4S Penalty []
Conv. Takeout: []
Lebensohl 2NT Response []
Other: leaping Michaels etc

SLAM CONVENTIONS Gerber []: 4NT: Blackwood [] RKC [] 1430 []
kickback for minors

exclusion 0314
vs Interference: DOPI [] DEPO [] Level: [] ROPI []

LEADS (circle card led, if not in bold)

Table showing lead patterns versus Suits and Notrump. Includes cards like X, A, K, Q, J, T, 9.

LENGTH LEADS:

4th Best vs SUITS [] vs NT []
3rd/5th Best vs SUITS [] vs NT []
3rd/low vs suit. Midhand att leads vs suit NT
vs NT: Encouraging on A lead = play K next

Primary signal to partner's leads

Attitude [] Count [] Suit preference []

DEFENSIVE CARDING

Standard: [] vs SUITS [] vs NT []
Except []
UD remaining count
Upside-Down:
count [] []
attitude [] []

FIRST DISCARD

Lavinthal [] []
Odd/Even [] []

OTHER CARDING

Smith Echo [] []
Trump Suit Pref. [] []
Foster Echo [] []

SPECIAL CARDING

PLEASE ASK