



NAMES Finn Kolesnik+LC

### 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	2♣ Puppet	2NT 20 to 21 Puppet Stayman <input type="checkbox"/>
15 to 17	3♣ 5-5 minors gf	<b>Transfer Responses:</b> Jacoby Texas <input type="checkbox"/>
5-card Major common <input type="checkbox"/>	3♥ 3=1=(5-4)	3♠ relay to 3NT
System on over X, 2C	3♠ 1=3=(5-4)	
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>		3NT ____ to ____ Gambling noAK
2♦ Transfer to ♥ <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	<b>Conventional NT Openings</b>
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	
2♥ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (FD denies)	
2♠ size ask or ♣	Neg. Double <input type="checkbox"/>	
2NT ♦ trans.	Other: transfer Lebensohl	

### 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  Splitter

Other: 2-tiered splinters, 3D 4card LR

1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  \_\_\_\_ to \_\_\_\_

3NT: \_\_\_\_ to \_\_\_\_

Drury : Reverse  2-Way  Fit

Other: 3H/3C invite, xfers over 1M-X

### 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: \_\_\_\_

Frequently bypass 4+♦

1NT/1♣ \_\_\_\_ 6 \_\_\_\_ to \_\_\_\_ 10 \_\_\_\_

2NT Forcing  Inv.  \_\_\_\_ 13 \_\_\_\_ to \_\_\_\_ 15 \_\_\_\_

3NT: \_\_\_\_ 16 \_\_\_\_ to \_\_\_\_ 17 \_\_\_\_

Other 1m-2H 11-12, 1m-2S Mix

### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_

Negative  thru \_\_\_\_

Responsive  : thru \_\_\_\_ Maximal

Support: Dbl.  thru 2X-1 Redbl

Card-showing  Min. Offshape T/O

Snap-dragon

### SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)  
often 4 cards  very light style

### Responses

New Suit: Forcing  NFConst  NF

Jump Raise: Forcing  Inv.  Weak

jump cue = mixed. 2/1 NF else F

### JUMP OVERCALL

Strong  Intermediate  Weak

### OPENING PREEMPTS

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

### 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"/>
1C-2C Natural, 1C-2D both majors	<input type="checkbox"/>	<input type="checkbox"/>

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

Preemptive KC (0, 1, 1, 2, 2), 30/41 exclusion, kickback for minors

Non-serious 3NT, Last Train

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
(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

A att K power vs NT Attitude vs NT

Standard present count

**Primary signal to partner's leads**

Attitude  Count  Suit preference

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on

Conv.

**Balancing:** 11 to 14/16

Jump to 2NT: Minors  2Lowest

Conv.  2 way range stayman

### DEFENSE VS NOTRUMP

vs: UL >= 14 <14-16=wk

2♣ Majors Majors

2♦ 1 major 1 major

2♥ H+ minor H+ minor

2♠ S+ minor S+ minor

Dbl: 4M/5m penalty

Other: \_\_\_\_

### 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 systems on			

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty

Conv. Takeout: \_\_\_\_

Lebensohl 2NT Response

Other: Leaping Michaels

### DEFENSIVE CARDING

Standard:	vs SUITS	vs NT
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

Odd/Even

### OTHER CARDING

Smith Echo SP instead

Trump Suit Pref.

Foster Echo

### PLEASE ASK