



NAMES Steve Beatty - Fred Stewart

### GENERAL APPROACH

Standard 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 15 to 17  
to \_\_\_\_\_  
5-card Major common   
System on over (2C)-X   
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (fast denies)  
2♠ = clubs Neg. Double  thru 3H  
2NT = diamonds Other: \_\_\_\_\_

2NT 20 to 21  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3♠ tfr to 3NT for 1  
or both minors  
3NT gamb. to \_\_\_\_\_  
4D asks shortness \_\_\_\_\_

### Conventional NT Openings

### MAJOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splinter   
Other: mixed J raises in comp. 2C may be short raise

1NT: Forcing  Semi-forcing

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

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

Drury : Reverse  2-Way  Fit   
Other: 1H-3S or 1S-3N = mini splinter  
3C, 3D, Gazzilli, Tfrs over X's

### 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   
Other: inverted

Frequently bypass 4+♦ no GF

1NT/1♣ 8 to 10

2NT Forcing  Inv.  12 to 15(or)

3NT: 16 to 17

Other 2H = art. 3 way, WJS, splinters

### SPECIAL DOUBLES

After Overcall: Penalty  4S and higher  
Negative  thru 4H  
Responsive  : thru 4H Maximal   
Support: Dbl.  thru 2M Redbl   
Card-showing  Min. Offshape T/O   
2 level X = 2 card competitive

### SIMPLE OVERCALL

1 level 7 to ?? HCP (usually)  
often 4 cards  very light style

### Responses

New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
MIXED

### JUMP OVERCALL

Strong  Intermediate  Weak   
Undisciplined

### OPENING PREEMPTS

Sound  Light  Very Light   
3/4-bids     
Conv./Resp. Undisciplined

### 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)-2D = MM vs. short club

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430   
Kickback, Preempts-4C = RKC

vs Interference: DOPI  DEPO  Level: dopi below 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)
(A)Kx	T 9 x
(K)Q x	K J T x
(Q)J x	K T 9 x
(J)T 9	Q T 9 x
(K)Q T 9	J T 9 x

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
Vs. Suits SP at trick one except on A lead  
Vs. NT Rusinow from 4+

### Primary signal to partner's leads

Attitude  Count  Suit preference

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
Conv.   
Balancing: 11 to 16  
Jump to 2NT: Minors  2 Lowest   
Conv.  size ask stay after bal nt

### DEFENSE VS NOTRUMP

vs: Strong \_\_\_\_\_ weak (max 14)  
2♣ Majors \_\_\_\_\_ 1 Suit (not C)  
2♦ 1 Major \_\_\_\_\_ Majors  
2♥ 5H+4+ min \_\_\_\_\_ 5H+4+ m  
2♠ 5S+4+ min \_\_\_\_\_ 5S+4+ m  
Dbl: 4M+ 5+m \_\_\_\_\_ equal values  
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 1M-(X) - transfers

### VS Opening Preempts Double Is

Takeout  thru 4H 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"/>

Trick one vs. Suits  
10,9 0 or 2 mid hand

Upside-Down:  
count    
attitude

### FIRST DISCARD

Lavinthal    
Odd/Even

### OTHER CARDING

Smith Echo    
Trump Suit Pref.    
Foster Echo

### SPECIAL CARDING

### PLEASE ASK

### DESCRIBE RESPONSES/REBIDS

2♣ _____ to _____ HCP	Strong <input type="checkbox"/> Other <input type="checkbox"/> GF	2H = double neg.
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Kokish	
2♦ <u>3</u> to <u>10</u> HCP	Multi	2,3M P/C 4C,4D
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP	Polish 5H+4+m	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP	Polish 5S+4+m	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2C by PH

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game

XYZ, Spiral Relays, Unusual/Unusual, Algebra

Many constructive gadgets