



OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	x	0	6-7 any (24)	ART, F1, 16+ or equivalent.	All ART. 1D=0-7. Others=FG. (20)	(21-24)	2H=4-6 with 55 M's.
1D	x	2	3H	2+D's, 11-15. Might be lighter.	1M=NAT, 1N=7+-11, 2m=F1, (25)	(26,27)	2m=NF.
1H		5 (4 3rd)	3D	11-15, 5+H, maybe light. 4+ 3rd seat	1N=SemiF, 2m=FG, (28)	(28)	2C=DRURYFIT, 2D=NF.
1S		5 (4 3rd)	3D	11-15, 5+S, maybe light. 4+ 3rd seat	1N=semiF, 2CDH=FG, (28)	(28)	2C=DRURYFIT, 2DH=NF.
1NT			3S	9+-12-, 14-16, or 15-17 (1).	9+-12- (2), 14-16 (29.30), 15-17 (30)	(31)	(30)
2C		6	3S	11-15, 6+C, C are longest suit.	2D=ASK, 2M=NF, 2NT TRF 3C, 3C TRF 3D, 3 other=INV	(32-34)	2NT, 3C=NAT.
2D	x	0	NO	1, 2 seat (3), 3, 4 seat (8)	1, 2 seat (14), 3, 4 seat (8)	1, 2 seat (14), 3, 4 seat (8)	
2H		3 (5 3rd/4th)	NO	1, 2 seat (8), 3, 4 seat weak two-bid.	1, 2 seat (8). 3, 4 seat 2N=ASK (Ogust responses).	1, 2 seat (8).	
2S	x	0 (5 3rd/4th)	NO	1, 2 seat (4) OR (4). 3, 4 seat=Pre.	1, 2 seat (15). If no brown sticker (15). 2N=ASK over 3, 4	1, 2 seat (15). 1, 2 seat (15) if no brown sticker allowed.	
2NT			3S	19-21- (range varies slightly)	(35)	(36,37)	
3C		6	NO	"good" Pre 1,2; normal Pre 3,4.	(41)	(41)	3D NAT NF.
3D	x	0 (6 3rd/4th)	NO	3H Pre 1,2. Normal Pre 3,4.	(5). All NAT over 3,4 seat.	(5)	
3H	x	0 (6 3rd/4th)	NO	3S Pre 1,2. Normal Pre 3,4.	(6). All NAT over 3,4 seat.	(6)	
3S	x	0 (6 3rd/4th)	NO	(7) 1,2. Normal Pre 3,4.	(7). All NAT over 3,4 seat.	(7)	
3NT	x		NO	(39)	(39).	(39,40)	
4C		6	NO	NAT PRE.	4D=slam try.		
4D		6	NO	NAT PRE.	4NT=RKC.		
4H		6	NO	NAT PRE.	4NT=RKC.		
4S		6	NO	NAT PRE.	4NT=RKC.		
4NT	x		NO	PRE, both m's.			
5C		7	NO	NAT PRE.			
5D		7	NO	NAT PRE.			
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
Cheapest of 4 of unfocused M or 4NT = RKCB. Asks can follow. Last Train							
Last Train and Serious 3NT when M agreed. 3D can be artificial encouraging							
over m-showing. Artificial suit agreement bids. Cue-bids can be 1st or 2nd							
round controls.							

## Supplementary notes file for Eric Rodwell Jeff Meckstroth (USA 2003)

---

Note...1: Bidding Style: aggressive, frequent upgrading, less downgrading. Play/defend decisions made by judgment, not mechanical rule. Vulnerability, playing strength and level are important.

---

Note...2: 1<sup>st</sup> and 2<sup>nd</sup> seat INT opening = 9+-12-. Responses: 2♣=STAY, 2♦=FG ASK, 2N=INV, others=nat NF. After 2♣, M is inv. IN-2♦//2M=4 of OM. IN-2♦//2any-3♣ forces 3♦ to show short suit, 3♦ forces 3♥ to show force in m.

---

Note...3: 1<sup>st</sup> and 2<sup>nd</sup> seat 2♦ opening: weak 2♥ or 2♠ opening, 3-10 HCP, 5-7 card suit, vul dependent.

---

Note...4: 1<sup>st</sup> and 2<sup>nd</sup> seat 2♠ opening BROWN STICKER: "bad" 3♣ PRE or any 3♦ PRE. When BROWN STICKER not allowed, 1<sup>st</sup> and 2<sup>nd</sup> seat 2♠ opening shows any 3♦ PRE. 6+card suit, vul dependent, 0-10.

---

Note...5: 1<sup>st</sup> and 2<sup>nd</sup> seat 3♦ opening: shows a 3♥ PRE, 0-10 HCP, 6+♥, vul dependent. Responses: 4♣=slam try in ♥. Over X, XX=♠, 4♣=♦, 4♦=♥, 4♦=4♥ raise involving opener. Over overcall, X=PEN, suit=FI.

---

Note...6: 1<sup>st</sup> and 2<sup>nd</sup> seat 3♥ opening: shows a 3♠ PRE, 0-19 HCP, 6+♠, vul dependent. Responses: 4♣=slam try in ♠. Over X, XX=♣, 4♣=♦, 4♦=♥. Over overcall, X=PEN, suit=FI.

---

Note...7: 1<sup>st</sup> and 2<sup>nd</sup> seat 3♠ opening: shows any solid 7-8 card suit w/o side A or K. Responses: 4♣=P/C, 4♦=opener must bid his suit. Same over X (Pass allows Pass with long ♠). Overcall-X=PEN, suit=P/C.

---

Note...8: 1<sup>st</sup> and 2<sup>nd</sup> seat 2♥ opening: 10+-15 HCP, short in ♦: 4414, 4405, 4315, or 3415. Responses: 3M or 4♣=INV, 2N=ASK, other=NF. After 2N response: 3♣=minimum, 3♦=4414, 3M=3-card M, 3N=4405. Over 3♣ minimum, 3♦=ASK. Then, 4♣=♥ trump, 4♦=♠ trump, 4♥=RKC ♣, 4♠=slam try in a m. Over X: XX=Pen, Pass to play if opener has 4♥'s, 2N=system on, others=nf. Overcall-X=Pen, 2N=on.

---

Note...9: Gardner IN overcall NV vs V: either 14+-19 BAL, or weak 1-suiter. Same responses as to IN overcall, except 2♠ which asks for the suit (bid 2N with strong NT). With weak hand, either pass or jump in suit over STAY or TRF response. Partner may guess the weak type if the bidding suggests.

---

Note...10: Artificial fit-showing bids. Examples are 1♦-1♠-X-3♥ = 7+-9 support points with 4+ trump. Used mostly after we overcall, or 1M-X. Can be in NT, as 1♦-1♠-X-2N=limit raise with 4+ trump.

---

Note... 11: Transfers: used in comp sequences, such as 1♦-X, 1M-X, and after M overcalls and RHO's NegX or same-level suit bid. Transfers show either a fit and value range, or an unbid suit. In the "unbid suit" case transfers show either the transferred-to suit, or a lead-director normally with M fit.

---

Note... 12: Pass or Correct responses to 2-way bids. To multi-type openings, or 2+-way overcalls over 1N.  
1N-2♦-P-2♥: P/C.

---

Note... 13: 2N and 3N for takeout. Normally 2N, used when natural interpretation is unlikely. Asks partner to pick a m. Also, 2N can be LEB over 2M when 1♦ opener has clarified his m lengths.

---

PAGE 1 OF 3

---

Note... 14: Responses to 1<sup>st</sup>/2<sup>nd</sup> seat 2♦ opening (weak 2♥ or 2♠): Pass=♦, 234♥ or 2♠=P/C, 3♠=INV, 4♠=to play, 2N=ASK with values, 3♣=ART GF in own M, 3♦=FG with ♦, 4♣=asks TRF to M. 2M response might be planning 3♣ or 3M signoff. Over X: Pass=♦ but not command to leave in, XX=own M, 3♣=nf, 3♦=force in own M, other = system on. Over 2M overcall, X=P/C, 2N=ASK. Over other overcall, X=PEN, m=nf, M thru 4♥=P/C.

---

Note... 15: Responses to BROWN STICKER 2♠ opening (1<sup>st</sup> 2<sup>nd</sup> seat, = 3♦ PRE or "bad" 3♣ PRE. Responses: any ♣ or 4♦ response = P/C, 3M=FI, 2N=ASK. 3♦ forces 3♥ to play 3♥, invite in ♠, or force in m. Over X, Pass=♠ but not command to leave in, XX=own m, other=system on. Overcall-X=PEN, m=P/C

---

Note... 16: Two-suiter bids: Vs. Strong 1♣, 2♣ or 2♦, weak & strong NT, see sections on card. 1♠-3♣ = 55+ ♥&♣ NF. 1M-2N=55+m's. 1m-2m=55+M's. 1M-2M=OM+m, but over 1♠ = ♥+♦ unless strong with ♥+♣. 1m-2N=Om + ♥. In comp, jump raise=INV. 1M-2M-P-2N=ASK with values, 3♣=P/C, 3♦=M try.

---

Note... 17: Responder's X on 2<sup>nd</sup> round is often Cards, usually of bid-and-raise, or of rebid of same suit by overcaller. X of direct 4+-level overcall = Cards. Direct X of 3M=Neg but might have funny shape.

---

Note... 18: Standard Count & Attitude are used in the following situations: Vs suits, if the opening lead shows the AK combination at trick 1 only. If after trick 1 the K is led and the Q is in dummy and defenders might have trump, that trick is standard (if the K holds the trick). Vs NT, If the opening lead shows the AK the signal is standard attitude (if logical). If lead is low from own long suit and dummy wins stiff A, K, or Q, signal on that trick is Standard attitude.

---

Note...19: Vs suits, Trick one honor leads are Rusinow if leader showed 3+cards in the suit (but in partner's suit use 9 or 10 to show 0 or 2 higher and K from AK). Vs suits at the 5+level, K from AK or KQ.

Vs NT, 9/10 = 0/2 higher in pard's suit. Std leads in dummy's suit (but K=strong card; Q=KQ or QJ).

---

Note...20: Responses to 1♣. All are ART. 1♦=0-7 HCP. All others are FG, 8+ unless noted otherwise.

1♥=5+♠ or 11-13 BAL, 1♠=5+♥, 1N=5+♣, 2♣=5+♦, 2♦=8-10 BAL, 2♥=14+ BAL, 2♠=(41)44 or 04(54),

2N=44(14), 3♣=7+ winners in own solid suit, 3♦=40(54), 3♥=4405, 3♠3N4♣=4450 (higher = better).

---

Note...21: Rebids by opener after 1♣-1♦: 1M=FI; might be 4 if 3-suiter or longer m. 1N-16+-19- (range depends on NT opening), 2N=21-23, 3N=to play. 2m=nf, denies M. 2♥=ART FG, Kokish (GF bal or GF w/m's). 2♠=strong in ♠.

---

Note...22: 1♣-1♦//1M-2♣=ART, 6-7, no 3fit in M. 2♦ in same sequence=ART 5-7 3fit in M.

---

Note...23: 1C-suit positive. Opener's rebids: NT=usually BAL, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies show fit/values. Over 1N rebid show controls. Over bal positives, opener either asks for suits or shows own suit (with step responses). Over 3-suiters, opener usually asks shape and sets trump.

---

Note...24: 1♣-competition. Of overcall thru 2♠, pass=0-5 or trap, X=6-7 any shape, bid=5+ card suit FG, NT=FG w/stopper. 1 or 2-level Cue=GF no stopper. Over 2N thru 3♠, X=FG, suit=FG 5+ suit. Over 4♠+, P requests balancing X, X=T/O.

---

Note...25: Responses to 1♦ opening: 1N=7-11, 2N=11+-12, 2m=FI, 2♥=54+ in ♠♥ less than INV, 2♠=same but INV. 3♣ or 4♣=m's less than INV, 3♦♥♠=PRE.

**PAGE 2 of 3**

---

Note...26: Special rebids after 1♦ opening: 2♣=(54)+ in m's, or 1-4-(53) or 1444 after 1♠ response. 2OM=ART either good 2-suiter or good raise. 3♣=LIM+ raise short in OM. 1♦-2m//2♥=ART 11-13 BAL.

---

Note...27: 1♦ and competition: 1♦-X-transfers used: XX=4+♥'s, 1♥=4+♠'s, 1♠=NT, 1N=♣, 2♣=good ♣ nf, 2♦=nf, 2♥♠=same as in 26, 3♣=m's less than INV, 3M=short OM GF. 1♦-2♣, 2♠, or 3♣ - TFRs by UPH only. If transfers not used, 2♦ raise=FI, other new suits free bids=NF (2-level only).

---

Note...28: Responses to 1♥ opening: 1N=SemiF, 2m=FG (2♣ might be 2-3 card suit), 2♥=7+-11-, 2♠=6+ less than INV, 2N=LIM+ raise usually 4+ trump. 3m=NAT INV, 3♥=7+-9 with 4+

trump, 3♠=SPL, 4m=void SPL, 3N=4333 choice of games, 4♥=might be bal FG. Over  
1♠ open=same but 4♥=NAT.  
Various ART follow-ups.

---

Note...29: Responses to 14-16 NT by UPH: 2♣=STAY, 2♦♥=TRF, 2♠=size ask, 2N=FG ask for  
5M, 3♣ forces 3♦ to play or w/♣ FG, 3♦=FG NAT + M short, 3M=short OM 10+m's FG,  
4♣=Gerber, 4♦♥=TRF.

---

Note...30: Responses to 14-16 or 15-17 NT by PH: same but 3m=INV.

---

Note...31: 14-16 NT follow-ups: 2♣ then 2♠=INV, 3m forces next step to show shortness/6m.  
TRF then 2♠=ART INV; 2N thru 3♥=TRF. 2♠ then 3♣=signoff, 3♦♥=TRF, 3♠=♦ slam try. 2N-  
f-3♦=M short.

---

Note...32: Responses to 2♣ opening: 2♦=ASK, 2M=NF, 2N/3♣ forces step one (to play or  
show GF twosuit/onesuit). 3♦♥♠=NAT INV.

---

Note...33: 2♣ opening follow-ups: 2♣-2♦//2♥=one 4M, 2♠=ART extras.

---

Note...34: 2♣ opening and competition: 2♣-X-2♦=ASK, 2M=nf, jump=INV. 2♣-X-2♦-  
P//natural rebids.  
NegX thru 3♠, 2♣-overcall-2MAJ=NF.

---

Note...35: Responses to 2N opening: 3♣=ASK for 4/5 M's, 3♦♥=TRF (3♦ might be FG with 5-  
4/5 M's),  
3♠=m slam interest, 4♣=GERBER, 4♦♥=slam try TRF, 4♠=m's weak.

---

Note...36: 2N opening continuations: 2N-3♣//3M=5, 3♦=other hands. Over 3♣-3♦//3♥=4♠'s  
or no M, 3♠=4♥'s, NT=44 M's, 4m=55 with ♥ mild slam try, 4♥=5♠♣ 4♠=5♠♦ mild slam try.

---

Note...37: 2N opening with competition: NegX at 3-level.

---

Note...38: Responses to 3<sup>rd</sup>/4<sup>th</sup> seat preempts: 2N=ASK with fit, new suit nf, TFEERS over X.

---

Note...39: 3N opening: solid 7-8 card m + side A or K. Resps: ♣=P/C, 4♦=ASK for SPL.

---

Note...40: 3N opening in comp: system on over X, X or XX=PEN. Overcall-m = P/C.

---

Note...41: Responses to 3♣ opening: 3♦ forces 3r NF bid in M, ♣ INV or ♦F. 4♦=slam try in ♣.

---

Note...42: Responses to 4♣ opening or higher: 4♦ is ♣ slam try, 4N=RKC, other=nf.

---

## BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event

**Names:** Eric Rodwell Jeff Meckstroth  
**Country** USA **Event** Bermuda Bowl  
**Opening bid of** 2♠ **in** 1<sup>st</sup> 2<sup>nd</sup> **seat at** Any vulnerability  
**Shows:** 3♦ preempt or "bad" 3♣ preempt  
**Detailed Description:** 6-8 card suit, 0-10 HCP, vulnerability dependent

If a ♣ preempt then less suited to 3N than a direct 3♣ opening.

---

### Responses and Rebids in Uncontested auctions

---

**With what hands will responder pass the opening bid? Spade suit.**

Meanings of other responses and rebids: ♣ = P/C, 2N=ASK with values, 3M=F1, 3♦ forces 3♥ (to play 3♥, invite with 3♠, or force in a m)

---

### Competitive Agreements

---

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)  
Same except 1) XX=own minor, and 2) Pass=♠ but not command to leave in.

**Responses after opponent's overcall: X=Pen, m=P/C, M=F1.**

Rebids after 4<sup>th</sup> hand DBLs the response: X of 2N, P=♣, XX=♦. X of P/C response doesn't change the answer (bid the suit/Pass with suit if partner bid it).

Rebids after 4<sup>th</sup> hand overcalls: After 2N, P=♣, X=♦. Otherwise 2♠ opener will tend to Pass (perhaps raise or PenX if partner bid a forcing new suit).

**BROWN STICKER OVERCALL ANNOUNCEMENT FORM**

This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event

**Names:** Eric Rodwell & Jeff Meckstroth  
**Country** USA **Event** Bermuda Bowl  
**After opponents opening bid of** 1 of s suit **showing** Normal opening bid  
**Our overcall of** 1NT **at** Favorable vulnerability  
**Shows:** 15-18 BAL or weakish onesuiter  
**Applies:** All the time  
**Detailed Description:** Tactical in nature but nonconstructive hand if weak

---

**Responses and Rebids When Responder Passes**

---

**With what hands will advancer pass the overcall? If would pass 15-18 1N**

**Meanings of other advances and follow ups:** As to 1N overcall (Stayman, Tfers),  
But 2 Spade response asks for the long suit if weak.

---

**Competitive Agreements**

---

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Treat as strong NT, but can guess weak type.

**Responses after opponent's bid:**

LEB & Neg X's; can guess weak type.

**Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?**

Run directly with weak hand if 1N is X'd.

**Rebids after opener DBLs advancer's bid:**

**Pass or jump in suit = weak.**

**Rebids after opener's suit rebid:**

Pass with weak type; might also pass with strong.