DEFENSIVE AND COMPETITIVE BIDDING	LEADS A	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE				1	WDF Convention Cond 0.40	
Light with shape and/or good suit. To 1M overcall, 2NT=LIM		Lead In Partner's Suit		WBF Convention Card 2.19				
raise with (usually) 4+ trump. 1 under 3M=7+-9 support points	Suit	3rd and low	3rd	3rd and low		1		
with 4+trump, jump raise=PRE. New suit=NF unless they open	NT	4th	3rd	3rd		Category:	Blue	
at 2+level. Reopening usually same except 4 cards at 1-level	Subseq	4th/ATT	4th/	4th/ATT		Country:	USA	
or light at 2-level more likely.	Other: 9	or 10 = 0 or 2 higher arou	und into Q or J in	n dummm	y. Often	Event:	Rosenblum Teams	
	le	lead 2nd through Declarer vs NT.				Players:	Eric Rodwell & Jeff Meckstroth	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS				SYSTEM SUMMARY		
14+-18 2nd & between bidding opponents (9) NV vs V.	Lead	Vs. Suit	Vs.	. NT		GENERAL APPROACH AND STYLE		
Otherwise, 2C=STAY, 2DH=TRF, 2S=m STAY, 3m=INV,	Ace	AKx, A, Ax (44)	AK	AKx, AKxx, AQx (44)		9+-12- 1NT NV vs V 1/2 seat, 16+ 1C, 5-card MAJs		
3M=FG. Reopening=10+-15. Same responses but 3C	King	AK, KQ(x), Kx, K (44)	STF	RONG: K	Q109, AKJxx, etc.	(1/2 seat), 1D=11-15 with 2+D's, 1/2 seat Pres:		
=weak, and 2C is size ask/Stayman.	Queen QJ(x), Q, Qx (44) KQ weaker, AQJ, QJ(x) (44)		AQJ, QJ(x) (44)	Multi 2D, Multi 2S (BROWN STICKER), 3D/H=				
	Jack	J10(x), KJ10(x), J, Jx	QJx	xx, J10(x)	(44)	Pre in next M, 3S=any solid suit w/o side A/K.		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), H109(x), 10, 10x	HJ1	HJ10, J10xx, AQ109, 109(x) (44)		Light initial action, HCP=guide only, frequent		
1-Suit: 1-Suit: Intermediate V vs NV, other=Pre.	9	KJ9x, 98xx, 9, 9x (44)	H10	09(x), 109	9xx, A98x, J98x, 9x	ugragding. 2	2 over 1=FG over MAJ.	
2-Suit: 2-Suit: 1S-3C=55+ H&C, 1S-P-1NT-3C=same.	Hi-x	Hi from xx or 3rd/even	8 fro	rom 98x, l	ni=weak (44)	1NT Openings: 9+-12- 1/2 NV v V, 15-17 3rd V, & 4th; other=14-16.		
Style aggressive but not crazy.	Lo-x	low from odd	4th	best		2 OVER 1 ResponsesFG over 1MAJ.		
Reopen: Reopen: Intermediate.	SIGNALS	IN ORDER OF PRIORIT	Υ			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lea	ad	Discarding	1) 2S opene	r (1,2) = D Pre or "bad" C Pre (BROWN STICKER)	
Direct Cue=Michaels over NAT. 1S-2S=H+D, or strong H+C.	Suit:1st	low=ENC (43)	low=even		ow=ENC	2) 2S opene	r (1,2) = 3D Pre if no brown sticker	
(16). Jump Cue=Nat over m, stopper ASK over M. 1m-4m	2nd	low=even	low=hi suit S/P)	ow=even	3) 2D opener (1,2) = weak 2M opener (5-7 cards)		
strong with long M. 1H-4H=strong with long S. P/C	3rd	low=hi suit S/P	low=ENC		ow=hi suit S/P	4) 3D,H opener (1,2) = TRF Pre to next M.		
responses.	NT: 1st	SAME	SAME	SAME		5) 1NT opener (1,2 NV v V) = 9+-12 (2)		
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	SAME	SAME		SAME	6) 3S opener (1,2) = any solid suit w/o side A/K.		
Vs Strong: X forces 2C, either m or M's or good hand.	3rd	SAME	SAME		SAME	7) 1D opener = 11-15, 2+D's.		
2m=nat + side M. 2N=good with 55+ H+m.	Signals (i	Signals (including Trumps): Reverse CT,ATT,S/P.			l	8) 2H opener (1,2) or 2D (3,4)=11-15, short D's.		
Vs Weak: X=14+, 2C=S+(H or C), 2D=D+M, 2M=NAT,		Excep	otions (43), Rever	erse Smith	Echo vs NT. Trump	9) Two-suiter overcalls.		
2NT=onesuiter, 3C=55+ C+H, 3D=55+ D+H, 3H=55+M's,		= Rev	erse Smith Echo	o (S/P as	lead). Ruff hi=odd.	10) Gardner 1NT overcall NV vs V.		
3S=55+ S+D. By PH, use Strong NT defense.	DOUBLE	3				11) transfers (might be suit, or for lead).		
	TAKEOU'	TAKEOUT DOUBLES (Style; Responses; Reopening)				12) 2NT or 3NT for takeout.		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Light, dou	bleton in unbid m OK. Do	oubler raises free	ely in com	р	13) P/C responses to 2-way bids.		
X=T/O, Cue-Michaels, 4C jump=minors, 4D jump=strong with long M,	with fit. R	eopening X can be lighter	r with shape.					
4NT=2 lower (NAT over 4m), 3NT=nat.								
						SPECIAL FO	DRCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1C-4C or higher, 1MAJ-P-2 over 1-3N or higher, or FG Jump		
Vs 1C: X=M's, 1N=m's (also after 1C-P-1D).	Negative	Negative X's at lower levels, Card-showing X's at more cramped				Shift by Responder after 1DHS opening: Pass requests		
Vs. 2C or 2D: X=M's, 2NT=m's.		evels (and on 2nd round) (17). Xcan ask for clarification of				balancing X; X = fit or takeout.		
	ambiguou	ambiguous bids, X of Cue by player who showed that suit				IMPORTANT	NOTES THAT DON'T FIT ELSEWHERE	
= don't lead it (not if weakly bid suit, or if live auction).								
OVER OPPONENTS' TAKE OUT DOUBLE	Support X	Support X, XX through 4H.						
Transfers: 1D-X-XX=4+H's, 1H=4+S's, 1S=8+ BAL, 1NT=C's,								
2H=54+ S+H weak, 2S=54+ S+H INV, 3C=m's NF.		1				Psychics: 3rd seat opening (NV more likely), not short suit psyche.		
1M-X-1NT=C, 2C=D, 2D=H (1S open), 1 under 2M=normal						·	1H-P-1S.	
single raise, 2M=bad raise.								

OPENING BID DESCRIPTIONS								
Opening	Artificial		Neg Dble thr				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	×	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)		11-15, 5+H, maybe light. 4+ 3rd sea		(28)	2C=DRURYFIT, 2D=NF.	
1S		5 (4 3rd)	3D	11-15, 5+S, maybe light. 4+ 3rd sea	1N=semiF, 2CDH=FG, (28)	(28)	2C=DRURYFIT, 2DH=NF.	
1NT			3S			(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=IN\	(32-34)	2NT, 3C=NAT.	
2D	×	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				_		(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	×	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	×		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	×		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...I: 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: Ist and 2nd seat INT opening = 9+-12-. Responses: $2\clubsuit$ =STAY, $2\diamondsuit$ =FG ASK, 2N=INV, others=nat NF. After $2\clubsuit$, M is inv. IN- $2\diamondsuit$ //2M=4 of OM. IN- $2\diamondsuit$ //2any- $3\clubsuit$ forces $3\diamondsuit$ to show short suit,

 $3\Diamond$ forces $3\heartsuit$ to show force in m.

Note...3: I^{st} and 2^{nd} seat 2^{\lozenge} opening: weak 2^{\lozenge} or 2^{\clubsuit} opening, 3-10 HCP, 5-7 card suit, vul dependent.

Note...4: Ist and 2nd seat 2♠ opening BROWN STICKER: "bad" 3♣ PRE or any 3♦ PRE. When BROWN

STICKER not allowed, I^{st} and 2^{nd} seat 2Φ opening shows any $3\Diamond$ PRE. 6+card suit, vul dependent, 0-10.

Note...5: Ist and 2nd seat 3 \Diamond opening: shows a 3 \heartsuit PRE, 0-10 HCP, 6+ \heartsuit , vul dependent. Responses: 4 \clubsuit =slam try in \heartsuit . Over X, XX= \spadesuit , 4 \spadesuit = \Diamond , 4 \Diamond = \heartsuit , 4 \Diamond =4 \heartsuit raise involving opener. Over overcall, X=PEN, suit=F1.

Note...6: Ist and 2nd seat 3 \heartsuit opening: shows a 3 \spadesuit PRE, 0-19 HCP, 6+ \spadesuit , vul dependent. Responses: 4 \spadesuit =slam try in \spadesuit . Over X, XX= \spadesuit , 4 \spadesuit = \diamondsuit , 4 \diamondsuit = \heartsuit . Over overcall, X=PEN, suit=F1.

Note...7: I^{st} and 2^{nd} seat $3 \spadesuit$ opening: shows any solid 7-8 card suit w/o side A or K. Responses: $4 \clubsuit = P/C$,

40=opener must bid his suit. Same over X (Pass allows Pass with long ♠). Overcall-X=PEN, suit=P/C.

Note...8: Ist and 2^{nd} seat 2° opening: 10+-15 HCP, short in \diamond : 4414, 4405, 4315, or 3415. Responses:

3M or $4\clubsuit$ =INV, 2N=ASK, other=NF. After 2N response: $3\clubsuit$ =minimum, $3\diamondsuit$ =4414, 3M=3-card M, 3N=4405. Over $3\clubsuit$ minimum, $3\diamondsuit$ =ASK. Then, $4\clubsuit$ = \heartsuit trump, $4\diamondsuit$ = \spadesuit trump, $4\heartsuit$ =RKC \clubsuit , $4\spadesuit$ =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 I-suiter. Same responses as to IN overcall, except 24 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...II: Transfers: used in comp sequences, such as $I \diamondsuit - X$, IM-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 IN. $IN-2\lozenge-P-2\heartsuit$: 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 $1 \lozenge$ opener has clarified his m lengths.

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Note...14: Responses to $1^{st}/2^{nd}$ seat $2\lozenge$ opening (weak $2\heartsuit$ or $2\spadesuit$): Pass= \lozenge , $234\heartsuit$ or $2\spadesuit$ =P/C, $3\spadesuit$ =INV, $4\spadesuit$ =to play, 2N=ASK with values, $3\clubsuit$ =ART GF in own M, $3\diamondsuit$ =FG with \diamondsuit , $4\clubsuit$ =asks TRF to M. 2M response might be planning $3\clubsuit$ or 3M signoff. Over X: Pass= \diamondsuit but not command to leave in, XX=own M, $3\clubsuit$ =nf, $3\diamondsuit$ =force in own M, other = system on. Over 2M overcall, X=P/C, 2N=ASK. Over other overcall, X=PEN, m=nf, M thru $4\heartsuit$ =P/C.

Note...15: Responses to BROWN STICKER $2 \triangleq$ opening (1st 2^{nd} seat, = $3 \lozenge$ PRE or "bad" $3 \triangleq$ PRE. Responses: any $4 \lozenge$ or $4 \lozenge$ response = P/C, 3M=F1, 2N=ASK. $3 \lozenge$ forces $3 \lozenge$ to play $3 \lozenge$, invite in $4 \lozenge$, or force in m. Over X, Pass= $4 \lozenge$ 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 I \clubsuit , $2 \clubsuit$ or $2 \diamondsuit$, weak & strong NT, see sections on card. I \spadesuit - $3 \clubsuit$ = 55+ $\heartsuit \& \clubsuit$ NF. IM-2N=55+m's. Im-2m=55+M's. IM-2M=OM+m, but over I \spadesuit = \heartsuit + \diamondsuit unless strong with \heartsuit + \clubsuit . Im-2N=Om + \heartsuit . In comp, jump raise=INV. IM-2M-P-2N=ASK with values, $3 \clubsuit$ =P/C, $3 \diamondsuit$ =M try.

Note...17: Responder's X on 2^{nd} 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 I only. If after trick I 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 $I \clubsuit$. All are ART. $I \diamondsuit = 0.7$ HCP. All others are FG, 8+ unless noted otherwise.

I♥=5+♠ or II-I3 BAL, I♠=5+♥, IN=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...22: I♣-I♦//IM-2♣=ART, 6-7, no 3fit in M. 2♦ in same sequence=ART 5-7 3fit in M.

Note...23: IC-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 IN 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: I \clubsuit -competition. Of overcall thru $2\spadesuit$, pass=0-5 or trap, X=6-7 any shape, bid=5+card suit FG, NT=FG w/stopper. I or 2-level Cue=GF no stopper. Over 2N thru $3\spadesuit$, X=FG, suit=FG 5+ suit. Over

4♣+, P requests balanceing X, X=T/O.

Note...25: Responses to $I\diamondsuit$ opening: IN=7-II, 2N=II+-I2, 2m=FI, $2\heartsuit=54+$ in $\spadesuit\heartsuit$ less than INV, $2\spadesuit=$ same but INV. $3\spadesuit$ or $4\spadesuit=$ m's less than INV, $3\diamondsuit\heartsuit \spadesuit=$ PRE.

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Note...26: Special rebids after $1 \diamondsuit$ opening: $2 \clubsuit = (54) + \text{ in m's, or } 1-4-(53) \text{ or } 1444 \text{ after } 1 \clubsuit \text{ response. } 2OM = ART \text{ either good } 2\text{-suiter or good raise. } 3 \clubsuit = LIM + \text{ raise short in } OM. 1 \diamondsuit - 2m//2 \heartsuit = ART 11-13 \text{ BAL.}$

Note...27: $I \diamondsuit$ and competition: $I \diamondsuit$ -X-transfers used: XX=4+ \heartsuit 's, $I \heartsuit$ =4+ \spadesuit 's, $I \spadesuit$ =NT, I N= \spadesuit , $2 \spadesuit$ =good \spadesuit nf,

 $2\lozenge=$ nf, $2\heartsuit \triangleq=$ same as in 26, $3 \triangleq=$ m's less than INV, 3M=short OM GF. $1\lozenge-2 \triangleq$, $2 \triangleq$, or $3 \triangleq-$ TFERs by UPH only. If transfers not used, $2\lozenge$ raise=F1, other new suits free bids=NF (2-level only).

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

trump, $3 \triangleq$ SPL, 4m=void SPL, 3N=4333 choice of games, $4 \heartsuit$ = might be bal FG. Over $1 \triangleq$ open=same but $4 \heartsuit$ = NAT.

Various ART follow-ups.

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

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

Note...31: 14-16 NT follow-ups: $2\clubsuit$ then $2\spadesuit$ =INV, 3m forces next step to show shortness/6m. TRF then $2\spadesuit$ =ART INV; 2N thru $3\heartsuit$ =TRF. $2\spadesuit$ then $3\clubsuit$ =signoff, $3\diamondsuit$ \heartsuit =TRF, $3\spadesuit$ = \diamondsuit slam try. 2N-f-3 \diamondsuit =M short.

Note...32: Responses to $2\clubsuit$ opening: $2\diamondsuit$ =ASK, 2M=NF, $2N/3\clubsuit$ forces step one (to play or show GF twosuiter/onesuiter). $3\diamondsuit\heartsuit\spadesuit$ =NAT INV.

Note...33: $2\clubsuit$ opening follow-ups: $2\clubsuit$ - $2\lozenge//2\heartsuit$ =one 4M, $2\spadesuit$ =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, $3 \Leftrightarrow \bigcirc = TRF$ ($3 \Leftrightarrow might be FG with 5-<math>4/5$ M's),

3♠=m slam interest, 4♣=GERBER, 4♦ \bigcirc =slam try TRF, 4♠=m's weak.

Note...36: 2N opening continuations: $2N-3\frac{4}{3}M=5$, $3\diamondsuit=$ other hands. Over $3\frac{4}{3}-3\diamondsuit//3\heartsuit=4\frac{4}{3}$ or no M, $3\frac{4}{3}=4\heartsuit$'s, NT=44 M's, 4m=55 with \heartsuit mild slam try, $4\heartsuit=5\frac{4}{3}\frac{4}{3}=5\frac{4}{3}\diamondsuit$ mild slam try.

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

Note...38: Responses to 3rd/4th seat preempts: 2N=ASK with fit, new suit nf, TFERS 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.

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BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to 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 $1^{st} 2^{nd}$ 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, $3\diamondsuit$ forces $3\heartsuit$ (to play $3\heartsuit$, 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^{th} hand DBLs the response: X of 2N, P= \clubsuit , XX= \diamondsuit . X of P/C response doesn't change the answer (bid the suit/Pass with suit if partner bid it).

Rebids after 4^{th} hand overcalls: After 2N, $P=\clubsuit$, $X=\diamondsuit$. Otherwise $2\spadesuit$ 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 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.