



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style: Responses; 1/2 Level: Reopening)		OPENING LEADS STYLE				
Light with shape and/or good suit. To 1MAJ overcall, 2			Lead	In Partner's Suit		
NT=LIM raise with 4+ trumps, 1 under 3MAJ=7+-9 support		Suit	3rd & low.	3rd & low.		
points with 4+trumps, jump raise=PRE. New suit=NF		NT	4th	3rd	Category: Blue	
unless they open at the 2+level. Reopening usually		Subseq	4th/ATT	4th/ATT	Country: USA	
same except 4 cards at 1-level or light at 2-level is		Other: 9 or 10=0 or 2 higher around into Q or J in			Event: Bermuda Bowl	
more likely.		dummy. Often lead 2nd thru declarer vs NT.			Players: Eric Rodwell Jeff Meckstroth	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
14+-18 2nd & between bidding opponents (9) NV vs V.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Otherwise, 2C=Stayman, 2D & 2H = Jacoby, 2S = MIN Stay,		Ace	AKx, A, Ax (44)	AKx, AKxx, AQx (44)	9-12- 1NT NV vs V 1st & 2nd seat, Precision 1C, 5-car	
3min = INV, 3MAJ = F. Reopening = 10+-15. Same respon		King	AK, KQ(x), Kx, K (44)	STRONG: KQ109, AKJxx,etc	d MAJs 1st, 2nd seat: catchall 1D opening, Multi type	
ses but 3C=weak, and over 2C 2NT=14-15 (with Stayman &		Queen	Q, Qx, QJ(x) (44)	KQ weaker, AQJ, QJx only	D & 2S openers (1st & 2nd), 3D & 3H=transfer Pre's (1 &	
Jacoby thereafter).		Jack	J,Jx,J10(x), KJ10(x)(44)	QJ with 4+ cards. (44)	2), 3S=any solid suit (1 & 2), light initial action, H	
JUMP OVERCALLS (Style: Responses; Unusual NT)		10	10(x),109(x),Q109,K109	AJ10,KJ10,J10 (44)	CP=guideline only (frequent upgrading)(1). 2 over 1=FG	
1-Suit: Interm V vs NV, other=PRE (according to Vul)		9	9,9x,98xx(x),KJ9x (44)	109,(QKA)109,A98,J98(44)	over MAJ, 1NT=F1 over MAJ.	
2-Suit: 1S-3C=55+ H & C; 1S-P-1N-3C=same. Aggressive		Hi-x	hi from xx or 3rd/even	8 from 98(x),hi=weak(44)	1NT Openings: 9-12-1&2 NVvsV, 14+-17 4th&3V; rest=13+-16	
but not crazy.		Lo-x	low from odd	4th best	2 OVER 1 Response FG over MAJ, not over 1D.	
Reopen: Intermediate & natural.		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style: Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	1)2S opener (1 & 2)=D Pre or "bad" C Pre.
Direct Cue=Michaels over NAT. 1S-2S = H + D, or strong		Suit:1st	low=enc (43)	low=even	low=ENC	2)2D opener (1 & 2)=weak 2H or 2S opener (5-7 cards)
with H + C. (16). Jump Cue=NAT/MIN, stopper ASK over		2nd	low=even	low=hi suit S/P	low=even	3)3D, 3H opener (1 & 2)=transfer pre (3D=H, 3H=S).
MAJ. 1 MIN-4 MIN=strong with long MAJ. 1H-4H=strong		3rd	low=hi suit S/P	low=ENC	low=hi suit S/P	4)1NT opener (1 & 2, NV vs V) = 9-12- (2)
with long S. P/C responses.		NT: 1st	SAME	SAME	SAME	5)3S opener (1 & 2) = Any solid suit, no side A or K
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	low=hi suit S/P	low=even	SAME	6)1D = 2+D, 10+-15.
Vs Strong: X forces 2C, either MIN or both MAJs, or		3rd	low=ENC	low=hi suit S/P	SAME	7)2H opener (1 & 2) or 2D (3 & 4)=10+-15, short D
good hand. 2MIN=NAT + side MAJ. 2MAJ=nat. 2NT=good		Signals (including Trumps): Reverse CT,ATT,S/P.			8)Two-Suiter overcalls	
hand with 55+ in H & MIN.		EXCEPTIONS (43). Reverse Smith Echo vs NT. Trump			9)Gardner 1NT overcall NV vs V	
Vs. Weak: X=14+, 2C=S + (H or C), 2D=D+MAJ, 2MAJ=NAT.		= Reverse Smith Echo (S/P as lead). Hi=odd if ruffing.			10)Art fit-showing bids	
2NT=onesuiter, 3C=55+C&H, 3D=55+D&H, 3H=55+H&S, 3S=55+		DOUBLES			11)transfers (might be suit, or for lead)	
S&D. By PH, use Strong NT defence.		TAKEOUT DOUBLES (Style: Responses; Reopening)			12)2NT or 3NT for takeout	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Light, doubleton in unbid MIN OK. Double and bid own			13)P/C responses to 2-way bids	
X=T/O, Cue=Michaels, 4C jump=minors, 4D jump=strong		suit freely. Doubler raises freely in comp with fit.			14)1H-P-1S=possible 3 cards if less than INV	
with unbid MAJ. 4NT=2 lower (nat over 4min), 3NT=NAT.		Reopening X=can be lighter than normal w/shape.				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. 1C: X=MAJs, 1N=min (also after 1C-P-1D). Vs 2C:		Negative X's at lower levels, Card-showing X's at more			1C-4C or higher, or 1MAJ-P-2/1-3N or higher. Pass	
X=MAJS, 2NT=MINS.		cramped levels and on 2nd round (17). X asks for clar-			requests balancing X, X=takeout or fit.	
		ification of ambiguous bids in some comp sequences.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		X of Cue-bid by player who showed that suit=don't lead				
OVER OPPONENTS' TAKE OUT DOUBLE		it (if we are not likely to want to compete). Support				
Transfers: 1D-X-XX=4+H, any strength; 1H=same but 4+S;		X,XX through 4H.				
1S=8+BAL, ART; 1N=C, 2C=C INV, 2H=54+ SH weak, 2S=54+					Psychics: 3rd seat opening (NV more likely), not short-	
SH INV, 3C=MINS, nf. 1MAJ-X-1N=C, 2C=D, 2D=H (1S open).					suit psyche. 1H-P-1S.	
1 under 2MAJ=normal single raise, 2MAJ=bad raise.						

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	x	0		16+ HCP, ART. Frequent upgrading	All responses Art. All but 1D=8+ HCP, FG. 1D=0-7,	1C-1D (19)(20), 1C-other (21)(22)	2H=55 MAJs, 4-6. 1H= 5+S.
1C				by both hands.	1H+= (18).		
1D	x	2	3D	10+-15, 2+D. Rare stiff D H.	(23)	(24)(25)	2 MIN=nf
1H		5	3D	10+-15, 4+ in 3rdseat.	(26)	(27)	2C=Reverse Drury
1S		5	3D	10+-15, 4+ in 3rdseat.	(26)	(27)	2C=Reverse Drury.
1NT			3S	9-12- 1&2 NVvsV, 14+-17 4th,	9-12-(2). 13+-16(28). 14+-17(31)	(29)(30)	(31)
1NT				3rdV,13+-16 otherwise.5MAJ,			
1NT				6MIN, stiffhonor possible.			
2C		6	3S	10+-15, 5+ 3rd seat.	(32)	(33)	(34)
2D	x	0		1&2 (14), 3&4 (8)	1&2 (14), 3&4(8)	1&2(14), 3&4(8)	
2H		3		1&2(8), 3&4=weak 2 w/5-7 cards	1&2(4), 3&4(38)	1&2(8)	
2S	x	0		1&2(4), 3&4=weak 2, 5-7 cards.	1&2 (4), 3&4 (38)	1&2 (15)	
2NT			3S	19-21-, like 1NT.19+-21if 1N=14-17	(35)	(36)(37)	same
3C		6		"good" C Pre 1&2,any C Pre 3&4	(41)	(41)	
3D	x	0		1&2 (5), 3&4=Pre 6-8 cards.	1&2 (5), 3&4 (38)	1&2 (5)	
3H	x	0		1&2 (6), 3&4 Pre 6-8 cards.	1&2 (6), 3&4 (38)		
3S	x	0		1&2 (7),3&4=Pre 6-8 cards.	1&2 (7), 3&4 (38)		
3NT	x			Solid 7-8 card MIN +side A or K	(39)		
4C		6		Natural & Pre, 7+cards usually.	(42)		
4D							
4H							
4S							
4NT							
5C							
5D							
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
In general, Pass=nf unless obvious. Slam methods: RKCB 03/14, last nat							
suit if none clearly agreed. 4S often RKC for H. For MIN, 4 of cheapest							
unfocused MAJ=RKC. Can follow with asking bids. Other: use of ART							
steps to set trumps. Some raises force cheapest step so raiser can							
clarify bal or spl type. If MAJ is trump, Serious 3N and 1 under 4MAJ=							
Last Train. Cue-bidding style is up-the-line, any 1st or 2nd round							
control. In partner's suit shows 1+ honor. In own suit=2+honors (or							
1 honor and extra length if trump). If MIN is trump 3C or 3D often ART							
positive.							