

Supplementary notes file (rodwell-meckstroth.txt) Eric Rodwell Jeff Meckstroth (USA)

Note...1: Bidding Style: aggressive, frequent upvaluing, less down-valuing. Play/defend decisions made by judgement, not mechanical rule. Both players have latitude to use judgement in any situation. Playing strength, Vulnerability, and level of bidding are paramount.

Note...2: 1&2 seats 1NT NV vs V: 9-12-. Responses: 2C=Stay, 2D=FG Stay, 2N=Nat inv, other responses=nf (raisable). After 2C, MAJ followup=inv. 1N-2D//2MAJ=4+ in OM. 1N-2D//2-level-3C=forces 3D for showing short suit; 3D=forces 3H to show MIN slam try.

Note...3: 1&2 seat 2D opening: weak 2H or 2S, 4-10 HCP, 5-7 card suit, Vul dependent.

Note...4: 1&2 seat 2S opening: "bad" 3C pre, or 3D pre. 0-10 HCP, 6-8 cards, depends on Vul.

Note...5: 1&2 seat 3D opening = 3H Pre, 0-10 HCP, 6-8 cards, Vul dependent. Responses: 4C=slam try in H. Over X, XX=S, 3S=C, 4C=D, 4D=raise involving opener. Over overcall, X=Pen, suit=F.

Note...6: 1&2 seat 3H opening: 3S opening, 0-10 HCP, 6-8 cards, Vul dependent. Responses: 4C=slam try in S. Over X: XX=C, 4C=D, 4D=H, 4H=fit involving opener. Over overcall: X=Pen, suit=F.

Note...7: 1&2 seat 3S opener: Any solid 7-8 card suit, no side A or K. Responses: 4C=P/C, 4D=opener must bid his suit. Same over X, except Pass allows opener to Pass with long S. Over overcall, X=Pen, bid=P/C.

Note...8: 1&2 seat 2H opener: 10+-15, short D, 4414, 4405, 4315, 3415. Responses: 3MAJ, 4C=inv; 2N=ask; other=nf. 2H-2N//3C=all minimums but not 4405, 3D=3H's, 3H=3S's, 3S=4414, 3N=4405 minimum, 4C=4405 max. 2H-2N//3C-3D asks (3MAJ=3, 3N=4414). Then 4C=H trump; 4D=S trump; 4H=RKC C, 4S=slam try in min. In competition, X=Pen, suit=nf, 2N=still on, XX=Pen. 3&4 seat 2D opener:same; 2H response corrected to 2S with 4315.

Note...9: Gardner 1NT Overcall NV vs V: either 14+-18 Bal or weak 1-suiter. Same responses as to normal 1NT overcall, except 2S which asks for 2NT response with strong NT, and long suit with weak hand. With weak hand, either Pass or jump in suit over Stay or JTB. Partner may guess the weak type if the bidding so suggests.

Note...10: Artificial Fit-showing bids. Examples are 1D-1S-X-3H="mixed raise" -- ART, 4+ trump, 7+-9 support points. Used mostly after we overcall, or 1MAJ-X or 1MAJ and competition. Can be in NT also, as in 1D-1S-X-2NT: limit raise with 4+ trumps. Some jumps show that suit and fit: 1S-2H-4D=D+S.

Note...11: Transfers: used in competitive sequences, such as 1D-X, 1MAJ -X, and after MAJ overcalls and RHO's NegX or same-level suit bid. Transfers show either a raise and specific value range, or an unbid suit. In the "unbid suit" case, transfers show either the transferred -to-suit, or a lead-director in that suit normally with a MAJ fit. 1S-X-1NT=C, either suit or lead; 1S-X-2C=same for D, etc.

Note...12: Pass or Correct responses to 2-way bids. To multi-type openings, or 2+way overcalls over 1NT. 1NT-2D-P-2H: Pass with H, correct to 2S with S.

Note...13:2NT and 3NT for takeout. Normally 2NT, used when natural interpretation is unlikely. Asks partner to pick a MIN. Also, 2NT can be Lebensohl over 2MAJ when 1D opener has clarified his MIN lengths.

Note...14:Responses to Multi 2D opening (1&2 seat 2D): Pass=D, 2H,2S, 3H,4H=P/C; 3S=inv, 4S=to play. 2NT=ask with values. 3C=ART FG with long MIN. 3D=ART FG with long MAJ, 4C=asks opener to transfer into his MAJ. 2MAJ response might be planning 3C or 3MAJ signoff when opener corrects. Over X: Pass=D but not command to leave in; XX=own MAJ; 3C=to play; other=system on. Over 2MAJ overall, X=P/C, 2N=modified ask (3C=wrong MAJ, other=size steps). 2D-other overcall-X=Pen, MAJ=P/C, MIN=nf. Subsequent auction:Rebids over 2NT:3C=bad hand, 3D=medium H, 3H=medium S, 3S=maximum H, 3N=maxS. Over 3C, 3MAJ=P/C, 3D=asks for non-MAJ. Rebids over 3C: 3D=H, 3H=S. Now, Step 1=C, other=D. Rebids over 3D: 3H=H, other=S assumes H opposite.

Note...15:Responses to 2S opening 1&2: Pass=S, 3C,4MIN,5C=P/C. 3MAJ=F, 2NT=ASK with values, 3D=forces 3H (for 3H signoff, 3S invite, optional 3NT or F in MIN). 2S-2NT//3C=bad C, 3D=badD, 3H=good "bad" with C, 3S=good D shapely, 3NT=good D NT oriented. Over X: Pass=S but not command to leave in, XX=own MIN, other=system on. Over overcall: MIN=P/C, X=Pen, MAJ=F.

Note...16:Two-suiter bids. Vs Strong 1C, Strong 2C, weak & strong NT see sections on card. 1S-3C, or 1S-P-1NT-3C = 55+ in H & C, nf. 1MAJ-2NT=MINS. 1MIN-2MIN=MAJs. 1MAJ-2MAJ=OM+MIN, but over 1S=H+D or strong with H+C. 1MIN-2NT=om and H. For 1suit-2NT, or 1suit-Cue, 55+ is promised. In comp, Jump raise=Pre. 1MAJ-2MAJ-P-2NT=Ask with values, 3C=P/C, 3D=game try in OM.

Note...17:Responder's X on 2nd round is often Cards, usually of bid-and-raise, or of rebid of same suit by overcaller. X of direct 4+ level overcall=Cards (partner can pull with shape). Direct X of 3MAJ is "Negative", ie implying the right shape but can easily be cards or hoping for 3NT. Opener judges what to do.

Note...18:Responses to 1C: All are ART. 1D=0-7 HCP. All others=8+ HCP, FG. 1H=5+S or 11-13 BAL, 1S=5+H, 1N=5+C, 2C=5+D, 2D=8-10 BAL, 2H=14+bal, 2S=(1444), (4144), (0445), or (0454), 2NT=44(14), 3C=(4045) 3D=(4054), 3H=(4405), 3S=(4450) 8-10, 3NT=(4450) 11-13, 4C=(4450) 14+.

Note...19:Rebids by Opener after 1C-P-1D: 1MAJ=F1, may be 4 if three-suited or with 5+MIN. 1N=16+-19- (17+-19 if 1N opener=14+-17), 2N=21+-23, 3N=to play. 2MIN=nf, denies 4MAJ. 2H=ART, Forces 2S (various big hands). 2S=strong 3-suiter (maybe (13)(54)), short MAJ. 3H=55 MINS FG, 3S=6+D and 4+ FG.

Note...20:1C-1D//1MAJ-2C=ART, 6-7, less than 3MAJ fit. 1C-1D//1MAJ-2D=ART, 5-7, 3-card fit.

Note...21:1C-suit positive: opener's rebids: NT=usually BAL. Next 3 suit steps=the 3 unbid suits, with precedence going to MAJ first, and lower-ranking MAJ or MIN first. Responses indicate degree of fit and often hand quality. Over 1N rebid, show controls (not with 11-13 BAL). 1C-NT positive: Opener either asks for side suits, or shows a 5+-own suit (often ART) with ART followups. 1C-3suiter positive: Opener normally asks for shape and/or range, then bids 4C to force 4D for slam try somewhere, 4D to force 4H for signoff somewhere, or 4HSNT as RKC in low/middle/high suits shown by responder.

Note...22:1C-competition: Of overcall thru 2S, P=0-5 or trap, X=6-7 any, bid=nat positive FG, NT=stop FG bal, 2-level Cue=FG bal w/o stop. Over 2NT thru 3S, X=FG, suit=FG. Over 3NT-X=creates force. Over 4C+ P=requests balancing X, X=T/O.

Note...23:Responses to 1D: 1MAJ=4+ (rare 3), unlimited; 1N=7-11; 2N=11+-12; 3N=to play. 2MIN=F1 but not FG; 2H=5+S, 4+H less than inv; 2S=same but inv. 3C,4C=MINs, less than inv. Jump in D=Pre. 3MAJ=Pre

Note...24:Special rebids after 1D: 2C=(54)+ MINS, or 1-4-(53) or (1444) after a 1S response. 2OM=65+ 2-suiter or limit MAJ raise with 3 or 4 fit. 3C=lim raise short OM. After 1D-2MIN, 2H=all balanced hands. Other rebids=ART.

Note...25:1D and competition: 1D-X-transfers used (unlimited): XX=4+H, 1H=4+S, 1S=ART 8+BAL, 1N=C, 2C=inv nat, 2H=54+ SH less than inv, 2S=same but inv, 3C=MINs less than inv, 3MAJ=short OM MINs or long D FG. 1D-2C,2S,3C-transfers used only by UPH. If transfers not used, nf free bids only at 2-level (up to inv strength), with 2D raise as F1.

Note...26:Responses to 1H: 1S=3+ if less than inv (4+ otherwise), 1N=F1 (might be weak with long S), 2MIN=FG, 2H=7+-11-, 2S=7-10 nat, 2N=Lim+ raise, 3MIN=nat inv, 3H=wide-range Pre (Vul dependent), 3S=spl, 4MIN=void spl, 3N=4333 type nf, 4H=not necessarily weak. Responses to 1S: same idea except 4H=to play, 3H=nat inv. Special rebids by opener: 1H-1S//2N=nat or 65 with min (3C=P/C, 3D=FG ask).1H-1S//3MIN=short om, limit+ S raise. 1MAJ-2/1//3C=ART raise, often higher bids also. 1MAJ-2D//3H=ART with 5+C. 1S-2H//3MAJ=Art with side C (3S=65+). ART followups after 2/1, with some Relays.

Note...27:1MAJ in comp: 2-level free bids=nf (up to inv). 1MAJ-X-transfers: 1N=C, 2C=D, 2D=H, 2H=S (1S open). Transfer raise=6+-10 raise, nat raise=less and/or 2-card fit. Transfer to new suit might be lead-directing with fit, w/o length in transfer suit. 2N=lim raise, 3C=F raise, 1 under 3MAJ=4+fit with 7+-9, 3MAJ=Pre. 1MAJ-2D,H-4C=spl short in their suit. 1MAJ-2MAJ or 2OM, use transfers. 1MAJ-2level-3MAJ=Pre (better Vul).

Note...28:Responses to 13+-16 1NT (UPH): 2C=Stay, 2DH=JTB, 2S asks strength (2N=minimum, 3C=max), 2NT=FG asks for 5MAJ, 3C forces 3D (either to play 3D or withFG and long C), 3D=7+D short in MAJ FG, 3MAJ=short OM 10+MINs, 4C=Ace ask, 4DH=transfers.

Note...29:13+-16 followups: 2C then..2S=5+ inv, 3C forces 3D to show shortness, 3D forces 3H to show 6+ card MIN. 3H over 2D=short C w/ 5+D. 3OM over 2MAJ=any shortness raise, 4C over 2MAJ=BAL slam try, 4D over 2MAJ=RKC. 2D then..2S=ART, inv; 2N,3C,3D,3H=transfers; 3S=ART seeking 3H's, 3NT=choice of games. 2H followups similar (2N thru 3H=transfer). 2S=raise to 2N, C bust (Pass or bid 3C), 6+MAJ slam try (transfer next), or D slam try (3S next).

Note...30:1NT opening and competition: If strong NT and artificial X, XX=8+ and system on. Otherwise, Pass=F (balance with 5-card suit or XX), 2suit=nat 5+, XX=CH or DS. Over nat overcall, NegX and transfer Lebensohl. Over Art overcall, X=cards and transfer Lebensohl. 4DH transfers only over 13+-16, and if both 4DH are jump bids.

Note...31:Passed hand responses to 1NT open (and 1C-1D//1NT): 2C=Stay, 2DH=JTB, 2S=size ask (follow with 3D=5+C, 4MAJ, short OM w/3H ASK; 3HS=4MAJ, 5+D, short OM), 2NT=Ask for 5-card MAJ, 3MIN=INV, 3MAJ=short OM FG w/MINs.

Note...32:Responses to 2C opening: 2D=ASK, 2MAJ=5+ nf (up to inv), 3DHS=inv, 4C=Pre. 2N forces 3C to play or show FG 2suiter. 3C forces 3D to play or show 6+ FG onesuiter.

Note...33:2C and subsequent auction: 2C-2D//2H=ART with 4MAJ (2S asks); 2S=ART with extras (2N asks); 2N=nat with extras; 3C=minimum; 3DHS=56+. 2C-2N//3C-3D=D&H, 3H=H&S, 3S=S&D.

Note...34:2C and competition: 2C-X-2D=ASK, 2MAJ=nf, jump=FG 6+.
2C-X-2D-P//natural rebids. Negative X's thru 3S. 2C-overcall-2MAJ=
nf, 3D or 3MAJ=F.

Note...35:Responses to 2NT opening: 3C=Puppet Stay, 3DH=JTB, 3S=MIN
slam interest, 4C=Ace ask, 4DH=transfer, 4S=MINs weak. 3D might be
54+ in MAJ's (either suit longer).

Note...36:2N opening continuations: 2N-3C//3MAJ=5, 3D=all other hands.
Over 3C-3D: NT=both MAJs; 3S=4H no 4S; 3H=either 4S or no MAJ; 4MIN=+
55+ in H and MIN mild slam try, 4H=55+SC mild slam try, 4S=55+SD mild
slam try. 2N-3D//3H-3S//4MAJ=4+, 4D=slammish 33 MAJS, 4C=asks MAJ
(4D=55, 4MAJ=5). 2N-4DH=slam try transfer. 2N-3H//3S-4H=slam try
55 MAJs.

Note...37:2N opening with competition: NegX at 3-level, suit=F.

Note...38:Responses to 3rd/4th seat preempts (nat): 2NT=ask with fit,
new suit=nf. Transfers used over X (suit, or lead-directing fit).

Note...39:3NT opening: solid 7-8 card MIN with side A or K. Not 8 MIN
and side A. Responses: C=P/C, 4D=ASK for spl (4MAJ=short OM, 4N=7222,
5MIN=short om), 4N asks if side A or K (5D=A).

Note...40:3NT opening in competition: same, XX=Penalty.

Note...41:Responses to 3C opening: 3D forces 3H for nf bid in MAJ or
tentative 3N or C inv or D F; 3MAJ=F; 4D=slam try in C.

Note...42:Responses to 4C+ preempts: 4NT=RKC, 4D=C slam try, other=
nat nf.

Note...43:Standard Attitude & Count are used in the following
situations: Vs suits, if the opening lead shows the AK combination,
count and attitude are standard at Trick 1 only. If after ttrick 1
the K is led and the Q is in dummy and defensive trumps might still be
out, signal on that trick is standard (if the K holds the trick).
Vs NT, if the opening lead shows the AK combination, the trick 1
signal is standard attitude. If the opening lead is low from own long
suit and dummy has singleton A,K, or Q, 3rd hand signals standard
attitude.

Note...44:Vs. Suits, Trick one honor leads are Rusinow if leader
showed 3+ cards in the suit (but, if in PARTNER's suit use 9 or 10 to
show 0 or 2 higher and K from AK). Vs Suits, at the 5-level or higher
lead K from AK or KQ. Vs NT, trick one leads in partner's suit use
9 or 10=0 or 2 higher. Vs NT, trick one leads in dummy's suit=
standard but K is power card (so Q could be OJ or KQ and weaker).
Vs NT, trick one leads in Declarer's suit=10 from all interior
sequences, and K is power card.
