

Meadowlark Bridge

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General Methods: 5-card Major, Weak NT (12-14), Two Over One = game forcing

Openings, overcalls and preempts are often light.

Forcing Openings: 2 \heartsuit is strong, artificial and forcing, but not always a game force.

1 NT opening: 12-14 high card points, in third and fourth position sometimes with a long Minor and only 10-11 high card points.

System on over Double

2 \heartsuit = Stayman, does not guarantee 4 card major.

2 \heartsuit / 2 \spadesuit = Transfer

2 \clubsuit = Minor Suit Stayman

2 NT = Transfer to Clubs

3 \heartsuit = Transfer to Diamonds

3 \heartsuit = 5-5 Majors, invitational

3 \heartsuit = 5-5 Majors, forcing

3 NT = To play

4 \heartsuit = Gerber

4 \heartsuit = Transfer to Hearts

4 \heartsuit = Transfer to Spades

After 2 \heartsuit -2 \spadesuit , 3 of a Major is Smolen (5 cards in other Major)

After intervention of 2 \heartsuit / 2 \spadesuit (one or two suiter), 2 NT is Lebensohl

2 NT opening: 20-21 high card points

3 \heartsuit = Stayman

3 \heartsuit / 3 \spadesuit = Transfer

3 \clubsuit = Minor Suit Stayman (with slam interest)

3 NT = To play

4-level: same as over 1 NT

3 NT opening = Gambling, solid Minor without side values.

NT rebids:

1x-P-1x-P-1 NT: 15-17 high card points

1x-P-1x-P-2 NT: 18-19 high card points

1x-P-1x-P-3 NT: shows a hand with a long Minor (suit opened), which stops the two remaining suits

Major Suit Openings: 5-cards always (4-cards only very exceptional)

Constructive raise (4 card support, 7-10 support pts). Short and Help suit game tries.

Responses: 2/1 game force.

3 in the Major = Limit major raise

Strong Jump Shifts

Splinter bids

1 NT: Forcing

2 NT: Jacoby 4 card forcing raise.

3 NT: Natural raise, balanced

Reverse Drury

Minor Suit Openings: minimum length 3

Responses: inverted raises (not after double)

1 NT: after 1 \heartsuit : \heartsuit -10 high card points, after 1 \spadesuit : 6-10 high card points

2 NT: 11-12 high card points

3 NT: balanced 13-14 high card points

Opening Two Bids:

2 \heartsuit : described above

Responses: 2 \heartsuit = waiting; 2 \spadesuit , 2 \heartsuit = 8+ hcp, fair suit; 2 NT = 8+ high card points and balanced; 3 bids = good suit

2 NT = 8+ high card points, balanced; 3 bids = good suit

2 \spadesuit , 2 \heartsuit , 2 \clubsuit : weak, 6 - 10 high card points, mostly 6 cards

Responses: 2 NT = strong, Ogust \heartsuit

Preempts:

4 \heartsuit & 4 \spadesuit = Namyats (Transfers to 4 \heartsuit and 4 \spadesuit respectively)

Other Conventional calls:

Checkback Stayman, 4th suit forcing (for 1 round)

Special Doubles:

Negative through 3

Responsive up to the three-level

Support through 3 \heartsuit , Redouble

Maximal

No Trump Overcalls:

Direct 15 to 18 high card points; Systems On

Balancing 11 to 15 high card points

Jump to 2 NT: 2 Lowest

Simple Overcall:

1 level, 8 to 16 high card points

4 cards possible, but not often

Responses to Simple Overcall:

New Suit: Constructive

Jump Raise: Weak

Jump Overcalls: Weak.

Opening Preempts:

3/4 bids: Sometimes light.

Namyats are used: 4 \heartsuit transfers to \heartsuit , 4 \spadesuit to \spadesuit .

Direct Cuebids: Michaels

Defense vs. Notrump: Astro

2 ♠: + second suit

2 : + second suit

2 : Natural

2 : Natural

Double: Penalty only as non-passed hand against a weak No Trump, otherwise shows both Majors

2 NT = Minors; 3 bids natural (long suit)

Over Opponents T/O Double:

new suit bids: unchanged meaning;

no inverted raises;

2 NT = Truscott

Over Opponents Overcall

New suit bids below the three level are not forcing (negative free bid); hands which want to force must double first.

Unusual vs. unusual.

Cue bid is limit raise or better.

vs. Opening Preempts:

Double is takeout through 4 .

After Weak 2 (in a Major):

2 NT as response to double = Lebensohl

Jumping (Leaping) Michaels (4 ♠ / 4 = the Minor bid + the other Major).

Slam Conventions:

Gerber after 1NT and 2NT opening bids and rebids.

Blackwood: Roman Keycard (5 ♠ = 0/3♣ = 1/4♣ = 2♣ = 2+Queen)

DOPI after Interference

Cue Bidding

Defense against strong 2 ♠ and 2D :

Double = Majors, 2 NT = Minors, suit overcalls natural

□

LEADS:

Versus Suits

<u>x</u> x	<u>x</u> xx	xxx <u>x</u>	xxx <u>x</u> x	
<u>A</u> x(x)(x)				
<u>K</u> Qx	K <u>J</u> 10x	K <u>10</u> 9x	<u>K</u> <u>x</u> x	K <u>xxx</u>
<u>Q</u> Jx	Q <u>10</u> 9x	Q <u>x</u> x	Q <u>xxx</u>	
<u>J</u> 109	J <u>x</u> x	J <u>xxx</u>		
<u>10</u> 9x	10 <u>x</u> x	10 <u>xxx</u>		

Versus No Trump

<u>x</u> x	<u>x</u> xx	xxx <u>x</u>	xxx <u>x</u> x	A <u>x</u> x	A <u>xxx</u>
<u>A</u> Kx	AQ <u>J</u> x	A <u>J</u> 10x	A <u>10</u> 9x		
<u>K</u> Q10x	K <u>J</u> 10x	K <u>10</u> 9x	<u>K</u> <u>x</u> x	K <u>xxx</u>	
<u>Q</u> J9x	Q <u>10</u> 9x	Q <u>x</u> x	Q <u>xxx</u>		
<u>J</u> 10x	J <u>x</u> x	J <u>xxx</u>			
<u>10</u> 9xx	10 <u>x</u> x	10 <u>xxx</u>			

Length lead: 4th

Primary signal to partner's leads: Attitude

Defensive Carding: Attitude

