



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 1M overcall, 2NT=LIM		Lead		In Partner's Suit	
raise with (usually) 4+ trump. 1 under 3M=7+9 support points	Suit	3rd and low		3rd and low	
with 4+trump, jump raise=PRE. New suit=NF unless they open	NT	4th		3rd	Category: Blue
at 2+level. Reopening usually same except 4 cards at 1-level	Subseq	4th/ATT		4th/ATT	Country: USA
or light at 2-level more likely.	Other:	9 or 10 = 0 or 2 higher around into Q or J in dummy. Often lead 2nd through Declarer vs NT.			Event: Rosenblum Teams
					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=STAY, 2DH=TRF, 2S=m STAY, 3m=INV,	Ace	AKx, A, Ax (44)		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)		STRONG: KQ109, 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)	Multi 2D, Multi 2S (BROWN STICKER), 3D/H=
	Jack	J10(x), KJ10(x), J, Jx		QJxx, 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		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)		H109(x), 109xx, A98x, J98x, 9x	Upgrading. 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		3 from 98x, hi=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 Responses=FG over 1MAJ.
Reopen: Reopen: Intermediate.	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 (BROWN STICKER)
Direct Cue=Michaels over NAT. 1S-2S=H+D, or strong H+C.	Suit:1st	low=ENC (43)	low=even	low=ENC	2) 2S opener (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	low=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	low=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 (including Trumps): Reverse CT,ATT,S/P.				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,	Exceptions (43), Reverse Smith Echo vs NT. Trump = Reverse Smith Echo (S/P as lead). Ruff hi=odd.				9) Two-suiter overcalls.
2NT=onesuiter, 3C=55+ C+H, 3D=55+ D+H, 3H=55+M's,					10) Gardner 1NT overcall NV vs V.
3S=55+ S+D. By PH, use Strong NT defense.	DOUBLES				11) transfers (might be suit, or for lead).
	TAKEOUT DOUBLES (Style; Responses; Reopening)				12) 2NT or 3NT for takeout.
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Light, doubleton in unbid m OK. Doubler raises freely in comp				13) P/C responses to 2-way bids.
X=T/O, Cue-Michaels, 4C jump=minors, 4D jump=strong with long M,	with fit. Reopening X can be lighter with shape.				
4NT=2 lower (NAT over 4m), 3NT=nat.					
					SPECIAL FORCING PASS SEQUENCES
Vs. ARTIFICIAL STRONG OPENINGS	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 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.	levels (and on 2nd round) (17). Xcan ask for clarification of ambiguous bids, X of Cue by player who showed that suit				balancing X; X = fit or takeout.
	= don't lead it (not if weakly bid suit, or if live auction).				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	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.					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	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: 1st and 2nd 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: 1st and 2nd seat 2♦ opening: weak 2♥ or 2♠ opening, 3-10 HCP, 5-7 card suit, vul dependent.

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

Note...5: 1st and 2nd 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: 1st and 2nd 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: 1st and 2nd 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: 1st and 2nd 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.

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Note... 14: Responses to 1st/2nd 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 (1st 2nd 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 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. 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.

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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 3rd/4th 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
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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** 1st 2nd **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 4th 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 4th 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 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.