

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Light style. New suit NF except when they open @ 2+ level.
2N=LR+ in IMAJ overcall, 1 under (cue or jump)=Mixed raise of MAJ. Transfers after NegX or 1♠ NAT over 1 MAJ overcall.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, Stayman/Jacoby/Minor Suit Stayman. Reopening=10-15/16. Same but 2♣ is size-ask Stayman. Use opening 1N methods in Comp usually.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE. Style=not crazy, vul dependent. Treat as opening pre in response. 1♠-3♥=INT (not green). 1♣-2♦=MAJS, 1♠-3♣=round suits. 2♣ (NF)-3♥=MAJs weak, 2♣-3♦=INV+ ♥.
Reopen: Intermediate.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣-2♣=NAT, 1♦-2♦=MAJS. Vs non-strong 1♣, 3♣=strong MAJS.
1♦-3♦=strong MAJS. Vs ART 1♦, 2♦=NAT, 2♥/3♦=MAJS -/+.
1♠-2♠=♥/♦, or strong with ♥/♣. 1♥-2♥=♠ and MIN. 2N=ASK, 3♣=P/C, 3♦=MAJ game try, jumps = INV.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: 2MIN=NAT+MAJ, 2MAJ=NAT. X=one MIN, or MAJS. X can also be good 2♣ overcall or other good hand. 2N=MINS or strong MAJS. Reopening/PH same. All 3 <sup>rd</sup> seat NT = weak.
Weak: X=14+, 2♣=♠ + (♥ or ♣), 2♦=♦+MAJ, 2MAJ=NAT. 2NT=good MAJs or ♣; 3♣=♥+♣. PH=Strong NT defense.
3♣=♠/♥, 2N=long ♣ OR good MAJS.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O thru 4♥, cards higher. Cue=Michaels. 2MAJ-4♣=MINS, 4♦=strong 1 MAJ. 2♦/3♣-4♦=MAJS strong. LEB 2N after our TOX (2MAJ only). Other jumps=strong, NT=NAT w/Stayman & TFRS.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=MAJS, 1N=MINS. Vs any 1♣, 2N=red suits. 2♣-2N=MINS.
1♣-P-1♦-X-MAJS, 1N=MINS. Use NT as Cue w/comp.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers if we open 1♠, 1MAJ, 2MAJ, or 3-level PRE. 1♦-X-XX=♥, 1♥=♠, 1♠=NT, 1N=♣, 2♣=INV NAT, 2N=♣. ART raises of MAJ 3L Pre-X, XX starts TFRS.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /even, low/odd	Same (Hi fr xxx if raised)	
NT	4 <sup>th</sup> best	3 <sup>rd</sup> best	
Subseq	4 <sup>th</sup> /ATT. Can lead 2 <sup>nd</sup>		
Other:	from nontouching to hold lead. J or 10 around into Q or J in dummy = 0/2 higher.		
<b>LEADS</b>			
Lead	Vs. Suit: SOME RUS(1)	Vs. NT: RUS style.	
Ace	AKx, A(x). RUS(1)	AKx(x), Ax, AQx(x)	
King	AK, KQ+. RUS(1)	Ask UNBL/CT.	
Queen	Q, Qx, QJ+.	KQ, QJ(x), AQJ.	
Jack	J, Jx, J10+, KJ10+.	QJ4th+, J10(x), AQJ.	
10	10, 10x, 109+, H109+.	J+4+, HJ10x,109(x), AQ109.	
9	KJ9x (6 <sup>th</sup> ), 9, 9x.	10+4+, H109x, A98+, J98+.	
Hi-X	xx, 3 <sup>rd</sup> best from even.	xx, xxx, sometimes xxx+.	
Lo-X	Low from odd.	4 <sup>th</sup> best.	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=D	Hi=1	Hi=D
Suit 2	Hi=1	Hi=lo SPS	Hi=1
3	Hi=lo SPS		Hi=lo SPS
1	Same as suits		Same as suits
NT 2		Hi=Reverse Smith	
3		Dec's 1 <sup>st</sup> lead.	
Signals (including Trumps):			
UD CT/ATT/SP. Reverse Smith (trump echo also). Standard CT/ATT			
Trick 1 when AK combination shown, or vs suits past T1 when K led and Q in dummy. Std ATT on x lead from pard's own suit to stiff A/K/Q vs NT.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light, support in unbid minor(s) suspect. Jumps = INV except over RHO's 1L suit bid (use Cuebids for INV). Reopening can be lighter. LEB over X of NAT 2M opening.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X through 4♥, Support XX, after our overcall XX=2fit and values, Pass/X Inversion in high-level forces (usually after our 1♣ opening), X to request clarification. X of suit previously raised or strongly bid = don't lead it (if pertaining to lead@3+ level). Game try X. X and XX as part of Ace-asking responses. Card-showing X's. Optional X's/XX's. X to show shortness. XX to show control feature. XX to deny stopper.			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: USA</b>
<b>PLAYERS: Eric Rodwell-Jeff Meckstroth</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
RM Precision. 1♣=16+, 1♦=usually 2+♦'s 11-15, 5-card Majors (4 possible 3rd), 14-16 NT (15-17 Vul 3 <sup>rd</sup> , & 4 <sup>th</sup> ).
2♣ opening = 6+♣'s (5+ 3 <sup>rd</sup> seat) 11-15, 2♦ opening = 11-15, short ♦, 3-suiter w/3-card Major possible.
Light openings and defensive actions.
Judgement allowed in any situation.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1. 2♦ opening = 11-15, 3-suiter, short ♦, might have 3-card MAJ.
2. 1♦ opening = 11-15, 2+♦'s (or stiff honor).
3. 1♣ opening = 16+, ART.
4. ART responses to 1♣ opening (1♥+=FG).
5. 1♦-P-2♥/♠=5-4+ ♠/♥ less than INV/INV.
6. 1♦-P-3♣: MINS, less than INV.
7. 2-suiter overcalls. 1♣-2♦=MAJs, 1♠-3♣=♥/♣.
8. Competitive transfers. 1MAJ-X, 1♦-X, 1♦-2♣/2♠/3♣ by UPH, 2MAJ-X, 1MAJ ocall and 1♠ or NegX, 1♥-2♥ Michaels.
9. LEB and T/O NT bids.
10. Artificial raises. 1 under often mixed raise, 2N normally is MAJ raise, SPL, 3♣ after 1♥-1♠ or 1MAJ-X=FG raise.
11. P/C bids, and X to ask clarification, when partner has 2 possible hand types.
12. 2♣ response to 1MAJ open = FG but 2+ cards.
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 1♣ opening and 2/1 and FG jump shift, @ 4-level+ X = T/O or fit, Pass requests X.
1♦-X-Pass might be INV+ with ♦ or BAL.
<b>IMPORTANT NOTES</b>
COMP agreements on page 2 start at SUPP note #14.
<b>PSYCHICS: 1♥-P-1♠, light 3<sup>rd</sup> seat opening.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	NO	16+ ART, F1. <i>All points can be adjusted in any situation.</i>	All ART. 1♦=0-7, others FG. 1♥=5+♠8+, or 11-13 BAL, 1♠/1N/2♣=5+♥/♣/♦, 2♦=8-10 BAL, rest=(2)	1♣-1♦ (3), 1♣-1♥ (4), 1♣-1♠(5), 1♣-1N/2♣(6) 1♣-2♦ (7), 1♣-2♥ (8), 1♣-higher (9)	Same
1♦	X	2 (1)	3♣	2+, 11-15, stiff honor possible. Can be light in 3 <sup>rd</sup> seat.	1N=7-11, 2MIN=F1, 2♥/♠=5-4+ ♣/♥ weakish/INV. 2N=INV, 3♣=MINS weak, 3♦+=PRE.	2-way new minor over 1N rebid. 2MIN ART over 1♠ rebid. 2OM=ART FG/2♣. rest=(10)	Same, except no Game Force.
1♥		5 (4 3 <sup>rd</sup> )	3♣	11-15. Can be 4, and/or light, in 3 <sup>rd</sup> seat.	1N=SemiF, 2/1=GF (2♣=2+), 2♠=4-10 NAT, 2N=Limit+ ♥, 3MIN=INV, 3♥=Mixed, SPL	2-way NMF/1N, 2♦=FG/2♣, 2♠=FG/2 red, JS=INV by Opener, 2N=good ♠/1♠. Some	2♣=Reverse Drury-Fit. Suit response NF.
1♠		5 (4 3 <sup>rd</sup> )	3♥	Same.	3N=4333. Same idea over 1♠ opening.	ART bids and Relays in FG. (11)	
INT			3♣	14-16; 15-17 3 <sup>rd</sup> Vul, and 4 <sup>th</sup> . 5MAJ, 6MIN, SPL H possible.	TFERs, 2♠=range ask, 2N=Puppet Stay, 3♣>3♦, 3♦=♦ GF, 3MAJ=55+MINS FG short OM, Texas.	2♦-f-2♣=ART INV, 2 <sup>nd</sup> round reTFERS, 2♣-f-3♦=ART ST, 3♥=♦ ST, 3♠=4 ST(13)	2♣-f-3MIN=weak, 3MIN=INV. No refters.
2♣		6 (5 3 <sup>rd</sup> )	3♣	11-15, 6+♠'s. Can be 5 and/or light, in 3 <sup>rd</sup> seat. ♣=long suit.	2♦=ASK, 2MAJ=NF, 2N>3♣ for out or FG 1 MAJ, 3♣=♦, 3♦=FG MAJS, 3MAJ=INV.	2♦: 2N=4♥'s, 2♥=ART +, 3♣=-, 3♦/♥/♠=5. 2N-f-3♦=♠, 3♠=6-4♥, 3N=4-6. 2♦-f-3♦=♣+	All but 2♦=NAT.
2♦	X	0	NO	11-15, short ♦: 4405, 4414, or (43)-1-5.	2♥=NF (correct w/3), 2♠/3♣=out, 3♦/♥/3♠/4♣=INV 2N=ASK (3♣=MIN, 3♦=441, 3MAJ=3, 3N=4405).	2N-f-3♦=ASK (3MAJ=3, 3N=441, 4♣=445), 4♣/4♦/4♥/4♠ later (12).	No 4♣/4♦/4♥/4♠.
2♥		5	NO	4-10, 5-7 cards, vul dependent.	Suit=NF, 3♠/2♥=INV, 2N=ASK. Raise=PRE.	2N-3♣: medium+, 3♦=min. NV 3M=-/+ 5 cd 3N=4OM med+. Vul 3♥+=min/med/ Max w/4OM.	Same.
2♠		5	NO	Same.			
2NT			3♣	19-20, same as 1N shapewise. 20-21 3 <sup>rd</sup> Vul, & 4 <sup>th</sup> .	3♣=Mod Puppet, 3♦=TFER (5/4+ ♠/♥ poss), 3♥=TFER, 3♠=MIN slam int, Texas=ST.	3♣-3♦:any w/o 5MAJ. Then 3♥=4♣ or none, 3N=4-4. 3♦-f-3♠=MAJS (54, 55, 45).	Same.
3♣		6	NO	PRE, Vul dependent.	3♦>3♥ for MAJ weak, 3 MAJ=F, 4♦=RKC.	3♦ then 3N=optional, 4Om=NAT strong.	3♦=NAT NF.
3♦		6	NO	Ditto	4♣=slam try in Opener's suit, new suit=F.	4♣ then Kickback for RKC.	Suit = NF.
3♥		6	NO	Ditto	Ditto.		
3♠		6	NO	Ditto	Ditto. 4♦ = pick a MAJ.		
3NT	X	7	NO	Solid 7/8 MIN + side A or K. (not 8 + A). 3/4 seat=anything.	♣=P/C, 4N asks A vs K, 4♦ asks short.	5♣=side K, 5♦=A. 4♦-MAJ=short, 4N=7222, 5m=short Om	Same.
4♣		7	NO	PRE, Vul dependent.	4♦=Kickback.		
4♦		7	“	“	4NT=RKC.		
4♥		7	“	“	“		
4♠		7	“	“	“		
4NT		6 6	“	Both minors, PRE.			
5♣		7	“	“			
5♦		7	“	“			
5♥							
5♠							
<b>HIGH LEVEL BIDDING</b>							
RKC (03, 14). 4♣ can ask for Aces/Keycards. 4♦ often RKC for Minor. Can show KC. Kickback. Cuebids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls. If MAJ agreed, then 3N=Serious. Last Train. Trump Cuebids. Exclusion RKC. If suit RKC is X'd, XX=step, Pass=no control (bal XX=RKC). Some Relays to show BAL/SPL type raises. Cheapest step sometimes ART encouraging in MIN. 5NT usually pick a slam. Asking bids. 4♣/4♦/4♥/4♠ (12) Some lowlevel Keycard asks. ART suit agreement bids. ART 2-suit support bids.							

## SUPPLEMENTAL NOTES Rodwell/Meckstroth 2015

Note 1: We lead Rusinow vs Suits at Trick 1 when we are known to have length in the suit from the auction. In partner's suit, K=AK or KQ, 9/10=0 or 2 higher, Jack=top card. At 5+ level, K from AK. Vs NT, Std in dummy's suit, vs 6+NT, or other suit when 5+ shown, or 2/3 card suit.

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Note 2: 1♣-2♥=14+ BAL, 2♠=8+ (41)44 or 04(54), 2N=8+ 44(14), 3♣=7+ winners with any solid suit, 3♦/♥=8+ 40(45)/4405, 3♠/N/4♣=4450 8-10/11-13/14+.

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Note 3: 1♣-1♦//1MAJ=4+, F1. If 4 then UNBAL 3suiter or longer MIN. 1N=17-18, 2N=21-23 (up a point if bigger 1N/2N openings used). 2 MIN=NF, no MAJ; 2♥=Kokish, 2♠=55+ MINs. 3MIN=INV. 1♣-1♦//1MAJ-2♣=6-7 ART no fit, 2♦=5-7 ART 3fit. Over 2♣, 2♦=ART weak.

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Note 4: 1♣-1♥//1N=Ask controls (show MAJS with 11-13 BAL). If ♠ suit shown, can Relay or set ♠ trump. Then shape-showing and lo Keycard can apply. New suits show unbid suits by steps: ♥/♣/♦/♠, 2♠+=same as 1♣-2♠+. Reply by steps to show 11-13 BAL, then no fit/3fit/4fit/weird types (steps can be extended with room, to split range).

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Note 5: 1♣-1♠, same as 1♥ except no possible 11-13 BAL.

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Note 6: 1♣-1N or 2♣, same but over 2N rebid 3♣=♠ or extras or good onesuiter, 3♦=♥, 3♥/♠=MINs -/+.

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Note 7: 1♣-2♦, 2MAJ asks support steps (can get into doubleton ask), 2N asks MAJ, 3MIN Puppets for MIN or 4 MAJ + OM short. 3MAJ=OM short w/1 or 2 MINs.

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Note 8: 1♣-2♥, 2♠/N=♥/♠, to follow with 2<sup>nd</sup> suit and support steps. 2♠ might be minors. 3♣=Asks for MAJS first (by steps). 3♦=NAT, 3MAJ=6+ 3N/4♣=5332 with ♦. 3♦-no fit/fit then show MAJ by step. 3M=4/3/2 fit.

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Note 9: 1♣-2♠+ (3suiter), Step 1 asks then 4♣/4♦/RKC (12). 1♣-3♣, 3♦ or Responder's suit=slam try in R's suit (step responses).

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Note 10: 1♦-1MAJ//2♦-2OM: ART FG. 1♦-1MAJ//2OM=3fit LR, 2N=. 21/2 raise or 5other MAJ. 1♦-2MIN//2♥=11-13 BAL, 2♠=ART fit + short. 1♦-2♣//3♣=+bal fit. Relays can follow. In all FG auctions, ART step continuations may be used. 1♦-1MAJ//1N-2OM=INV+ Canape. 1♦-1MAJ//1N-2N forces 3♣ (if bid=GF with shortness and 4M).

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Note 11: 1MAJ-2MIN//3MIN=ART raise. In all FG auctions, ART steps may be used. 1♥-2m//3♠=3♥ bid.

Note 12: 4♣/4♦/RKC: when 3 suits in focus @ 4-level. 4♣ forces 4♦ for slam try, 4♦ forces 4♥ for out, 4♥/4♠/4N=RKC in lo/middle/hi. ART Suit agreement bids in many auctions.

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Note 13: 1N-3♣: either to play in 3♦, or FG with ♣. 2♣ then 3♣=to show 6+MIN, then 3♦=MAJ SPL (2♦) or F raise (2M). Smolen.

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Note 14: 1♣ comp: Over X, 1♦=6-7, XX=FG no good bid. In comp all new suits are FG 5+ 8+ HCP, with jumps=NF NAT. Cue=8+ FG no good bid. Pass=0-5 or trap. At 3-level, X=GF no good bid. Pass/X inversion applies 1♣-4♥+, or other high level F situation after 1♣ opening. If Responder could be weak, most X's T/O.

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Note 15: 1♦ comp: 2♣=NF, 2♦=F1, 2 new MAJ=NF. Often use 2N over 2MAJ as LEB or T/O, with 3-level INV. 1♦-1N-2♣: Implies MAJS.

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Note 16: 1♥ comp: 1♥-1♠-3♣=forcing raise, 2N=LR+, 2♠=GF ♦. 2OM or 2♦=NF free bid. Cue used to show FG in suit below opener's, when that is a negative free bid. 1♥-2m-3♠=6+, FG. SPL. Pass/X Inversion after 2/1 and 4+level competition. 1♥-1N-2♣=♠.

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Note 17: 1♠ comp: very similar to 1♥ comp. 1♠-2min-3min=6+♥'s FG.

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Note 18: 1N comp: LEB, 3-level transfers, system on over ART X. Over PEN X, XX=♣/♥ or ♦/♠ and Pass is F1 and suits NAT NF.

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Note 19: 2♣ comp: 2♣-X-2♦: ASK but w/any comp, NAT rebids. XX=defense, 2MAJ=NF, 2N/3♣ always NAT in comp, and 3♦/♥/♠=INV+tfers. Similar after overcall but w/o tfers.

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Note 20: 2♦ comp: Over X, XX=ask for MAJ, system on. Over overcall, 2N=ASK, Cue=stopper ask.

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Note 21: comp over preempts: New suit F/NF rules same as w/o comp (but tfers apply over X).

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