

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 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, and 1♠-2♥-2♠ or NegX. 2N=NAT over 1M when RHO Passes. |
| |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 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. |
| |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| PRE. Style=not crazy, vul dependent. Treat as opening pre in response. 1♠-3♥=strong. 1♠-2♦=MAJS, 1♠-3♠=round suits. 2♣ (NF)-3♥=MAJs weak, 2♣-3♦=INV+ ♥. Reopen: Intermediate. |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| 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. |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 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 rd 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. |
| |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| 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 & TFERS. |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣ |
| 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. |
| |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| 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 TFERS. |

| LEADS AND SIGNALS | | | |
|--|--|-----------------------------|---------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd /even, low/odd | Same (Hi fr xxx if raised) | |
| NT | 4 th best | 3 rd best | |
| Subseq | 4 th /ATT. Can lead 2 nd | | |
| Other: | from nontouching to hold lead. J or 10 around into Q or J in dummy = 0/2 higher. | | |
| LEADS | | | |
| 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 th), 9, 9x. | 10+4+, H109x, A98+, J98+. | |
| Hi-X | xx, 3 rd best from even. | xx, xxx, sometimes xxx+. | |
| Lo-X | Low from odd. | 4 th best. | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | 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 st 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. Also, lead low from long suit to stiff H=STD ATT (vs NT) | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| 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. | | | |
| | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| 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. | | | |

| W B F CONVENTION CARD |
|--|
| CATEGORY: |
| NCBO: USA |
| PLAYERS: Eric Rodwell-Jeff Meckstroth |
| |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| RM Precision. 1♠=16+, 1♦=usually 2+♦'s 11-15, 5-card Majors (4 possible 3rd), 14-16 NT (15-17 Vul 3 rd , & 4 th). |
| 2♣ opening = 6+♠'s (5+ 3 rd 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. |
| |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 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. |
| SPECIAL FORCING PASS SEQUENCES |
| 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. |
| IMPORTANT NOTES |
| COMP agreements on page 2 start at SUPP note #14. |
| PSYCHICS: 1♥-P-1♠, light 3rd seat opening. |

| 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 rd 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 rd) | 3♣ | 11-15. Can be 4, and/or light, in 3 rd 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 rd) | 3♥ | Same. | 3N=4333. Same idea over 1♠ opening. | ART bids and Relays in FG. (11) | |
| INT | | | 3♣ | 14-16; 15-17 3 rd Vul, and 4 th . 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 nd round reTFERS, 2♠-f-3♦=FG SPL♦, 3♥=♦ ST, 3♠=♦ SPL♣(13) | 2♣-f-3MIN=weak, 3MIN=INV. No refters. |
| 2♣ | | 6 (5 3 rd) | 3♣ | 11-15, 6+♠'s. Can be 5 and/or light, in 3 rd seat. ♣=long suit. | 2♦=ASK, 2MAJ=NF, 2N>3♣ for out or FG 2 suits, 3♣=♥, 3♦=♠ (INV+6+), 3♥=GF ♦, 3♠=FG 6-4 ♠/♥. | 2♦: 2N=4♠'s, 2♠=ART +, 3♠=-, 3♦/♥/♠=5. 2N-f-3♦=MAJS, 3MAJ=NAT+♦. 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♦/RKC later (12). | No 4♠/4♦/RKC. |
| 2♥ | | 5 | NO | 4-10, 5-7 cards, vul dependent. | Suit=NF, 3♠/2♥=INV, 2N=ASK. Raise=PRE. | 2N-3♠:5, 3♦:6+min, 3N=6+max + OM fit. 2♥-2N/3♥=6+med, 3♠=6+max no OM fit. | Same. |
| 2♠ | | 5 | NO | Same. | | 2♠-2N/3♥=med/max no OM, 3♠=med+OM. | |
| 2NT | | | 3♣ | 19-20, same as 1N shapewise. 20-21 3 rd Vul, & 4 th . | 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♠ | | | | | | | |
| HIGH LEVEL BIDDING | | | | | | | |
| RKC (03, 14). 4♣ can ask for Aces/Keycards. 4♦ often RKC for Minor. Can show KC. Kickback. Cuebids can be 1 st /2 nd 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♦/RKC (12) Some lowlevel Keycard asks. ART suit agreement bids. ART 2-suit support bids. | | | | | | | |

SUPPLEMENTAL NOTES Rodwell/Meckstroth 2009

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

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+.

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.

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).

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

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

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.

Note 8: 1♣-2♥, 2♠/N=♥/♠, to follow with 2nd 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.

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

Note 10: 1♦-1MAJ//2♦-2OM: ART FG. 1♦-1MAJ//2OM=either lim raise or NAT. 1♦-2MIN//2♥=11-13 BAL, 2♠=ART fit + short. 1♦-2♣//3♣=(41)-5-3. 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).

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.

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.

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.

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.

Note 16: 1♥ comp: 1♥-1♠-3♣=forcing raise, 2N=4+LR, 2♠=3 card LR (or weak GF). 2OM = NF free bid, 1♥-2♣-2♦=NF. Cue used to show FG in lowest unbid suit, 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♣=♠.

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

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.

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.

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

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