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 1MAJ 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.

1NT 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 3rd 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♥-X=♠, 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	3rd/even, low/odd	Same (Hi fr xxx if raised)
NT	4th best	3rd best
Subseq	4th/ATT. Can lead 2nd	
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 (6th), 9, 9x.	10+4+, H109x, A98+, J98+.
Hi-X	xx, 3rd best from even.	xx, xxx, sometimes xxx+.
Lo-X	Low from odd.	4th 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 1st 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.

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 3rd, & 4th).
2♣ opening = 6+♣'s (5+ 3rd 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. *All points can be adjusted in any situation.*	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 3rd 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 3rd)	3♠	11-15. Can be 4, and/or light, in 3rd 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 ART bids and Relays in FG. (11)	2♣=Reverse Drury-Fit. Suit response NF.
1♠		5 (4 3rd)	3♥	Same.	3N=4333. Same idea over 1♠ opening.		
INT			3♠	14-16; 15-17 3rd Vul, and 4th. 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, 2nd round reTFERS, 2♠-f-3♦=FG SPL♦, 3♥=♦ ST, 3♠=♦ SPL♣(13)	2♣-f-3MIN=weak, 3MIN=INV. No retfers.
2♣		6 (5 3rd)	3♠	11-15, 6+♣'s. Can be 5 and/or light, in 3rd 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 3rd Vul, & 4th.	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	"	"		**HIGH LEVEL BIDDING**	
5♦		7	"	"		RKC (03, 14). 4♣ can ask for Aces/Keycards. 4♦ often RKC for Minor. Can	
5♥						show KC. Kickback. Cuebids can be 1st/2nd round controls. If MAJ	
5♠						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, vs 6+NT, or other suit when 5+ shown, or 2/3 card 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♦/RKC (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).