### Defensive and Competitive Bidding

#### Leads and Signals

<table>
<thead>
<tr>
<th>OPENING LEADS STYLE</th>
<th>Lead</th>
<th>In Partner’s Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suit</td>
<td>3⁹/even, low/odd</td>
<td>Same (Hi fr xxx if raised)</td>
</tr>
<tr>
<td>NT</td>
<td>4² best</td>
<td>3⁹ best</td>
</tr>
<tr>
<td>Subseq</td>
<td>4⁹/ATT. Can lead 2⁷⁰</td>
<td></td>
</tr>
<tr>
<td>Other:</td>
<td>from nontouching to hold lead. J or 10 around into Q or J in dummy = 0/2 higher.</td>
<td></td>
</tr>
</tbody>
</table>

#### Leads

- **Lead**: Vs. Suit: SOME RUS(1) Vs. NT: RUS style.
- **Ace**: AKx, (A( x), Ax, AQx(x)
- **King**: AKx, AQ+, 1M/J (Ask UNBL/C.
- **Queen**: Q, OQ, QJ+
- **Jack**: Jx, Jx, J10+, KJ10+, QJ4h, J10(x), AQJ.
- **10**: 10,10x, 109+, J4+, H10x,109x, AQ109.
- **9**: K9(x)6, 9, 9x, 10+4, H109x, A98+, J98+.
- **Hi-X**: xx, 3⁹ best from even. xx, xxx, sometimes xxx+.
- **Lo-X**: Low from odd. 4² best.

#### Signals in Order of Priority

- **Partner’s Lead**: Declarer’s Lead, Discarding
- **1H**: H=1, H=I
- **2H**: H=lo SPS
- **3H**: H=lo SPS
- **1 NT**: 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. Also, lead low from long suit to stiff H=STD ATT (vs NT)

#### Takeout Doubles (Style; Responses; Reopening)

- **2MAJ-X, 1M-J**: ART raises of MAJ.
- **1MAJ-X**: 10-15/16, 10x, 109+, H109+. J+4+, HJ10x,109x, AQ109. 11-15, short ♦opening = 6+
- **♣'s (or stiff honor).**
- **♠-3N=MAJS, 1 ♦-2 ♣=MAJS, 1 ♠-2 ♦=Hi-X xx, 3 r
- **♣-3N=INV+.
- **♥-2 ♣=HI=lo SPS HI=lo SPS 3.
- **♣-2♠**: MINS, less than INV.
- **♠-2♣**: Strong: 2MIN=NAT+MAJ, 2MAJ=NAT. X=one MIN, or MAJS.
- **♣-2♥**: Weak: X=14+, 2♣-4+ (♥ or ♦), 2♥-4+ or strong MAJS.
- **♦-1♠**: LOW from odd. 4♦ best.
- **♥-2 ♦-3 ♣=MAJS strong.
- **♥-2 ♠-3 ♦=MACS strong.**
- **♠-2 ♦=MAJS strong.**
- **♣-2♠**: Low from odd.

#### Doubles

- **2♣-2♠**: 2♣=NAT or Signals (including Trumps): 2♣-2♠

#### Special, Artistic & Competitive DBLS/RDLS

- **Support X through ♠, Support XX, after our overcall XX=2± 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 at 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

<table>
<thead>
<tr>
<th>CATEGORY: NCBO: USA</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLAYERS: Eric Rodwell-Jeff Meckstroth</td>
</tr>
</tbody>
</table>

#### System Summary

- **1♣ opening = 11-15, 1♣ opening = 11-15, 2♣ opening = 11-15, 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♣-4+ (or stiff honor).**
3. **1♠ opening = 16+, ART.**
4. **ART responses to 1♣ opening (1♥=FG).**
5. **1P-2♥=5-4+ ♦ less than INV/INV.**
6. **1♠-3♣**: MINS, less than INV.
7. **2-suiter overcalls. 1♣-2♣=MAJS, 1♣-3♣=V.**
8. **Competitive transfers. 1MAJ-X, 1♣-X, 1♣-2♣=3♣ by UPH, 2MAJ-X, 1MAJ ocalle and ♦ or NegX, 1♥-2♥ Michaels.**
9. **X=MAJS, 1N=MINS. Vs any 1♥, 2N=red suits. 2♥-2N=MINS.**
10. **1♣-1♥-X**: 1♣-2♥=MAJS strong.**
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

1. **After 1♣ opening and 2♣ and FG jump shift, @ 4-level+ X = T/O or fit, Pass requests X.**
2. **1♣-Pass might be INV+ with ♦ or BAL.**

#### Important Notes

- **COMP agreements on page 2 start at SUPP note #14.**

#### Psychics

- **1♥-P-1♣, light 3♠ seat opening.**
<table>
<thead>
<tr>
<th>OPENING</th>
<th>TICK IF</th>
<th>ARTIFICIAL</th>
<th>MIN. NO. OF CARDS</th>
<th>NEG/DBL THRU</th>
<th>DESCRIPTION</th>
<th>RESPONSES</th>
<th>SUBSEQUENT ACTION</th>
<th>PASSED HAND BIDDING</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>X</td>
<td>0</td>
<td>NO</td>
<td></td>
<td>16+ ART, F1. <em>All points can be adjusted in any situation.</em></td>
<td>All ART. 1♣=0-7, others FG. 1♥=5+8+, or 11-13</td>
<td>1♣ = ♠ (3), 1♣ = ♠ (4), 1♣ = ♠ (5), 1♣ = ♠ (6)</td>
<td>Same</td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>2 (1)</td>
<td>3♣</td>
<td></td>
<td>2+, 11-15, stiff honor possible. Reduced light in 3rd seat.</td>
<td>BAL, 1♣/1N/2♣=5+ ♣♣♣♣, 2♣=8-10 BAL, rest=2 ♣♣♣♣</td>
<td>2-way new minor over 1N rebid. 2MIN ART</td>
<td>Same, except no Game Force.</td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>5 (4 3♥)</td>
<td>♠</td>
<td></td>
<td>11-15. Can be 4, and/or light.</td>
<td>1♥=7-11, 2MIN=F1, 2♥=5-4+ ♣♣♣♣ weakish/INV.</td>
<td>2N=INV, 3♣=MINS weak, 3♠=PRE.</td>
<td>over 1♣ rebid. 2OM=ART FG/2♣. rest=10</td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>5 (4 3♥)</td>
<td>♠</td>
<td></td>
<td>Same.</td>
<td>3N=4333. Same idea over 1♣ opening.</td>
<td>ART bids and Relays in FG. (11)</td>
<td></td>
</tr>
<tr>
<td>INT</td>
<td>♠</td>
<td>4-5</td>
<td>♠</td>
<td></td>
<td>TFERs, 2♣=range ask, 2N=Puppet Stay, 3♣=3♣.</td>
<td>2♣=ASK, 2MAJ=NF, 2♥=♣♣♣♣ for out or FG 2 suits, 2♣=2♣=♣♣♣♣, 2♣=♣+ INV.</td>
<td>All but 2♣=NAT.</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>4-5</td>
<td>♠</td>
<td></td>
<td>Same. 2♣=ASK, 2MAJ=NF, 2♥=♣♣♣♣ for out or FG 2 suits, 2♣=2♣=♣♣♣♣, 2♣=♣+ INV.</td>
<td>2♣=ASK, 2MAJ=NF, 2♥=♣♣♣♣ for out or FG 2 suits, 2♣=2♣=♣♣♣♣, 2♣=♣+ INV.</td>
<td>2♣=ASK, 2MAJ=NF, 2♥=♣♣♣♣ for out or FG 2 suits, 2♣=2♣=♣♣♣♣, 2♣=♣+ INV.</td>
<td>Same</td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>4-5</td>
<td>♠</td>
<td></td>
<td>Ditto.</td>
<td>4♣=slam try in Opener’s suit, new suit=♣.</td>
<td>4♣=slam try in Opener’s suit, new suit=♣.</td>
<td>Same, No 1♣=MAJ.</td>
</tr>
<tr>
<td>♠</td>
<td>X</td>
<td>4-5</td>
<td>♠</td>
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<td>♠</td>
<td>X</td>
<td>4-5</td>
<td>♠</td>
<td></td>
<td>Ditto.</td>
<td>4♣=slam try in Opener’s suit, new suit=♣.</td>
<td>4♣=slam try in Opener’s suit, new suit=♣.</td>
<td>Same, No 1♣=MAJ.</td>
</tr>
</tbody>
</table>

**HIGH LEVEL BIDDING**

RKC (03, 14). 4♣ can ask for Aces/Keycards. 4♣ often RKC for Minor. Can show KC. Cuebids can be 1♣/2♠ 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♣/4RKC (12)

Some lowlevel Keycard asks. ART suit agreement bids. ART 2-suit support bids.
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♠/♥=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♣/♥=♥/♣, 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♣/♥/♠=MINs -/+.

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♥-2♠-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).