DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE			
Simple = Opening bid strength		Lead	In Partner's Suit	CATEGORY: Green :	
	Suit	Lowest; or top from	Lowest; or top from	NCBO: Scotland	
		sequence/internal sequence	sequence/internal sequence		
	NT	Lowest; or top from	Top from sequence/internal	PLAYERS: Andy Clarkson & Graham Clarkson	
		sequence/internal sequence	sequence; or highest unless		
	0.1		Axx(+) or Kxx(+)	G	
	Subseq Other:			Sept 2021	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)				SYSTEM SUMMARY	
14+ points & 2 stops in bid suit	LEADS			SISIEW SUWWART	
14+ points & 2 stops in bid suit	Lead Ace	Vs. Suit AKx(+) Ax(+) AKQx	Vs. NT AKx(+) Ax(+) AKQx	GENERAL APPROACH AND STYLE	
	King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	OENEKAL AFFROACH AND STILE	
	Queen	$\frac{AK KQ(+) KQJ(+) KQ10}{AQJ(+) QJ10(+) QJ(+)}$	AK KQ(+) KQJ(+) KQ10 AQJ(+) QJ10(+) QJ(+)	12-14 NT, 5 card major, minor opener 3+ cards	
	Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	12 TTTTT, 5 card major, millor opener 5+ cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+)	109(+) (A/K/Q)109x	Opening 2 bids game seeking based on distribution or points	
Suit = weak long suit under 10 points	9	9x 98x(+)	9x 98x(+)	opening 2 bits game seeking based on distribution of points	
2NT over a major = both minors, 7+ points	9 Hi-X		JA JUA(T)		
2NT over a minor = both majors, 7+ points	Lo-X				
Reopen:		N ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		tner's Lead Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
No cue budding	1 Hi-Lo for doubleton Hi-Lo for doubleton McKenney				
	Suit 2				
	3				
	1 Hi-	Lo for doubleton Hi-Lo for doul	oleton McKenney		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2				
Double over weak NT shows 16+ points	3				
Double over strong NT shows 17+ points	Signals (inclu	iding Trumps):			
	Signais (mere	DOUBLES			
	•	DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; Responses; I	Reopening)		
Against weak 2 opener Double = $15-17$ points; $2NT = 18+$ points;		er has not made a positive bid	▲ 0 /	1	
any other bid = $11-14$ pts	omj n putit				
Double of opening weak 2s or 3s for T/O but can be left in	Opening bid strength if shortage in bid suit +				
Double of opening 4 bids for penalties	If no shortage opening strength+				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+				SPECIAL FORCING PASS SEQUENCES	
	SPECIAL, A	RTIFICIAL & COMPETITIV	E DBLS/RDLS		
	1				
	1				
OVER OPPONENTS' TAKEOUT DOUBLE	1			IMPORTANT NOTES	
Redouble = fit, weak; single raise = 6-9 pts fit; 2NT=10-12 pts, no	1				
fit; Jump raise = invitation to game;					
New suit = natural; Jump in new suit = 5+ cards, strong					
				PSYCHICS:	

	AL	OF	THRU						
OPENING TICK IF ARTIFICIAI MIN. NO. OF		MIN. NO. OF CARDS	MIN. NO. CARDS NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTIO	COMPETITIVE & PASSED HAND BIDDING		
1*	Y	3		10-17, no 5 card major	2NT =10-12; 3NT 13-14				
1 ♦	Y	3		10-17, no 5 card Major	2NT =10-12; 3NT 13-14				
1 •		5		10-17	1♥-3♥promises 3+ hearts; 1♥-4♥promises 9+ point, 3+ hearts				
1		5		10-17	1 - 3 - 3 promises 3+ spades; 1 - 4 promises 9+ point, 3+ spades				
INT		,		12-14, may include singleton	2 = Stayman No transfers	1NT-2 * -2NT shows both majors			
2*	Y	n/a		18-19 pts	$2 \blacklozenge = \langle 6 \text{ points}; 2 \blacklozenge = 6-8 \text{ points}; \text{ others} = 9+\text{ points}$				
2 ♦	Y	5		6-14, both minors 5+ cards	Weak hand - show minor preference at lowest level Strong hand – jump or bid game (incl 3NT)				
2•	Y	5		6-14, both majors 5+ cards	Weak hand - show major preference at lowest level Strong hand – jump or bid game (incl 3NT)				
2	Y	n/a		22+	2NT = <4 points; 4+ points = natural bids				
2NT				20-21	3 Stayman	2NT-3*-3NT shows both majors			
3*		6		4-9					
3•		6		4-9					
3♥		6		4-9					
3▲ 3NT		6		4-9 Running long suit and outside honours		HIGH LEVEL BIDDING			
4*	Y			Gerber Ace asking		4 = Rolling Gerber. Responses $4 = 0, 4 = 1, 4 = 2, 4$ NT=3. Next suit after response asks for Kings. If next suit = trumps, bid 1 more up to ask for Kings			
4.		6		8 playing tricks	natural	4NT = Rolling Blackwood. Responses 5 = 0, 5 = 1, 5 = 2, 5 = 3. Next suit after response asks for Kings. If next suit = trumps bid 1 more up to ask for Kings			
4♥		6		8+ playing tricks	natural				
4		6		8+ playing tricks	natural				
4NT									
5*		6		9+ playing tricks					
5♦		6		9+ playing tricks					
5♥									
5♠									