

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light style. Some transfers in COMP after overcalls when room
Jump CUE=Mixed raise
Transfers after NEGX or 1♠ NAT over 1 M overcall.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
VUL 15-18. Reopening=10-15/16.
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE Style=not crazy, VUL dependent. Treat as opening PRE in response
Reopen: Intermediate.
1♣-2♣=MM, 1♦-2♦=MM. Vs non-strong 1♣, 3♣=clubs
1♦precision-3♦=strong MM. Vs ART 1♦, 2♦=NAT, 2♥/3♦=MM +/-.
1♠-2♠=♥ and m. 1♥-2♥=♠ and m. 2N=ASK, 3♠=P/C, jumps = INV.
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: 2♣=♦ or m +M, 2M=NAT. X=penalty, 2♦=MM
X can also be good 2♣ overcall or other good hand. 2N=mm
Reopening/PH same except x=♣.
Weak: X=14+, 2♣=MM, 2♦=♥, 2♥=♠, 2♠=4♠ + 6m, 2n=4♥ + 6m
PH=Strong NT defense.
3 level=NAT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O thru 4♥, cards higher. Cue=Michaels or 3N with stop. 2M-4m=m+ oM 2♦-4♦=MM strong
Other jumps=strong, NT=NAT w/Stayman & TRFs.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 2♣
X=MM, 1N=mm 2♣-2N=mm. 1♣-x, 1d, 1n are crash
1♣-P-1♦-X=MM, 1N=mm. Use NT as CUE when we overcall
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if we open 1♦, 1M, 1♦-X-XX=♥, 1♥=♠, 1♠=NT, 1N=♣, 2♣=♣ + ♦, 2♦=♦ F1, 3♣=mm NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /even, low/odd	Same (Hi from xxx if raised)	
NT	ATT or 2 nd highest from WK	0/2 higher	
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. 0/2 in partner's suit or bid and raised		
LEADS			
Lead	Vs. Suit:	Vs. NT: RUSINOW style.	
Ace	A(x).	AKx(x), Ax, AQx(x)	
King	AK, KQ+.	Ask unblock/count	
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 ^m), 9, 9x.	10+4+, H109x, A98+, J98+.	
Hi-X	xx, 3 rd best from even.	xx, xxx, sometimes xxx+.	
Lo-X	Low from odd.	4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	attitude
Suit 2	count	S/P	count
3	S/P		S/P
1	attitude	smith	Same as suits
NT 2	count	Count if necessary	
3	S/P		
Signals (including Trumps):			
Standard count/ATT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light, support in unbid minor(s) suspect. Jumps = INV except over RHO's 1 level suit bid (use Cue bids for INV). Reopening can be lighter.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 3♥, Support XX, after our overcall XX=2 fit 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 =G/T X			
X and XX as part of Ace-asking responses. Card-showing Xs. Optional Xs/XXs.			
X to show shortness. XX to show control feature.			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: USBF
PLAYERS: Dennis CLERKIN- Jerry CLERKIN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision. 1♣=16+, 1♦=usually 2+♦s 11-15, 5-card
Majors (4 possible 3rd), 14-16
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.
Judgment allowed in any situation.
INT=14-16
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 2♦ opening = 11-15, 3-suiter, short ♦, might have 3-card M.
2. 1♦ opening = 11-15, 2+♦
3. 1♣ opening = 16+, ART.
4. Some ART. Responses to 1♣
5. 1♦-P-2♥/♠=5-4+ ♠/♥ less than INV/INV
6. 1♦-P-3♣: mm, less than INV.
7. 2-suiter overcalls. 1m-2m=MM, 1♦ prec 2♥ MM--3♦- big MM
8. Competitive transfers. 1M-X, 1♦-X
9. LEB/ wk 2- bids.
10. Artificial raises. 3♦ over 1M opening = mixed raise, SPL over 1M O/C jump Q = mixed raise, 3♦ over wk 2 is ART G INV
11. P/C bids, and X to ask clarification, when partner has 2 possible hand types.
SPECIAL FORCING PASS SEQUENCES
After 1♣ opening and 2/1 and FG jump shift, @ 4-level+ X = T/O or fit, Pass requests X.
IMPORTANT NOTES
PSYCHICS light 3 rd seat opening.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Dennis CLERKIN-Jerry CLERKIN USBF			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	NO	16+ ART, F1. All points can be adjusted in any situation.	1♦=0-7, others FG. 1♥,1♠= nat 8+, 2M=nat 0-6 1N=♣ or 12-13 bal, 2♣=♦GF, 2♦=8-11 BAL,	1♠-1♦ [1]	Same
1♦	X	2 (1)	4♥	2+, 11-15 Can be light in 3 rd seat.	1N=6-11, 2mm=F1, 2♥/♠=5-4+ ♠/♥ weakish/INV. 2N=INV, 3♣=mm weak, 3♦+=PRE.	X,Y,Z over 1N rebid over 1♠ rebid. 2oM=ART FG/2♣.	NAT
1♥		5 (4 3 rd)	4♦	11-15 Can be 4, and/or light in 3 rd	1N=SemiF, 2/1, 2♠=4-10 NAT, 2N=Jacoby 3♣=GI, 3♦Mixed,3♥=limit, SPL	2-way NMF/1N, 2♦=FG/2♣ JS=INV by Opener	2♣,♦ =Reverse Drury-Fit. Suit response NF.
1♠		5 (4 3 rd)	4♥	11-15 Can be 4, and/or light in 3 rd	3N=4333. 1♠ opening.3♣,♥ INV,3♦=mixed,3♠=GI		
INT			4♠	14-16; 5M, 6m, possible	4 suit TRFs, 3♣=puppet stayman 3♦=5-5mm GF, 3M=91-3)-(5-4) FG, Texas.	2♦-f-2♠=ART INV WITH 5-5	
2♣		6 (5 3 rd)	3♠	11-15, 6+♠s. Can be 5 and/or light, in 3 rd seat. ♠=long suit.	2♦=ASK, 2M=F, 2N>3♣ for out or 5-5 FG 3♦=NAT GF, 3M=NAT G INV	2♦: 2♥=ART M, 2♠=ART extras 2N-f-3♦=♦ + ♥,2N-f-3♥=MM,2n-f-3♠=♦+♠	All NAT but 2♦=ASK
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♦=4441, 3M=4, 3N=4405).	2N-f-3♦=ASK (3MAJ=3, 3N=4441, 4♠=445), 4♣/4♦/RKC later [12].	No 4♣/4♦/RKC.
2♥		5	NO	4-10, 5-7 cards, Vul dependent.	3♣=NF NV, 3♦=INV, 2N=ASK, oM=F1 Raise=PRE.	2N-3♣:5 NV, others features Over x, McCabe. 3♦=M invite	Same.
2♠		5	NO	4-10, 5-7 cards, Vul dependent			
2NT			3♠	21-22, same as 1N shapewise.	Stayman/transfers 3♠=m slam interest, Texas=S/T.		Same.
3♣		6	NO	PRE, Vul dependent.	4♦=RKC. New suit=F.		
3♦		6	NO	PRE, Vul dependent	4♣= RKCB, new suit=F.		Suit = NF.
3♥		6	NO	PRE, Vul dependent	4♠= RKCB, new suit=F		
3♠		6	NO	PRE, Vul dependent	4♣=RKCB, new suit=F.		
3NT	X	7	NO	Good suit, good hand		5m=short om	
4♣		7	NO	PRE, Vul dependent.	4♦=Kickback.		
4♦		7	NO	PRE, Vul dependent.	4NT=RKC.		
4♥		7	NO	PRE, Vul dependent.	4NT=RKC		
4♠		7	NO	PRE, Vul dependent.	4NT=RKC		
4NT		6 6	NO	Both minors, PRE.			
5♣		7	NO	PRE		HIGH LEVEL BIDDING	
5♦		7	NO	PRE		RKCB (1430). 4♦ often RKCB for ♣ or ♦	
5♥						Kickback. Cuebids can be 1 st /2 nd round controls. If M agreed, then 3N=Serious.	
5♠						Last Train. Exclusion RKCB.	
						5NT usually pick a slam. Asking bids. 4♣/4♦/RKC	
						Some low-level Keycard asks	

SUPPLEMENTAL NOTES Dennis CLERKIN-Jerry CLERKIN USBF

Note 11 1♣-1♦//1M=4+, F1. If 4 then UNBAL 3suiter or longer m. 1N=17-18, 2N=21-23 (up a point if bigger 1N/2N openings used). 2m=NF, no M; 2♥=Kokish, 2♠ any 4441=INV. 1♣-1♦//1M-2♣=6-7 ART no fit, 2♦=5-7 ART 3 fit.

Note 21 1♦-1M//2♦-2oM: ART FG. 1♦-1M//2oM=3-fit with 6♦. 1♦-2♦//2♥=11-12 BAL, 2♠=ART INV.

Note 3 1♦-1♥ OVERCALL: X= 4♠, 1♠=TRF to 1N, 1N = 5 or 6 ♠, 2♣=F1 NAT, 2♦=F1 NAT, 2♥=5♠ either INV+ or 6+♠ INV, 2♠=WK, 3♣=minors, NF, 3♦=PRE, 3♥=6+♠ GF, 3♠=PRE

Note 4 If we agree a M and are in a GF, then 3N is serious slam try

Note 5 We play leaping and non-leaping Michaels in several auctions including OPPT's preempts and our 1♣ et. al

Note 6 4♣/4♦/RKCB: when 3 suits in focus @ 4-level. 4♣ forces 4♦ for slam try, 4♦ forces 4♥ for out, 4♥/4♠/4N=RKCB in lo/middle/hi. ART suit agreement bids in many auctions.

Note 7 1♣ COMP: Over X, 1♦=5-7, XX=FG no good bid. In COMP all new suits are FG 5+ 8+ HCP, some jumps=NF natural. Cue=8+ FG no good bid. Pass=0-5 or trap. At 3-level, X=GF no good bid. Pass/X inversion applies

Note 8 1N COMP: transfer LEB, system on over ART X or 2♣. Over PEN X, pass is NF, xx=one suiter, DONT run outs

Note 9 2♣ comp: 2♣-X-2♦:ASK, system on. XX=defense, 2M=F, 2N/3♣ always NAT in COMP, and 3♦/♥/♠=INV+. Similar after overcall but w/o TRFs

Note 10 2♦ COMP: Over X, system on. Over overcall, 2N=ASK, CUE=stopper ask.

Note 11 2♦ preempt. 3♦=Michaels, 3M constructive, 4♣,♣+♥, 4♦,♣+♠

Note 12 Over 2M: 4♣,♦=NAT + oM 5-5+, 4M,4N=minors with 4M being better