

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
Style:	6-18, may be 4-suit at 1-level
Responses:	raises weak, transfers, 2N after major is good 4-fit
Reopening:	similar
Responses:	natural, cue is good raise or strong hand
1NT OVERCALL	
2nd/4th live:	15-17/15-18 responses as to opening 1N
Reopening:	11-16 responses: 2C range inquiry, transfers
JUMP OVERCALL	
Low/middle:	weak, lower of touching suits
Responses:	natural, cue is game try or better
High jump:	strong, two touching suits
Responses:	natural, cue asks which suits
2NT:	20-22 bal, responses as to opening 2NT
DIRECT AND JUMP CUE-BID	
Direct:	non-touching suits, weak or strong
Responses:	natural
Jump:	asks partner to bid 3NT with stop
VS 1NT	
Double:	10-15 any two/three-suiter or strong (19+)
Responses:	P penalty, 2m 3+suit, 2M 5+suit, 2NT inquiry
Passed hand:	as above but 9-11 rather than 10-15
VS PREEMPTS	
Double takeout, cue FG two-suiter, jump strong, 3NT natural	
VS ARTIFICIAL 1C	
All bids are treated as opening bids	
Double is equivalent to opening 1C	
VS ARTIFICIAL STRONG 1C	
Double:	both majors 54+
1D:	spades & minor 54+
1N:	hearts & minor 54+
other:	natural, jump overcalls weak
OVER OPPONENT'S TAKEOUT DOUBLE	
1C (X):	XX/suit transfer, NT natural
1D (X):	XX/suit transfer, NT natural, 2S/3C good/weak raise 43+minors
1M (X):	XX/suit transfer, 1NT natural, jumps unchanged

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In partner's suit
Suit	low from odd, 3rd from 4,	same	
NT	4th from 6		
Subsequent	low shows honour, high asks for switch		
Other			
LEADS			
	vs Suit		vs NT
Ace	AKEven, AKQ, Ax		AK
King	AKodd, AKQ, KQJ, Kx		AKJx, KQ10x
Queen	AKQ, KQx, Qx		AKQ, KQx, QJ10, QJ9
Jack	QJx, Jx		AQJ, KQJ, QJx, J109, J108
10	J10x, 10x		AJ10, KJ10, 109x
9	109x, 9x		A109, K109, Q109, 98x
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discards
Suit 1st	Attitude low enc	Count low odd	Attitude low enc
2nd	Count low odd	Suit preference	Count low odd
3rd	Suit preference		Suit preference
NT 1st	Attitude low enc	Count low odd	Attitude low enc
2nd	Count low odd	Suit preference	Count low odd
3rd	Suit preference		Suit preference
"Trick count" signal on partner's lead of ace/king vs suit. Suit preference vs suit contract if dummy has singleton.			
DOUBLES			
TAKEOUT DOUBLES			
Shape suitable or strong			
Responses:	suit NF, 1NT 5-10 (2C inquiry), cue forcing to suit agreement		
Reopening:	double may be weaker		
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
First double is takeout unless partner has opened 2D or higher or opponents bid new suit at three-level in competitive auction			
Subsequent doubles are penalty except for			
repeat takeout double	e.g. (1H) X (P) 1S (2H) X		
responsive double	e.g. 1H (1S) X 2S X		
after multi-2D	e.g. (2D) X (2H) X		
Exceptions			
if pass is forcing, X is for penalties			

WBF Convention Card	
Category	Artificial – RED
Country	Scotland
Event	Camrose Trophy 2007
Players	C F J Outred & Mrs V Outred
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Two-way 1C:	11-13 bal (9-13 in 3rd) or 17+ any shape
Minor 1D:	11-18 5+ either minor unbal
5-card majors:	(8)9-18
1NT Opening:	14-16
2-over-1:	artificial
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1C:	11-13 bal (9-13 in 3rd) or 17+ any shape
1D:	11-18 5+minor unbal (possibly 5332 in 3rd)
2C:	12-16 4441 any singleton
2D:	5-9 6-major
2M:	11-5 5-major & 4+diamonds
3NT:	good opening 4M
4NT:	good opening 5m
Artificial responses to opening 1suit	
After overcall of 1C:	cue/jump shift is weak transfer
After overcall of 1D:	cue/3C is good/weak raise 43+minors
After overcall of 1M:	cue/2NT is good 3/4-card raise
After overcall of 1NT:	X negative, 2NT/3+suit transfers
SPECIAL FORCING PASS SEQUENCES	
1C (P) 1H:	Pass at or below 2NT is forcing
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS	
Occasional psychic opening bids	
Occasional psychic bids in competition	

OPENING BID DESCRIPTIONS

Opening	Artif	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	•	0	5S	11-13 bal (9-13 in 3rd), 17+ bal/4441, 19+unbal	1D 0-11, 1H 12+, 2C... weak transfers	1C-1D [1.1 to 1.5], 1C-1H [1.6]	
1D	•	0	5S	11-18 unbal 5+m (may be 5332 in 3rd)	1H neg (0-8) or 4+hearts, 1NT art FG, 2m 7-11 5+m, 2M invite 6+M, 2N/3C good/mixed raise 43+minors no major, 3D FG 44+minors, 3M FG splinter 54+minors, 4C play/correct, 4N asks for minor	1D-1H [2.1], 1D-1S [2.2], 1D-1N [2.3]	1N natural 7-10
1H		5	5S	11-18 5+hearts (may be 4 in 3rd/4th)	1S art F 0-11, 1N 5+spades, 2C art F 12+, 2D good 3-fit, 2S invite 6+spades, 2N good 4-fit, 3C mixed 4-fit, 3D 11-13 4-fit any short, 3H weak 4-fit, 3S... 14+ 4-fit and short, 4S RKC	1H-3D and 1H-3S... [3.1] 1H-1S [3.2], 1H-1N [3.3], 1H-2C [3.4]	2C good 4-fit
1S		5	5H	11-18 5+spades (may be 4 in 3rd/4th)	1N up to 11, 2C art F 12+, 2D F 5+hearts, 2H good 3-fit, 2N good 4-fit, 3C mixed 4-fit, 3D invite 6+hearts, 3H 4-fit any short, 3S weak 4-fit, 3N... 14+ 4-fit and short, 4N RKC	1S-3H and 1S-3N... [4.1] 1S-1N [3.2], 1S-2C [3.3], 1S-2D [3.4]	2C good 4-fit
1NT			5S	14-16 bal, may have 5M, 6m or 5422 shape	2C major inquiry, 2D/2H transfer, 2S invite 6+m or FG 54+m, 2N... transfer except 3N nat and 4S for aces	[5]	
2C	•	1	5S	12-16 4441 any singleton	2D relay, 2M/3C play/correct, 3D weak long diams	2C-2D: 2M short (2N range?), 3C short (3D range?), 3DHS short diams showing range	
2D	•	0	2S	5-9 6M	2H play/correct, 2N inquiry, 2S/3C/3D/3H F nat, 3S raise to 4M (opener bids 3N hearts, 4S spades)	2D-2N: 3C/3D hearts/spades, good suit or max or both 3M nat, poor suit and min	
2H		5		11-15 5 hearts 4+diams	2N relay, 3D end, new suit F, 3H invite, game end, other agree hearts	2H-2N: 3C stop, 3D min no club stop, 3H max, 3S max spade values, 3N max 5 diams	
2S		5		11-15 5 spades 4+diams	2N relay, 3D end, new suit F, 3S invite, game end, other agree spades	2S-2N: 3C stop, 3D min no club stop, 3H max heart values, 3S max, 3N max 5 diams	
2N			5S	20-21 bal	3C major inquiry, 3D/3H transfer, 3S 54+m, 3N... upwards transfer except 4S asking for aces	[6]	
3suit		6		preempt	4C modified RKC, 4D general slam try		
3N	•			good opening 4M	4C asks for transfer, 4D general slam try, 4M/5M/6M play/correct		
4suit		7		preempt	4m-4M to play, other nat/cue/RKC		
4N	•			good opening 5m	5m/6m play/correct		
5m		7		preempt			

HIGH LEVEL BIDDING

Splinters, often artificial on first round.

SLAM BIDDING

Roman Key-Card (03/14/25-Q/25+Q), using denomination above agreed suit.

After intervention: P 0/2/4, X 1/3/5 but make normal bid if possible

Cues usually first or second round control but may be "last train".

WBF SUPPLEMENTARY SHEET 1
CFJ Outred & Mrs V Outred
Scotland

[1] 1C sequences

[1.1] 1C-1D 0-11

1H 19+ unbal or 26+ bal
 1S 11-13 bal
 1N 17-19 bal (1N sequences)
 2C 17-20 4441 any single or 24-25 bal
 2D 8 playing tricks minor one-suiter
 2M 8 playing tricks major one-suiter
 2N 22-23 bal (2N sequences)
 3suit sets suit RKC
 3N to play, based on long suit
 4M to play

[1.3] 1C-1D-1H 19+unbal or 26+bal

1S 0-7
 1N 8-11 bal or semi-bal
 2suit 8-11 5+suit
 3C... 8-11 4441 showing single & range

[1.4] 1C-1D-1H-1S 0-7

1N 19+ unbal clubs (21+4414): 2C 0-4, other nat
 2C 19+ unbal diams (21+ 4d44): 2D 0-4, other nat
 2D 19+ unbal hearts: 2H 0-4, other nat
 2H 19+ unbal spades: 2S 0-4, other nat
 2S AKQxxx+ minor, about 9 tricks
 2N 26-27 bal (2N sequences)
 3suit sets suit RKC
 3N 28-29 bal (2N sequences one level higher)
 4M end
 4N 30-31 bal (2N sequences two levels higher)

[1.5] 1C-1D-1S 11-13 bal

P weak or 5+spades
 1N end
 2C puppet – opener bids 2D: P/2H/2S/3C end, 2N 55m
 2D invite 5+hearts
 2H invite 5+spades
 2S invite 4 spades 6 minor
 2N invite 5+minors
 3m invite 4 hearts 6 minor

[1.6] 1C-1H-?

1S 11-13 bal (1N sequences plus 1N 12 bal NF)
 1N 17-19 bal (1N sequences)
 2suit 19+ unbal
 2N 22-23 bal (2N sequences)
 3suit sets suit RKC
 3N 24-25 bal (2N sequences one level higher)

[2] 1D sequences

[2.1] 1D-1H negative (0-7) or 4+hearts unlimited

1S 4 spades 5+minor
 1N main suit clubs
 2C main suit diams
 2D good 4 hearts 5+minor
 2H limit 4 hearts

[2.2] 1D-1S 4+spades

1N main suit clubs
 2C main suit diams
 2D puppet – responder bids 2H, then
 2S 4 spades 3 hearts 5+minor
 2N max 6+diams 3 spades side values
 3D max 6 diams 3 spades
 other max 4 spades 5+minor nat/splinter
 2H FG 4 hearts 5+minor
 2S limit raise
 2N max 6 clubs 3 spades side values
 3C max 6 clubs 3 spades
 other max 4 spades 5+clubs nat/splinter

[2.3] 1D-1N FG artificial

2C main suit diams
 2D min, main suit clubs
 2H... nat, better than min, main suit clubs as follows
 2M 4 major
 2N 4 diams
 3C 6+clubs no side suit
 3DHS 7 clubs & single
 3N solid 6 clubs
 4C solid 7 clubs
 4DHS 7 clubs & void

[3] 1H sequences

[3.1] 1H-3S... (14+) and 1H-3D-3H (asks)-3S... (11-13)
 3S any single – 3N asks: 4m single, 4H single spade
 3N void spade
 4m void minor

[3.2] 1H-1S artificial forcing 0-11

1N 4 spades
 2C 9-11 not 4 spades or 12-13 533
 2D 12+ 6+hearts
 2H 12-16 4+clubs
 2S max 4 spades
 2N 6 hearts 5 other
 3m FG 5 minor
 3H max 7 hearts
 3S... max 7 hearts & short
 4H to play

[3.3] 1H-1N forcing 5+spades

2C min, may have 3 spades in bad hand
 2D 12+ 6+hearts
 2H 12+ 4+clubs
 2S limit 3 spades
 2N general game try 3+spades
 3m max 4+minor
 3H max 7 hearts
 3N... splinter spade raise
 4S preemptive

[3.4] 1H-2C artificial forcing 12+

2D 9-11 or 5332 12-13
 2H 12+ exactly 5 hearts not 55
 2S 12+ exactly 6 hearts not 65
 2N 7 hearts or 65
 3m 5 minor
 3H... 7+ (semi-)solid hearts nat/splinter

WBF SUPPLEMENTARY SHEET 2
CFJ Outred & Mrs V Outred
Scotland

[4] 1S sequences

[4.1] 1S-3N... (14+) and 1S-3H (11-13)-3S (asks)-3N...
 3N any single - 4C asks: 4DH single, 4S single club
 4mH void

[4.2] 1S-1N 0-11
 P possible
 2C 9-11 or 12-13 533
 2D 12+ 4+hearts
 2H 12+ 6+spades
 2S 12-16 4+clubs
 2N 6 spades 5 other
 3mH FG 5-suit
 3S max 7 spades
 3N... max 7 spades & short
 4S to play

[4.3] 1S-2C artificial forcing 12+
 2D 9-11 or 12-13 5332
 2H 12+ exactly 5 spades not 55
 2S 12+ exactly 6 spades not 65
 2N 7 spades or 65
 3mH 5-suit
 3S... 7+ (semi)-solid spades nat/splinter

[4.4] 1S-2D forcing 5+hearts unlimited
 2H min, may be short in hearts
 other better than min, natural/splinter

[5] 1N sequences

1N-2C major suit inquiry
 2D neither 4 hearts nor 5 spades
 2H 4-5 hearts
 2S 5 spades
 1N-2D transfer, may have 3-4 hearts if game forcing
 2H denies 4 hearts
 2S 4+hearts
 1N-2H transfer, may have 4 spades if game forcing
 2S denies 4 spades
 2N max 4+spades
 3S min 4+spades
 1N-2S invite 6+minor or game/ssstrong 54+minors
 2N waiting
 3C reject club invite
 1N-2N (transfer)-3C game 53/64 majors or 6+clubs
 P possible
 3D game 53/64 majors
 other 6+clubs nat/shortage
 1N-3C (transfer)-3D 6+diamonds
 P possible
 other natural/shortage
 1N-3D/3H (transfer)-3H/3S 6+hearts/spades
 P possible
 3N AQxxxx+, suggesting 3N
 other slam invite or void
 1N-3S/4C (transfer)-4C/4D
 P possible, next step RKC, cue void
 1N-4D/4H (transfer)-4H/4S
 P often, next step RKC, cue void

[6] 2N sequences

2N-3C major inquiry
 3D neither 4 hearts nor 5 spades
 3H 4 hearts
 3S 5 spades
 3N 5 hearts
 2N-3D transfer, may have 3-4 hearts
 3H not 4 hearts
 3S 4+hearts
 3N 5 spades 2 hearts
 2N-3H transfer, may have 4 spades
 3S not 4 spades
 3N 5 hearts 2 spades
 4C 4+spades, good for slam
 4S 4+spades, poor for slam
 2N-3S 54+minors
 3N not 4-minor or strong in majors
 4m 4+minor, agrees minor
 2N-3N/4C/4D/4H (transfer)-4C/4D/4H/4S 6+suit
 P rare if minor, frequent if major
 step RKC
 cue void
 raise slam invite