# **DEFENSIVE AND COMPETITIVE BIDDING**

#### OVERCALLS

Style: 6-17, may be 4-suit at 1-level

Responses: raises weak, other artificial (mostly transfers),

jump to 2NT after 1MAJ is good 4-fit

Reopening: similar

Responses: natural, cue is good raise or good hand

#### 1NT OVERCALL

2nd / 4th live: 15-17 / 15-18 responses as opening 1NT

Reopening: 11-16 responses: 2♣ range inquiry, transfers

#### JUMP OVERCALL

Low / middle: weak, lower of touching suits
Responses: natural, cue is game try or better

High: strong, two touching suits
Responses: natural, cue asks which suits

2NT: 19-21 bal, responses as 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 (18+)
Responses: P penalty, 2minor 3+suit, 2major 5+suit, 2NT relay

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 1♣

All bids are as opening bids with double an opening 1♣

#### VS ARTIFICIAL STRONG 1♣

Double: 54+ M 1♦: 54+ ♠ & m 1NT: 54+ ♥ & m

other: natural, jump overcalls weak

#### OVER OPPONENT'S TAKEOUT DOUBLE

1♣ / 1♦ / 1♥ / 1♠ (X): transfers [8]

# LEADS AND SIGNALS

OPENING LEADS STYLE				
	Lead	In partner's suit		
Suit	low from odd, 3rd from 4,	Same		
NT	4th from 6	Same		
Subsequent	low shows honour, high asks for switch			
Other				

#### **LEADS**

	vs Suit up to 4-level	vs NT		
Ace	AKeven, AKQ, Ax	AK		
King	AKodd, AKQ, KQJ, Kx	AKJ, KQ10		
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		
5 '' A I ' I/ I/ A A I/ I/ I/ I/ A A I/ I/ I/ I/ I/ A A I/				

# vs 5+suit: A denies K, K from AK/KQ, Q/J/10/9 zero or two higher

#### 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.

#### **DOUBLES**

#### TAKEOUT DOUBLES

Shape suitable or strong

Responses: suit NF, 1NT 5-10 (2♣ inquiry),

cue forcing to suit agreement

Reopening: double may be weaker

# SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES

First double is takeout unless partner has opened 2♦ or higher or opponents bid new suit at three-level in competitive auction

Subsequent doubles are penalty except for

repeat takeout double responsive double after multi-2 $\blacklozenge$  e.g.  $(1 \heartsuit) X (P) 1 \triangleq | (2 \heartsuit) X$  e.g.  $(1 \diamondsuit) X 2 \triangleq | X$  e.g.  $(2 \diamondsuit) X (2 \heartsuit) X$ 

Exceptions: X is transfer after opponents immediate overcall of 1suit XX is transfer after opponents immediate X of 1suit

# **WBF** Convention Card

Category Artificial – RED Country Scotland

Event Senior Camrose 2021

Players C F J Outred & Mrs V Outred

#### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

Two-way 1♣ (11-13 bal or strong)

1♦ 11-15 5+minor unbal

Five-card majors 1NT Opening: 14-16 2-over-1: artificial

#### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣: 11-13 bal (8-13 in 3rd), 16+ unbal, 17-19 / 22-23 / 26-29 / 32-33 bal

1♦: 11-15 5+minor unbal, may be 533 in 3rd 2♣: 12-15 4441 / 11-15 5m440 any shortage

2+: 7-11 6M, 24-25 / 30-31 bal

2♥: 7-11 5+♥ 4+♠ 2♠: 7-11 5+♠ 4♥

3NT: good opening 4major 4NT: good opening 5minor

Artificial responses to opening 1suit

Transfers after opponents overcall 1suit [8]

Transfers after opponents overcall 2suit over our 1NT [5.10] Double of opponents 1N: 10-15 ant 2/3-suiter or 19+

SPECIAL FORCING PASS SEQUENCES

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
1♣	†	0	5♠	11-13 bal (8-13 in 3rd), 16+ unbal, 17-19 bal, 22-23 / 26-29 / 32-33 bal	1♦ 0-11, 1♥ 12+, 1♠ 8+ 4441 / 5m440 any short, 1NT 17-19 bal, 2♣ weak transfers	1♣–1♦ [1.1 to 1.5], 1♣–1♥ [1.6], 1♣–1♠ [1.7]	
1+	†	0	5♠	11-15 unbal 5+m, may be 533 in 3rd seat	1♥ neg (0-7) / 4+♥, 1NT ART FG, 2♣ 8+ 5+minor, 2♦ weak 6♥ / 6♠, 2♥ invite 6+♠, 2♠ 9+ 43+m no major, 2NT weak long minor, 3♠ 5-8 43+m, 3♦ invite 6+♦, 3♥/3♠ splinter 54+minors, 3NT good long MAJ, 4♠ /5♠ P/C, 4♦/4♥ transfer	1♦–1♥ [2.1], 1♦–1♠ [2.2], 1♦–1NT [2.3]	1NT natural 7-10
1♥		5	5♠	9-15 5+♥, may be 4♥ in 3rd/4th	1♠ ART 4-11, 1NT ART 12+, 2♣ (7)8+ 5+♠, 2♠ 9-13 3-fit, 2♠ / 2NT / 3♣ 14-16 / 9-13 / 5-9 4+fit, 3♠ (10)11-13 FG 4+fit any short, 3♥ 0-5 4+fit, 3♠ 14-16 4+fit & short, 4♠ RKCB	1♥-3♦-3♥-3♠ / 1♥-3♠ [3.1] 1♥-1♠ [3.2], 1♥-1NT [3.3], 1♥-2♠ [3.4]	2♣ good 4+fit
1♠		5	5♥	9-15 5+♠, may be 4♠ in 3rd/4th	1NT 4-11, 2♣ ART 12+, 2♦ (7)8+ 5+♥, 2♥ 9-13 3-fit, 2NT / 3♣ / 3♦ 14-16 / 9-13 / 5-9 4+fit, 3♥ 11-13 FG 4+fit any short, 3♠ 0-5 4+fit, 3NT 14-16 4-fit & short, 4NT RKCB	1♠-3♥-3♠-3NT / 1♠-3NT [4.1] 1♠-1NT [4.2], 1♠-2♣ [4.3], 1♠-2♦ [4.4]	2♣ good 4+fit
1NT			5♠	14-16 bal, may have 5M, 6m or 5422 shape	2♣ relay for majors, 2♦ / 2♥ transfer (3+major), 2♣ invite 6+m or FG 54+m, 2NT game 5-3 majors / transfer 6+♣, 3NT end, 4♣ 6-5+ minors, other transfer	[5]	
2♣	†	1	5♠	12-15 4441 / 11-15 5m440 any short	2♦ relay, 2M/3♣ P/C, 3♦ weak long ♦	2♣–2♦: [6]	
2♦	†	0	2♠	7-11 6M, 24-25 / 30-31 bal	2♥ P/C, 2NT relay, 2♠ / 3♠ / 3♥ F 5+suit, 3♠ relay: 4♣ = 6♥, 4♠ = 6♠, 3NT 24-25, 4NT 30-31	2♦-2NT: 3♣ min ♥, 3♦ min ♠, 3♥ max ♠, 3♠ max ♥, 3NT 24-25, 4NT 30-31	
2♥		5		7-11 5+♥ 4+♠ (54 / 55 / 64)	2NT relay, new suit F, 3M PRE, game end	2♥–2NT: 3♣ 54, 3♦ 55, 3♥ / 3NT 64 min / max	
2♠		5		7-11 5+♠ 4♥ (54 / 64)	2NT relay, new suit F, 3♥ end, 3♠ PRE, game end	2♠-2NT: 3♣ /3♦ 54 min / max, 3♠ / 3NT 64 min / max	
2NT			5♠	20-21 bal	3♣ relay for majors, 3♦ / 3♥ transfer, 3♣ raise to 3N or minor(s), 4♠ 6-5 minors, other transfer	[7]	
3suit		6		preempt	4♣ modified RKCB, 4♦ general slam try		
3NT	†			good opening 4M	4♣ asks for transfer, 4♦ general slam try, major suit bids P/C		
4suit		7		preempt	4m - 4M end, other natural / cue / RKCB		
4NT	†			good opening 5m	minor suit bids P/C		
5m		7		preempt			

# HIGH LEVEL BIDDING

Splinters, may be artificial

# SLAM BIDDING

Roman Key-Card Blackwood, using denomination above agreed suit: responses: step1 0 or 3, step2 1 or 4, step3 2 or 5 not trump queen, step4 2 or 5 with trump queen After intervention: make normal bid if possible, otherwise P = 0 / 2 / 4, X = 1 / 3 / 5 Cue-bid is usually first or second round control but may be "last train"

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#### [1] 1♣ sequences

# [1.1] 1♣–1♦ 0-11 1♥ 16+ unbal 5+ ♣/♦/♥. 26-27 / 32-33 bal 11-13 bal or 16+ 5+♠ 1NT 17-19 bal (1NT sequences [5]) 16-19 4441 / 5m440 any short 2♦ 16-18 6+**◆** 2MAJ 16-18 5+major 4 other major 2NT 22-23 bal (2NT sequences [7]) 3suit sets suit RKC 28-29 bal (2NT sequences [7] one level higher) 4M [1.3] 1♣-1♦-1♥ 16+ unbal 5+♣/♦/♥. 26-27 / 32-33 bal 1NT 8-11 bal or semi-bal, possibly 5♠ 2suit 8-11 5+suit [1.4] 1♣–1♦–1♥–1♠ 0-7

```
1NT 16+ unbal ♣:
                            2♣ 0-4. other nat
      16+ unbal ♦:
                            2♦ 0-4, other nat
      16-18 6+♥ / 19+ 5+♥: 2♥ 0-4, other nat
      16-18 5+♥ not 4♠
      16-18 6♥ 5other
2NT 26-27 bal (2NT sequences [7])
      16-18 5♥ 5m
3m
3♥
      16-18 7+ good ♥
      7+ good ♥ & void
      32-33 (2NT sequences one level higher [7])
      7+good ♥ & void
4m
4♥
      sign off
```

```
[1.5] 1♣-1♦-1♠ 11-13 bal or 16+ 5+♠
              to play opposite 11-13:
```

2 11-13, other 16+ 2♣ puppet: invite 5+♥ 2♦ invite 5+♠ invite 4

6m 2NT invite 55+m 3m invite 4♥ 6m

P 11-13, other 16+

```
[1.6] 1♣–1♥–?
       1♠
              11-13 bal:
                            1NT 12 bal, other 1NT sequences [5]
              17-19 bal (1NT seguences [5])
       2suit 16+ 5+suit
              22-23 bal (2NT sequences [7])
       2NT
       3suit 16+ 4441, showing single
              26-27 bal (2NT sequences one level higher [7])
[1.7] 1♣–1♠–1N relay:
       2♣ 8-11 4+♣, 2♦ 8-11 short ♣, 2♥ 12+ short ♥,
       2♠ 12+ short ♠. 2N 12+ short ♠. 3♣ 12+ short ♦
```

#### [2] 1♦ sequences

```
[2.1] 1♦–1♥ negative (0-7) or 4+♥ unlimited
      14
             4♠ 5+minor
      1NT
             5+*
      2.
             5+♦
      2♦
             good 4♥
      2♥
             limit 4♥
             5♠ 6+minor
      2♠
             5♥ 6+minor
      2NT
      3.
             max 6♣ 3♥
             max 6♦ 3♥
```

```
[2.2] 1♦–1♠ 4+♠
      1NT
             5+♣
      2.
             5+♦
      2♦
             good 4♠
      2♥
             max 4♥
      2
             limit 4♠
             5♥ 6+minor
      3♣
             max 6♣ 3♠
      3♦
             max 6♦ 3♠
             5♠ 6+minor
      3.
```

```
[2.3] 1♦-1NT ART FG
      2♣
             main suit ♦
```

minimum, main suit & 2♦

2♥... not minimum, main suit ♣ as follows 2MAJ 4major, 2NT 4♦, 3♣ 6+♣ no side suit, 3♦... 7 (semi-)solid clubs

```
2
      5+♣ 0-2♦
      5+♦ 0-2♣
2♥
      max 53+minors
2♠
      6♦ 5maior
      min 5+♦ 3+♣
3♣
      min 5+♣ 3+♦
3♦
```

[2.4] 1♦–2♣ 8-11 5+minor no major 0-2 other minor

#### [3] 1♥ sequences

3MAJ 6♣ 5maior

```
[3.1] 1♥-3♠... (14+) / 1♥-3♦-3♥-3♠... (11-13)
              any single - 3NT asks: 4m single, 4♥ single ♠
       3NT
              void 🌩
       4m
              void
```

# [3.2] 1♥–1♠ ART 4-11

1NT any 9-11, 12-13 533, 12-15 4+♣ (11)12-15 5+♥ 4+♦

(11)12-16 6+♥ 2♥ (11)12-15 5+♥ 4♠

6♥ 5anv 2♠ max 5♥ 5m 3m

3♥... 7+(semi-)solid ♥

# [3.3] 1♥-1NT ART 12+

(11)12-15 54 / 64 / 55 shape

any 9-11 or 12-13 533

(11)12-15 one-suiter 6+♥

6♥ 5any

2NT 5♥(431) / 5♥(440) short ♠ 5♥(431) / 5♥(440) short m

3♥... 7+(semi-)solid hearts

# [3.4] 1♥-2♣ forcing 5+♠

any 9-11 2♦

2♥ (11)12-15 5+♥ no fit

limit 3+fit

forcing max 5+♥ no fit 2NT

max 5♥ 5m 3m

max 6+ good ♥ 3♥

limit 3+fit 3♠ natural

4m 4+fit & void

4M to play

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# [4] 1♠ sequences

```
[4.1] 1♠-3NT... (14+) / 1♠-3♥ (11-13)-3♠-3NT...

3NT any single – 4♠ asks: 4♦/4♥ single, 4♠ single ♣

4m void
```

4♥ void

#### [4.2] 1♠-1NT 4-11

P possible

2♣ any 9-11, 12-13 533 or 12+ 5♠ 4+♦

2♦ (11)12-15 5+♠ 4+♥

2♥ (11)12-15 6+♠

2♠ (11)12-15 5♠ 4+♣

2NT 6♠ 5any

3m max 5♠ 5m 3♥ max 5♠ 5♥

3♠... 7+(semi-)solid ♠

# [4.3] 1♠–2♣ ART 12+

2♥ any 9-11 or 12-13 533

2♠ (11)12-15 one-suiter 6+♠

2NT 6♠ 5any

3m 5♠(431) / 5♠(440) short m

3♥ 5♠(431) / 5♠(440) short ♥

3♠... 7+(semi-)solid ♠

# [4.4] 1♠-2♦ forcing 5+♥

2♥ any 9-11

2♠ (11)12-15 5+♠ no fit

2NT forcing max 5+♠ no fit

3m max 5**♠** 5m

3♥ limit 3+fit

3♠ max 6+ good ♠

3NT natural

4m void 4+fit

4M to play

#### [5] 1NT sequences

[5.1] 1NT–2♣ relay for majors

2♦ neither 4♥ nor 5♠

2♥ 4-5♥

2♠ 5♠

[5.2] 1NT-2♦ transfer, may have 3-4♥ if FG

2♥ denies 4♥

2♠ 4♥

2NT 5♥

[5.3] 1NT-2♥ transfer, may have 3-4♠ if FG

2♠ denies 4♠

2NT 4♠

3♣ 5♠

[5.4] 1NT–2♠ invite 6+m or FG 54+m

2NT always

[5.5] 1NT-2NT (transfer)-3♣ game 53M or 6+♣

P weak 6+♣

3♦ game 5-3 majors or strong 6+♣ single ♦

other 6+♣ nat / shortage

[5.6] 1NT-3♣ (transfer)-3♦ 6+♦

⊃ weak

other nat / shortage

[5.7] 1NT-3♦/3♥ (transfer)-3♥/3♠ 6+♥/♠

possible

3NT KQxxxx+, suggesting 3NT

cue single

raise slam invite

[5.8] 1NT-3♠/4♠ (transfer)-4♠/4♦
P possible, next step RKC

[5.9] 1NT–4♦/4♥ (transfer)–4♥/4♠ P often, next step RKC

[5.10] 1NT (2-level overcall)

2NT... transfers invite+ 5+suit, except

cue game 4-major and stop

3♠ three-suiter, short opponent's suit

#### [6] 2♣ sequences

```
2♣-2♦? 2♥ short ♥: 2N relay 3♣ 4144, 3♦ 4054, 3♥... 4045
2♠ short ♠: 2N relay 3♣ 1444, 3♦ 0454, 3♥... 0445
2N short ♠: 3♠ relay 3♦ 4414, 3♥... 4405
3♣ short ♦: 3♦ relay 3♥ 4441, 3♠... 4450
```

#### [7] 2NT sequences

[7.1] 2NT–3♣ relay for majors

3♦ neither 4♥ nor 5♠

**3♥ 4♥** 

3♠ 5♠

3NT 5**♥** 

[7.2] 2NT–3♦ transfer, may have 3-4♥ if strong

3♥ not 4♥

3♠ 4♥

3NT 5**♥** 

[7.3] 2NT–3♥ transfer, may have 3-4♠ if strong

3♠ not 4♠

3NT 4**♠** 

4♣ 5♠

[7.4] 2NT–3♠ strong one minor or both minors

3NT always

[7.5] 2NT-4♣/4♦/4♥ transfer

Ρ

step RKCB

cue void

raise slam invite

[8] 1♣ (X): XX 4+♦, 1♦ 4+♥, 1♥ 4+♠, 1♠ 5+♣

1♣ (1♦): X 4+♥, 1♥ 4+♠, 1♠ neg/♣, 2♣ invite+ 5+♣

1♣ (1♥): X 4+♠, 1♠ neg/♠, 2♣ 5+♦, 2♦ invite+ 5+♣

1♣ (1♠): X neg/♣, 2♣ 5+♦, 2♦ 5+♥, 2♥ invite+ 5+♣

1♦ (X): XX 4+♥, 1♥ 4+♠, 1♠ 5+♠, 2♣ 5+♦

1♦ (1♥): X 4+♠, 1♠ neg/♠, 2♠ 5+♦, 2♦ invite+ 5+♣

1♦ (1♠): X nea/♠. 2♠ 5+♦. 2♦ 5+♥. 2♥ invite+ 5+♠

1♥ (X): XX 4+♠, 1♠ 5+♠, 2♠ 5+♦, 2♦ good 3♥, 2♥ 3+♥

1♥ (1♠): X neg/♠, 2♠ 5+♦, 2♦ good 3♥, 2♥ 3+♥, 2♠ invt+ 5+♣