

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		
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	
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		e.g. (1♥) X (P) 1♠ (2♥) X	
responsive double		e.g. 1♥ (1♠) X 2♠ X	
after multi-2♦		e.g. (2♦) X (2♥) 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	Scottish Online League 2020
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♦ / 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"

WBF SUPPLEMENTARY SHEET 1
CFJ Outred & Mrs V Outred
Scotland

[1] 1♣ sequences

[1.1] 1♣-1♦ 0-11

1♥ 16+ unbal 5+ ♠/♦/♥, 26-27 / 32-33 bal
1♠ 11-13 bal or 16+ 5+♠
1NT 17-19 bal (1NT sequences [5])
2♣ 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
3NT 28-29 bal (2NT sequences [7] one level higher)
4M play

[1.3] 1♣-1♦-1♥ 16+ unbal 5+♠/♦/♥, 26-27 / 32-33 bal

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

[1.5] 1♣-1♦-1♠ 11-13 bal or 16+ 5+♠

1NT to play opposite 11-13: P 11-13, other 16+
2♣ puppet: 2♦ 11-13, other 16+
2♦ invite 5+♥
2♥ invite 5+♠
2♠ invite 4♠ 6m
2NT invite 55+m
3m invite 4♥ 6m

[1.6] 1♣-1♥-?

1♠ 11-13 bal: 1NT 12 bal, other 1NT sequences [5]
1NT 17-19 bal (1NT sequences [5])
2suit 16+ 5+suit
2NT 22-23 bal (2NT sequences [7])
3suit 16+ 4441, showing single
3NT 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

1♠ 4♠ 5+minor
1NT 5+♠
2♣ 5+♦
2♦ good 4♥
2♥ limit 4♥
2♠ 5♠ 6+minor
2NT 5♥ 6+minor
3♣ max 6♣ 3♥
3♦ max 6♦ 3♥

[2.2] 1♦-1♠ 4+♠

1NT 5+♠
2♣ 5+♦
2♦ good 4♠
2♥ max 4♥
2♠ limit 4♠
2NT 5♥ 6+minor
3♣ max 6♣ 3♠
3♦ max 6♦ 3♠
3♠ 5♠ 6+minor

[2.3] 1♦-1NT ART FG

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

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

2♦ 5+♠ 0-2♦
2♥ 5+♦ 0-2♠
2♠ max 53+minors
2NT 6♦ 5major
3♣ min 5+♦ 3+♠
3♦ min 5+♠ 3+♦
3MAJ 6♠ 5major

[3] 1♥ sequences

[3.1] 1♥-3♠... (14+) / 1♥-3♦-3♥-3♠... (11-13)

3♠ 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+♠
2♣ (11)12-15 5+♥ 4+♦
2♦ (11)12-16 6+♥
2♥ (11)12-15 5+♥ 4♠
2♠ 6♥ 5any
3m max 5♥ 5m
3♥... 7+(semi-)solid ♥

[3.3] 1♥-1NT ART 12+

2♣ (11)12-15 54 / 64 / 55 shape
2♦ any 9-11 or 12-13 533
2♥ (11)12-15 one-suiter 6+♥
2♠ 6♥ 5any
2NT 5♥(431) / 5♥(440) short ♠
3m 5♥(431) / 5♥(440) short m
3♥... 7+(semi-)solid hearts

[3.4] 1♥-2♠ forcing 5+♠

2♦ any 9-11
2♥ (11)12-15 5+♥ no fit
2♠ limit 3+fit
2NT forcing max 5+♥ no fit
3m max 5♥ 5m
3♥ max 6+ good ♥
3♠ limit 3+fit
3NT 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♦ (11)12-15 54 / 64 / 55 shape
 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+♦
 P weak
 other nat / shortage

[5.7] 1NT–3♦/3♥ (transfer)–3♥/3♠ 6+♥/♠
 P 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
 P
 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 neg/♠, 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+♠