

| <b>DEFENSIVE AND COMPETITIVE BIDDING</b>                                       |
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| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>                    |
| Natural. New suit = 2 over 2 = NF, others = F                                  |
| (1x)-1M-(any).-2N = 4+ card raise, INV+  |
| Jump in opponent's suit = mixed raise  |
| Jumps in competition = weak e.g. (1♣)-1♥-(1♠)-3♦=weak (3-9)                    |
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| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| Direct = 15-18, system on  |
| Protective = 11-14 over 1m 11-16 over 1M, system on                            |
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| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| 1-Suit: Weak; 2NT ask (as over weak 2)   |
| 2-Suit: 2N = 2 lowest unbid suits  |
|  |
| Reopen:  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| Cue = Michaels: (1m)-2m = Majors 5/5; (1M)-2M = OM+m 5/5                       |
| Jump cue ask for stopper in opponent's suit                                    |
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| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| Dbl = 5m,4M if NT=strong, or BPH, penalty if 1NT=14-16 or less                 |
| 2♣ = both majors   |
| 2♦ = 1 major   |
| 2M = M + m   |
|  |
| 2N = minors  |
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| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                          |
| Dbl = Takeout.   |
| (3M) 3NT – then 4♣=relay, 4♦=weak M, 4♥/♠=NAT forward-going                    |
| (2M)-2N system on; Leaping/non Leaping Michaels                                |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| Dbl = MM; 1NT = mm   |
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| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
|  |
| Jump fits  |
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| Jump in partner's suit = weak 0-6  |

| <b>LEADS AND SIGNALS</b>  |                                   |                                   |            |
|---|-----------------------------------|-----------------------------------|------------|
| <b>OPENING LEADS STYLE</b>  |                                   |                                   |            |
|   | Lead                              | In Partner's Suit                 |            |
| Suit  | 2 <sup>nd</sup> & 4 <sup>th</sup> | 3 <sup>rd</sup> if unsupported    |            |
| NT  | 2 <sup>nd</sup> & 4 <sup>th</sup> | 2 <sup>nd</sup> & 4 <sup>th</sup> |            |
| Subseq  |                                   |                                   |            |
| Other: King (v NT) asks for unblock or count                      |                                   |                                   |            |
|   |                                   |                                   |            |
| <b>LEADS</b>  |                                   |                                   |            |
| Lead  | Vs. Suit                          | Vs. NT                            |            |
| Ace   | AK(x)                             | AKx(x)                            |            |
| King  | KQ(x)                             | AKJT(x), KQT9(x)                  |            |
| Queen   | QJ(x)                             | KQx(x), QJ(x)                     |            |
| Jack  | JT(x), KJT(x)                     | JT(x), A/KJT(x)                   |            |
| 10  | T9(x), HT9(x)                     | T9(x), HT9(x)                     |            |
| 9   | 9x, Q/J98(x)                      | 9x, Q/J98(x)                      |            |
| Hi-X  | xx                                | xxx(x)                            |            |
| Lo-X  | xxx, Hxx                          | Hxx(x)                            |            |
| <b>SIGNALS IN ORDER OF PRIORITY</b>                               |                                   |                                   |            |
|   | Partner's Lead                    | Declarer's Lead                   | Discarding |
| 1   | Hi = ENC                          | Hi = Even                         | Hi = ENC   |
| Suit 2  | Hi = Even                         |                                   | Hi = Even  |
| 3   | Suit preference                   |                                   |            |
| 1   | Hi = Disc                         | Smith (Hi = Enc)                  | Hi = Disc  |
| NT 2  | Hi = Even                         | Hi = Even                         | Hi = Even  |
| 3   |                                   |                                   |            |
| <b>Signals (including Trumps):</b>                                |                                   |                                   |            |
| Suit preference after attitude/count given                        |                                   |                                   |            |
| Smith, high enc from both sides                                   |                                   |                                   |            |
| King asks for count   |                                   |                                   |            |
| <b>DOUBLES</b>  |                                   |                                   |            |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>              |                                   |                                   |            |
| Support doubles/redoubles (not obligatory)                        |                                   |                                   |            |
| After takeout dbl of M, responder's cue = cld be weak mm          |                                   |                                   |            |
| After takeout dbl of m, responder's cue = cld be weak MM          |                                   |                                   |            |
|   |                                   |                                   |            |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>            |                                   |                                   |            |
| Responsive, Competitive, No support dbls and rdbls                |                                   |                                   |            |
| 1♣-(1♥)-dbl = 4♣  |                                   |                                   |            |
| 1♦-(1♥)-dbl = 4♠; 1♦-(1♥)-1♠ = 5♠ +                               |                                   |                                   |            |
| (1x)-1y-(dbl)-rdbl = competitive (8+) 2 cards in partner's suit   |                                   |                                   |            |
| 1 suit-(dbl)-rdbl = 9+ next double pens unless they jump or raise |                                   |                                   |            |
| 'Action' doubles up to 4♣   |                                   |                                   |            |
|   |                                   |                                   |            |

| <b>W B F CONVENTION CARD</b>                         |
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| <b>Heather Dhondy &amp; Sally Brock</b>              |
| <b>World Bridge Games (Womens)</b>                   |
| October 2024   |
| <b>SYSTEM SUMMARY</b>                                |
| <b>GENERAL APPROACH AND STYLE</b>                    |
| 5 Card Majors, Short Club (only if 4432), 3 weak 2's |
| 1♣ = 2+  |
| 1NT = 15-17  |
| 1M-2♣ = nat GF                                       |
|  |
| 1♥/♠ – 3♣ = 3 card INV                               |
| 1♥/♠ – 3♦ = 4 card INV                               |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>         |
| 1♣-2♦ = invitational in clubs                        |
| 1♦-3♣ = invitational in diamonds                     |
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| <b>SPECIAL FORCING PASS SEQUENCES</b>                |
| After (weak NT) – X – 2m                             |
| When we've bid constructively to game                |
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| <b>IMPORTANT NOTES</b>                               |
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| <b>PSYCHICS: Rare</b>                                |
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| OPENING  | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |                                     |  |   |  |
|----------|--------------------|-------------------|--------------|-------------------------------------|--|---|--|
|          |                    |                   |              | DESCRIPTION                         | RESPONSES  | SUBSEQUENT ACTION   | PASSED HAND BIDDING  |
| 1♣       | ✓                  | 2                 | 4♥           | Natural (cld be 4432)               | 2♣ is FG. 2♦ INV in clubs<br>2M = pre-empt natural<br>3L= Nat, weak (3-9)  | 1♣-2♣-2♦ is 2/3♣ (others promise 4+♣)<br>2♣/♦ Checkback after 1NT rebid                                     | 2♣ = not FG  |
| 1♦       |                    | 4                 | 4♥           | Natural                             | 2♦=NAT; 2M=Nat weak; 3♣= INV in diamonds;<br>3M=Spl, 2♣=NAT, FG  | 1♦-2♣-2♦=NAT or BAL with M<br>2♣/♦ Checkback after 1NT rebid  | Jumps = fit  |
| 1♥       |                    | 5                 | 4♥           | Natural                             | 2♣/2♦= NAT FG; 3♣/♦=3/4-card raise<br>2N=4+ card raise FG (then new suit = NAT);<br>3♣=4+ card raise with unspecified singleton (3NT asks, LMH); 3NT spade void; 4♣/♦=void | 2♣/♦ Checkback after 1NT rebid  | 2♣/♦= 3/4-cd Drury<br>2NT=4-card raise + singleton<br>Jumps = fit<br>*except mixed raise |
| 1♠       |                    | 5                 | 4♥           | Natural                             | 2♣/2♦/2♥=FG<br>2N=4+ card raise FG; 3♥=NAT, INV, 3♣/♦=3/4-card raise, 3N=4+ card raise with unspecified singleton (4♣ asks, then LMH), 4♣/♦/♥=void                         |   |  |
| INT      |                    |                   | 4♥           | 15-17, 5M, singleton or 6m possible | 2♣=Stayman; 2♦/♥=♥/♠, 2♣/NT=♣/♦<br>3♣=5mm, 3♦=5MM, 3♥=31(54), 3♠=13(54)<br>4♣/♦/♥ are Gerber/♥/♠   | 1N-2♣-2♦-2M= to play;<br>No INV sequences   |  |
| 2♣       | ✓                  | 0                 |              | 23+ Bal, or any FG                  | 2♦=neg/waiting, others = decent suit   | 2♣-2♦-2N=25+. 2♣-2♦-2♥-2♠ relay-2N=23-24 bal. 2♣-2♦-3M=4 cards + 5+♦  |  |
| 2♦       |                    | 5/6               |              | Weak in D (maybe 5NV)               | 2N=enquiry (3♣=shortage somewhere, 3♦ asks LMH; 3♠=min, 3M=stopper, 3NT= 2 top honours), 2 level new suit NF, 3 level new suit = F   |   |  |
| 2M       |                    | 5/6               |              | Weak in M (maybe 5 NV)              |  | After 2M-2NT-3OM=NAT  |  |
| 2NT      |                    |                   |              | 20-22, 5M or 6m possible            | 3♣= asks for 5M; 3♦/♥=♥/♠; 3♠=mm; 4L=2 below, slam try   | 2N-3♣-3♥=no 4M, then 3♠=54 majors   |  |
| 3♣       |                    | 6                 |              | Natural                             | 3♦=asks for 3-cd M, 4♦=RKCB, 3-level new suit = NF NV  |   |  |
| 3♦/3♥/3♠ |                    | 6                 |              | Natural                             | 4♣=RKCB, 3-level new suit = NF NV  |   |  |
| 3NT      | ✓                  |                   |              | Solid minor                         | 4♦ asks for shortage, 4♣/5♣/6♣=p/c   |   |  |
| 4♣/4♦    |                    | 7                 |              | Natural                             | 4NT=RKCB   |   |  |
| 4♥/4♠    |                    | 7                 |              | Natural                             | 4♠= to play (over 4♥), 4NT=RKCB  |   |  |
| 4NT      | ✓                  |                   |              | Asks specific Aces                  | 5♣=0; 5N=2   |   |  |
| 5 level  |                    | 7+                |              | Natural                             |  |   |  |
|          |                    |                   |              |                                     |  | <b>HIGH LEVEL BIDDING</b>   |  |
|          |                    |                   |              |                                     |  | RKCB always 1430; over intervention below suit DOP1, and we ignore doubles (P/Rdble relates to playing 4NT) |  |
|          |                    |                   |              |                                     |  | Last train, cue bids  |  |
|          |                    |                   |              |                                     |  | 5N always pick a slam   |  |
|          |                    |                   |              |                                     |  | Non serious 3NT, only if neither hand is limited (otherwise 3NT shows no shortage, Q = shortage)            |  |