

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level; Constructive at 2-level; Weak and Intermediate jumps; Michaels
Unassuming Cuebids -
Reopening: Natural, 4+ card suit
1 NT response – 10-12
2NT response 13-14
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 h.c.p.s; System on. 16-18 Vul
Protective: 10-14 h.c.p.s. System on.
Reopening: 10/11 h.c.p.s. System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suits – Weak - Intermediate when non-vulnerable, Intermediate when vulnerable (11-15);
Michaels [2]; When showing the majors
2NT only forcing response to all
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump Cuebid is stopper-asking for NT
VS. NT
X of Strong = 5cd minor & 4 cd major. X of Weak = Penalty.
Multi Landy. 2♣ = ♥ & ♠
2♦ = single-suited ♥ or ♠ 6 Card
2♥ = ♥ & a minor
2♠ = ♠ & a minor
Reopening/Passed Hand: X = Same Convention Applies
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout ; cue of minor at 4-level = 5/5 Majors
Non Leaping Michaels
Leaping Michaels; 3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ - X = takeout; 1♦/♥/♠ = natural; 1NT = higher Major + higher minor, or, lower Major + lower minor; 2♣ = black suits;
2♦ = red suits; 2♥/♠ = weak, 6-card suit.
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10+ h.c.p.s, penalty-oriented; 1x = natural, forcing for one round; 2x = natural, non-forcing; 2NT = Jacoby

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , MUD, Hi-lo (doubleton)	Low from 3/4 to an honour	
NT	4 th , TON (from 3 or 4)	3/4, MUD, Hi-lo	
Subseq.	Original Count	Best cd if supported	
Other:	v NT High card lead discourages		
LEADS			
Lead	Vs Suit	Vs NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for count	Asks for count	
Queen	Asks for reverse attitude	Reverse attitude or unblock	
Jack	JT9; JTx+	JT9x+; JTx	
10	coded	As vs Suit	
9	coded	As vs Suit	
Hi-X	xXxx, or Xx	xXxx, Xxx	
Lo-X	MUD; Hxx; Hxxx	MUD; Hxx; Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Low encourages	Count	Italian
2nd	Count	Suit Preference	Italian
3rd	Suit Preference	Count	Count
NT: 1st	Same as Suit	Same as Suit	Same as Suit
2nd			
3rd			
Signals (including Trumps):			
Suit Preference;			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Neg Double Up to, and including, 4♥; shape-showing; jump/cue bid = strong hand			
Reopening = 9+ h.c.p.s			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles up to 2♠;			
Support redouble up to 2♠.			

W B F CONVENTION CARD
IBU INTERNATIONAL WOMEN'S TRIALS 2024
PLAYERS: MARIA WHELAN SONYA HILLIS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
Natural
5-card Majors
1NT Opening - 15-17 h.c.p.s. May contain singleton
2/1 GF
1NT Response 6-11 HCP semi-forcing
Transfers Over 1♣ Opening
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ Multi {1}
2♥ Majors
2♠ Spades & Minor
Michaels {2}
Smolen {3}
XY nt {5}
Reverse Drury {7}
Staymanic {9}
RCKB 1430 {10}
Pre Empts {11}
Dopi Ropi {12}
SPECIAL FORCING PASS SEQUENCES
where we own the hand at game level
IMPORTANT NOTES
PSYCHS: Very Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING

1♣ 1♦		1 5	4♥ 4♥	11+ h.c.p.s 1♣ May be as short as 1Transfers Over 1♣ Only System on over X or 1♦/♥; 3NT to play; Splinters	4 th suit forcing to Game;	
----------	--	--------	----------	-------------------------------------	---	---------------------------------------	--

1♥ 1♠		5 5	4♥ 4♥	11+ h.c.p.s	Natural; 2-level response forcing to game; ; 2NT (12+ h.c.p.s and 4 card support); Splinters; R.K.C.B. [10]	Natural; 4 th suit forcing to Game; delayed Splinters; cuebids; R.K.C.B.[10]	Two Way Reverse Drury [7] 3 rd & 4 th Seat
INT			4♥	15-17 h.c.p.s may contain singleton	Staymanic [8]; 4 suit Transfers, with super-acceptance [9]; Smolen [3]; Quantitative; 3♣/♦ [6]		
2♣	✓		4♥	23+ h.c.p.s;; or, Game Force or 9 Playing tricks in any suit & 16+ HCP or weak 6-10 with 6 diamonds	2♦ = relay but anything else is strong (kokish relays)		
2♦	✓	6	4♥	5-10 HCP & 6 Card M or 20-22HCP with or Acol 2 in any suit with less than 16 HCP	- 2♥ 0-14 2♠ interest in ♥ game 2NT forcing enquiry 14+	Transfers after the Enquiry.	
2♥	✓	4/4	4♥	5-11 h.c.p.s and 4-4 5-4 4-5 5-5 in Majors	Pass or correct or 2NT forcing enquiry		
2♠	✓	5/5	4♥	5-11 h.c.p.s and Spades & Minor 5-5	2NT forcing enquiry		
2NT			4♥	Pre empt in Clubs			
3♣3♦ 3♥		7	4♥	Transfer Pre-empt; 2 top honours in 2 nd and 3 rd seat [11]	New suit forcing; 3NT to play; Minor Suit Keycard [10]		
3♠				Gambling 3 NT with spade stop			
3NT	✓			Gambling with no outside stop			
4♣	✓	7		♣ pre-empt,			
4♦	✓	7		♦ pre-empt,			
4♥		7		Pre-empt, less than 3 KC [12]	R.K.C.B. [10]		
4♠		7		Pre-empt, less than 3 KC [12]	R.K.C.B. [10]		
4NT	✓			Asking for specific Aces	5♣ = 0; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2; 6♣ = ♣A		
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		R.K.C.B. (1/4 3/0)	
5♥		6		Bid 6 with top honour		D.O.P.I. [13]; R.O.P.I. [13]	
5♠		6		Bid 6 with top honour			

