

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: Lead Direction is important. OBAR bids. CUE BID (36)	
Responses: New suit NF (const at 3-lvl); Jump raise PRE;	
Mixed raise (Jump cue) = 7-9 HCP; Double Jump Cue [37]	
Fit-jump by PH; Resp X [20]. MAX X [15], 4th X [14]	
After our 1M overcall, jump to 3♣ (3♦ after 1♣) = LR	
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)	
2nd Position: 15 ⁺ -18. Sound.	
Responses: System on, except DBL of new suit = PEN	
4th Position: 1NT = 10-16 HCP;	
Responses: 2♣ = Inquiry [38], Jumps = INV	
Player running from DBL is in control, unless SOS XX	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: WK NV [39], INTERMEDIATE VUL [40]	
Responses: 2NT asks further description	
Unusual NT: (1x)-2NT = Low 2 unbid suits, Sound,	
If shows ♡, then expect 5♡ + 6m	
Reopening: INTERMEDIATE	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: Michaels Cue = 5-5 ⁺ ; (1m) – 2m: 2NT = GT	
3♣=GT in ♡. 3♦=GT in ♠, 3M PRE, (1M)-2M: 2N = GT	
(1m)-3m = NAT, (1M)-3M or (1x)-P-(P)-3x asks for stopper [41]	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs. Both: 2♣ = ♡ + ♠ (2♦ advance asks longer M, 3m advance GT in corr M; 2♦ = ♦ + (♡ or ♠); 2M NAT	
Vs. WK & IMM POS STR: DBL = PEN,	
Vs. STR: Balancing DBL = one minor or good 2M [42]	
After (1♣ str)-P-(1♦ wk)-P-(1NT) act as over direct SNT	
Vs 2NT: Landy	
Vs PREEMPTS	
Leaping Michaels [9].	
LEB after direct seat T/O DBL of NAT 2X or equivalent [43]	
Transfers after 2NT. Cue asks stopper. Jump Cue to 4M =m's	
Choice of games Cues [44]	
VS ARTIFICIAL STRONG OPENINGS	
Vs STR 1♣: DBL= ♠+♡; 1NT= ♣+♦; P then non-bal action STR	
After overcall, min NT bid = cue bid if no other suit bid NAT by opps	
2-lvl overcall = NAT or suit above.	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT=LR, 4 ⁺ trumps; 1♠-X-2♡ and 1♡-X-2♦ = good raise	
1M-X-3♣ = Mixed raise. New suit F at 1-lvl. WJS (6 ⁺ cards)	
RDBL [45] P then bid = 2 places to play. P then X = STR PEN	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honor	4 th from honor	
NT	4 th from honor	4 th from honor	
Subs.	ATT	ATT	
Other: Cash out situation [22]; Low from Hx [23]			
XXS in partner's suit vs NT (SXX if raised)			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AKx(+)	Unblock, Count [24]	
King	AK, KQ(x+), AKx[24]	AKx(+), KQx, KQJ(x),	
Queen	QJx(+), AKQ[30]	QJ(x),KQT9+(unblock J)	
Jack	(A/K)J10(x), J10(x)	same	
10	H109(x),109(x+),10x	same	
9	9x(x). H98x(+)	same	
Hi-x	Sx, xSx, 10SS	Sxx, SSxx [25]	
Lo-x	HxS, HxxS(x+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Decl's lead	Discarding
Suit	1 st HI=ENCRG[26]	Hi = S/P[27]	HI = DISCRG
	2 nd OBV SHIFT[28]	Hi = E[29]	HI = E
	3 rd HI = E[29]		S/P
NT	1 st HI=ENCRG[26]	Smith [31]	Same as suit
	2 nd	HI = E	
	3 rd	S/P	
Signals (including trump): Trumps: Hi-Lo = ruff or S/P;			
SMITH SIGNAL vs NT [31], J+9 ALARM CLOCK			
Play 2 nd high H after dummy's lead			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
X of 1♠ then 2♥ = light (15+ HCP)			
Responses: CUE-BID (10). Jump Cue in m = SPL + INV			
RESP X does not promise or deny. Cue = T/O			
OBAR DBLS = 8+ HCP. BAL X = 8+ HCP (11). Scramble 2NT			
CUE by Doubler after 1M advance denies 4-card M			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS			
NEG DBL (12; RESP DBL – no special shape. 2-way DBL (13)			
COMP DBL (14). MAX and MAX-EXT (15)			
Support DBL (16). CUE – T/O. SNT DBL (17).			
L/D DBL (18); Anti Lead-Directing DBL			
DBL of SPL = Don't Lead Other			
ACTION DBL (19)			

WBF Convention Card



Category: Natural – GREEN

NCBO: USA

Event: BERMUDA BOWL

Players: ZIA MAHMOOD MICHAEL ROSENBERG

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Majors; Semi-F 1NT; Respond very light	
Sound opening 1 bids (pass 12 HCP BAL Vul)	
Most 3-level responses by UPH INV, even in comp [34]	
Not much use of fast arrival [63]	
Frequent use of non-PEN DBL in comp	
1NT Opening: 12-14 NV & 4th 15-17 1-3 VUL	
2 over 1 RESP: ALMOST FG except 1♠-2♣	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
OPENINGS:	
Multi 2♦ = light 2M opening or 25 ⁺ BAL; Weak 2M sound	
In 4th seat, multi is sound, 2M light	
3NT OPENING = Gambling	
RESPONSES:	
1♣-1♦ can be 3-card ♦ suit [2]	
2-WAY JUMP SHIFT TO 2-LEVEL BY UPH [47]	
COMP:	
1NT-(DBL): ART RUNOUTS [8]	
WK JS & JUMP RAISE IN COMP [6]	
COMPETITIVE CUE = LIMIT RAISE OR BETTER	
MIXED RAISE	
OBAR BIDS 8+ HCP AFTER 1M-2M BY OPPTS	
OVER OPP'S 1NT OVERCALL [3]	
SCRAMBLING 2NT	
LEBENSÖHL VARIATIONS [4]	
RUBENSÖHL [5]	
ESCAPING FROM 1NT-X & GENERALLY [8]	
SPECIAL FORCING PASS SEQUENCES	
RARE; AFTER 2 OVER 1 RESP. (NON-COMP.), OR FG CUE	
AFTER WE OPEN, OR OPPTS. ARE CLEARLY SAVING	
AFTER DBL. OF NT OPENING OR OVERCALL (57)..	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2/1 in comp [58], 1m-1♡, 2♡(59). 1M-2M, 3M=G/T UNLESS	
LHO has bid; McCabe [60]; NT/PRE [61] PEN P of XX [62]	
PSYCHICS: Splinters, Cuebids, Game Tries, Rescuing	

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	MICHAEL ROSENBERG ZIA MAHMOOD 8/30/07			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	5♦	We Pass BAL 12 HCP Vul	1♦ usually no 4 card M if weak 2♠ either NAT SJS or Limit Raise INVERTED MINOR RAISES 2♣ FG, no M; 3♣ = PRE (2-7).		In COMP: WK Jump shifts & raises.
1♦		3	5♣	3 cards only if 4432	2♥ either NAT SJS or BAL 10-11 2♠ either NAT SJS or Limit Raise INVERTED MINOR RAISES: See 1♣		See 1♣
1♥		5	5♦	Pass most 11 HCP May be 4 card suit in 3 rd /4 th	1♠ and 1NT (SF) poss. light; 2x FG 2♠ either NAT SJS or INV clubs 3♣ Forcing raise 3♦ = NAT, INV	1♥-3♦-3♥ = F1; Fourth suit FG	PH RESPS: 2NT = SPL, Fit jumps Reverse Drury fit [49] In COMP: Weak jump shifts, raises
1♠		5	5♦	Often open 1♣ with 5-5	see 1♥ 3♥ NAT, INV 4♦ = good 4♠	see 1♥	see 1♥
1NT			3♠	12-14 NV and VUL 4th 15-17 VUL 1-3 May be lighter 3rd NV May be off-shape 3rd NV 5 card M possible (esp STR)	2-way STAY. 2♠, 2N PUP [50, 51] 4-suit JTB [52], 3♦ = (14)44 FG 3M = 4 oM and raise to 3NT	Baron corollary, NF in comp Bids below 3NT usually NT values	
2♣	✓	0	3♦ ⁺	STR, ART	2♦ = WAITING, 2N = SEMI-POS in ♣	Cheapest 3 = 2 nd NEG	
2♦	✓	0		NV 1-3, WK 2 in M or 25 ⁺ [1] Vul & 4 th , Constructive 2M	2NT asks; 2M, 3M, 4♥ = P/C		
2♥		6		CONST, 4♠s POSS	2♠ Ogust [54]; 2N = ♠s; 3x = NF.		ART over DBL and by PH [9]
2♠		6		CONST, 7 card, 4♥s POSS	2N Ogust [55]; 3m = NF, 3♥ = F		
		5		4 th seat, weak, off shape OK			
2NT			4♥	20-22 ⁻	STAY; JTB; 3♠+3N PUP [56]; SMOLEN	HIGH LEVEL BIDDING	
						SPL; LAST TRAIN; JUMP TO 4NT OFTEN QUANTITATIVE	
3♣		6		SOUND VUL	3♦ PUP to 3♥[64]; 4♦=KC(V) S/T(NV)	RKCB 1430 (4N); OTHER KC SEQUENCES 0314. EXCLUSION RKCB	
3♦		6		SOUND VUL	4♣ = KC(V), Trumps ask (NV)	REDWOOD; REESE. ROMAN DOPI, DEPO, ROPI, GERBER	
3♥		6,7		SOUND VUL	OTHER SUIT BELOW GAME = F	“JOSEPHINE” JUMP TO 5♠ (5NT/♠ TRUMPS)	
3♠		6		SOUND VUL	same	CUE-BIDDING STYLE – NO GUARANTEES, PSYCHIC POSSIBLE	
3NT				GAMBLING, no A or K	4/5♣ = P/C. 4♦ asks SPL	ASKING BIDS. RETRANSFER AFTER 2N (ONLY TO 4M)	
4♣		7		Vul 7-4 or 8	4♦ = RKCB; 4M, 4N = NAT	RELAY FOR SPL – ALWAYS UP THE LINE	
4♦		7		Vul 7-4 or 8	5♣ = RKCB, 4M, 4N = NAT	4♣/3N CAN BE PREPARING TO KC. 5N PICK A SLAM	
4♥		7		Limited outside ♥	5m = Asking bid, 4N = RKCB. 4♠ NAT	NON-SERIOUS 3N (BAD TRUMPS POSS AFTER NT)	
4♠		7			5x = Asking bid, 4N = RKCB		