DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(Style: Responses:1/2 Level; Reopening)

Usually 5 card suit, new suit at 1L and 3L=F1

Jump Raise=Pre-empt, Jump Cue of Opener's=mixed

Cue=limit raise

2N=often limit raise

Transfers after 1M overcall and negative Double

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15+-18, System on except TFR to their Major=any invite 4th seat=15+-18

Balancing=10-16 then 2♣=enguiry

JUMP OVERCALLS (Style: Responses: Unusual NT)

Weak

DIRECT & JUMP CUE BIDS (Style Response; Reopen

Michaels, Leaping Michaels, we don't play any non-Leaping Except by PH or 4th hand, Jump cue 3M asks stopper

VS. NT (vs. Strong/Weak; Reopening; PH)

VS NT except protective v Strong NT

	Double=Penalties	then FP to 2♥ with first DBL=Hxx typ	
2♣=Majors		(2•=Relay, 2N=NAT, 3•=•s, 3•=•s)	
Į	2+=+ and Major	(2♥=P/C, 2♠=NAT, 2N=Relay)	
	2M=natural	(2N=NF, 3♣=best raise of Major)	

Passed hand and protective v Strong NT (includes 16)

Double=1 minor,	Double=1 minor/ both Majors/good 2♠ (2♠=P/C, 2♠=Relay)		
2♣=♣ and Major	(2+=Relay, 2M=NAT)		
2♦=♦ and Major	(2♥=P/C, 2♠=NAT, 2N=Relay)		
2M=natural	(2N=NF, 3♣=best raise of Major)		

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O DOUBLES, Lebensohl if weak 2M, 2N asks better minor (2M)-3M=Asks Stop, Cue bid of minor=Majors Jump 4M cue=Majors, 4N=minors over 2M/3M

VS. ARTIFICIAL STRONG OPENINGS

Strong ♣, Double=Majors, 1N=minors

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers from 1N, 2N=strong Raise, 3M=weak/Mixed

LEADS AND	SIGNALS
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OPENING LEADS STYLE Lead In Partner's Suit Suit 4th, 2nd from bad suits Maybe top if support 4th, 2nd from bad suits Same Subsequent Attitude Attitude

Zia often leads the "wrong" systemic honour, sometimes the wrong spot card lead

LEADS	EADS			
Lead	Vs. Suit	Vs. NT		
Ace	AKx(x)	AKx(x)		
King	KQ(x) AK AK(x) 5 level	Unblock or count		
Queen	QJ(x)	asks attitude		
Jack	J10(x) Jx	J10(x)		
10	109(x) 10x	109xx(x) 10x		
9	9x, H98(x)	9x, H98(x)		
Hi-X	Sx, xSx, xSxx(x) Poss Att	SSx(x), Possibly Attitude		
Lo-X	HxS, HxxS(x)	HxS, HxxS(x), Poss Att		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding	
Suit 1	Attitude	Suit Preference	UD Attitude	
2	Suit Preference	Count	Standard Count	
_	Count		Suit Preference	
NT 1	Attitude	Smith	UD Attitude	
2	Count	Suit Preference	Standard Count	
3	Suit Preference	Count	Suit Preference	

Signals (including Trumps):

Standard Attitude and Count, UD Attitude Discards

Suit Preference in Trumps, Smith versus NT, Mini-count, Nine (Jack) Alarm Clock!

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Sound

SPECIAL, ARTIFICIAL & COMPETITIVE **DBLS/RDLS**

Support Double including 1 to 2M then 2m/2m=NF, Cue=FG Splinter Double

Action Double

Lead Directing

Lightner

W B F CONVENTION CARD (v7-9-25)

CATEGORY: GREEN

NCBO: USA

PLAYERS: ALAN SONTAG ZIA MAHMOOD

Herning, 2025

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors but can be 4 cards in third seat

1♣=3+, 1♦=4+♦ or 4432

1N=14-17 and may contain 5M/6m

2+=Multi bad weak 2 Major

2M=constructive weak 2 Major

In 3rd can go either way with 2•/2M, in 4th 2•=better

2/1=natural FG

Fit jumps in competition at 4L, maybe 3L by PH

Sound openings if balanced

Light openings unbalanced especially good suits

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Raises pre-empt to mixed

1m-2♥=Invitational NT hand or right side

1 v-2 and 1 a-3 = 3+ card Limit Raise

1M-3 = mixed raise, on by passed hand

Responder 2N over our 1 Major is 4 card fit

Unusual versus Unusual

1m-2_♠=Limit raise

3N opening=Good 4 Major

opening in third seat suspect

opening leads, sometimes anti-systemic

1M-2M-2N=all slam non SPL,

1M-2M-new suit=game-try maybe suspect

SPECIAL FORCING PASS SEQUENCES

Rare

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Might open "wrong" minor

		Min					
Opening	artificial	No:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3	5♦		2m=FG, 2•=multi, 2•=BAL invite+, 2•=Limit Raise, 2N=NAT FG 12-14 or 17+ 3•=pre-empt/mixed, 3•/3M=pre-empt, 3N=15-bad 17	1N rebid maybe 4M then 2-way check- back Transfers after 2N rebid not competition unless jump to 2N	2•=4▼ 5• 6-9 2•=Fit showing
1•		4 (3)	5♣	Only 3 if 4432	2m=FG, 2♥= BAL invite+, 2♠=Limit Raise 2N=NAT FG 12-14 or 17+ 3♠=invite, 3♠=pre-empt/mixed, 3M=pre-empt, 3N=15-bad 17	1N rebid maybe 4* then 2-way check- back Transfers after 2N rebid not competition unless jump to 2N	2♣/3♣=Fit showing
1♥		5 (4)	5∳	Possibly 4 cards in 3rd	1N=semi-forcing, 2m=NAT FG, 2♥=3(4)♥ 2♠=3+♥ Limit raise, 2N=Jacoby, 3♠=NAT invite, 3♦=mixed, 3♥=pre-empt 3♠=8-11 any SPL, 3N(♠)/4m=12-14 SPL	After 1N rebid 2-way check-back Transfers after 2N rebid not competition unless jump to 2N	2♣=Drury 2N=4♥ and SPL, 3♣=NAT 2♣=Fit showing jump 4L SPL=void
1♠		5 (4)	5◆	Possibly 4 cards in 3rd	1N=semi-forcing, 2m/2♥=NAT FG, 2♠=3(4)♠ 2N=Jacoby, 3♠=3+♠ Limit raise 3♦=mixed, 3♥=NAT invite, 3♠=pre-empt 3N=8-11 any SPL, 4L=12-14 SPL	1-1N-3-=Artificial	2♣=Drury 2N=4♠ and SPL, 3♣=NAT 3♥=Fit showing Jumps 4L SPL=void
INT			4♥	14-17	2♣=Stayman, 2•/2♥=Transfer 2♠=♣s or range ask, 2N=•s, 3♣=Puppet Stayman, 3•=minors better or longer •s 3M=SGL, 4♠=4N bid, 4•/4♥=Transfer 4♠=5♣332, 4N=5•332	1N-2♣-2+-3M=Smolen 1N-2+-2▼-2♣=5+▼ Invite+many other 1N-2R-2M-2N/3+=4+ Transfer 1N-2R-2M-3+=6+ Major slam-try 1N-2+-2▼-3+=5+5+ Majors slam-try	
2♣	yes	0		FG or 22+ balanced except 2-2-3M=NF	2+=waiting, 2M=Natural, 2N=mild * positive 3m=Natural	2♣-2•-2♥=Kokish 2♣-2•-2♣-3♣=Double Negative	RDBL/DBL of intervention=double negative
2♦	yes	0		Multi, weak 2♥/2♠, Maybe strong 3 rd , stronger 4th	2N=REL, 3•=FG either Major, 3♣=NF 2M/3/4♥=pass/correct, 3♠=Inv, 4♣=TFR suit	2♦-2N-3m=minimum or medium ♥/♠ 2♦-2N-3♥=♠s, 3♠=6♥, 3N=5♥ 2♦(o'call)-X = bid your suit	
2♥		6		Constructive weak 2 Maybe weak 3 rd , weaker 4th	2♠=F1, 2N=Relay, 3m=to play, 3♠=Invite 4m=NAT FG then 4N=good hand	2♥-2N-3♣=best/worst, 3♦=bad suit/4m 3♥=FG good suit, 3♠=Natural	
2♠		6		Constructive weak 2 Maybe weak 3 rd , weaker 4th	2N=Relay, 3m=to play, 3♥=F1 4m=NAT FG then 4N=good hand	2♠-2N-3♠=best/worst, 3♠=bad suit/4m 3♥=Natural, 3♠=FG good suit	
2NT				19+- bad 22 balanced	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4L=suit 2 above slam-try		4m = 5332 with other minor
3♣		5		Can be very light first FAV Zia=2 of 3 hons 1/2 VUL	3♣-3•=puppet to 3♥, 3M=Forcing 4•=Optional PKC NV. ST vul		
3♦		5		Can be very light first FAV Zia=2 of 3 hons 1/2 VUL	3M=Forcing 4♣=Pre-empt KC		
3M				Can be very light first FAV	3♠=Forcing 4♣=Pre-empt KC		
3NT	Yes			Good 4 Major No void	4♣=Relay 4•=asks Major, 4M=P/C		
4m		7		Sound Vulnerable	4-4-4+=pre-empt KC	HIGH LEVEL BIDDING 4N=RKC 1430, Non 4N KC 0314 Redwood Jump to 4m+1 but not 4♥	
4M		7		Sound Vulnerable	5 new suit=slam-try with 2 losers in suit		
4NT				Asks specific Ace	5♣=0 Aces, 5N=2 Aces, 5•/5M/6♣=Ace suit	if vs bid	Evolucion EN-Diek Loct Terrin
5L 7						DOP1 and DEPO over intervention, DKC, Exclusion, 5N=Pick, Last Train 4 our minor=KC after inverted minor or 2/1 response	