

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	
4 th seat=15+-18	
Balancing=10-16 then 2♣=enquiry	
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 4 th 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 type
2♣=Majors	(2♦=Relay, 2N=NAT, 3♣=♥s, 3♦=♠s)
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/ 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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad suits	Maybe top if support	
NT	4 th , 2 nd from bad suits	Same	
Subsequent	Attitude	Attitude	
Zia often leads the "wrong" systemic honour, sometimes the wrong spot card lead			
LEADS			
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	Attitude
2	Suit Preference	Count	Count
3	Count		Suit Preference
NT 1	Attitude	Smith	Attitude
2	Count	Suit Preference	Count
3	Suit Preference	Count	Suit Preference
Signals (including Trumps):			
Standard Trick 1, Upside down count and attitude after Trick 1.			
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 26-June-2023	
CATEGORY: GREEN	
NCBO: USA	
PLAYERS: MICHAEL ROSENBERG	
ZIA MAHMOOD	
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 3 rd can go either way with 2♦/2M, in 4 th 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♥-2♠ and 1♠-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	

Opening	artificial	Min 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 4 th	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 4 th	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 4 th	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♦=pre-empt KC	HIGH LEVEL BIDDING 4N=RKC 1430, Non 4N KC 0314 Redwood Jump to 4m+1 but not 4♥ if ♥s bid DOP1 and DEPO over intervention, DKC, Exclusion, 5N=Pick, Last Train 4 our minor=KC after inverted minor or 2/1 response	
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			
5L		7					