OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: Sound at 2 Level VUL
Responses: 2* or Cue =F1; New suit jump = INV
PH new suit jump = FIT; 2N in comp= raise of M.
Jump raise PRE; nt resp nf; mixed raise; RDBL= values
Reopening: < 16 HCP, no PRE Raises
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)
2 nd Position: 15-18
Responses: Mostly as over 1NT OPENING
4 th Position: 1NT = 11-15 HCP; 2NT = NAT (19-21)
Responses: 2 * asks majors, range, TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: WK except INTERMEDIATE VUL vs NV
Responses: 2NT asks further description
Unusual NT: (1x)-2NT = Low 2 unbid suits
After (1M)-P-(2M), $2NT = minors \heartsuit;$ any 2 suits/
Reopening: INTER; 2NT BAL (19-21): Trsfrs, STAY/m
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Style: MICHAELS CUE: 5-5, wide strength range
(1m)-3m = PRE; (1M)-3M = solid minor, asks stopper
Responses: $2NT = INV$, Jumps PRE, $(1M)-2M-3 = P/C$
Reopening: Same but may be weaker
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs. STR: Direct DBL Penalty; 2♣= ♡+♠; 2◊=◊+ M; 2M NA
BAL: DBL= majors or 1 minor; 2m= suit+ major, 2M NAT
After 2M overcall, 3*= good raise. [14]
Vs. WK: DBL = PEN [13], $2 = \forall + \diamond$; $2 \diamond = \diamond + M$; 2M NAT [14]
Vs 2NT: DBL = (\bigstar + \diamond) or (\heartsuit + \bigstar); 3 \bigstar = (\bigstar + \bigstar) or (\heartsuit + \diamond)
$3\diamond = \heartsuit + \bigstar;$
Vs PREEMPTS
T/O DBL→4♡; LEB after (2M)-DBL-(P): 2NT asks better m
2M: 2NT (15-19): then TRF; $4 = OM + 4$, $4 = OM + 4$,
$3M = STR minor; 2\diamond: 4 = \heartsuit + 4, 4\diamond = 4 + 4$
VS ARTIFICIAL STRONG OPENINGS
Aggressive; Vs STR 1/2♣: DBL=(♠+♡)
$1/2NT$ =minors. Also After (1/2*)- P-(1/2 \diamond):
OVER OPPONENTS' TAKEOUT DOUBLE
New suit = F1 at 1 level; Jumps=PRE or raise; 2NT=LR;
Transfers starting with 2.

LEADS AND SIGNALS									
	OPENIN	G LEA	DS STYLE	I					
	Lead In Partner's Suit								
Suit	4th, 2nd if weak		Same; ATT after raise						
NT	4th, 2nd if weak			Same					
Subs.			may = 0 o						
	(to an honor or through weakness)								
Other: V	Other: Vs NT, Q asks UB								
LEADS									
Lead	Vs Suit		Vs NT						
Ace	AKx (usually) [1		AKx						
King	KQ,AK,KQ(J/10		AKJT(x),KQJ(x),KQx(x)						
Queen	QJ, QJx(x), AKQ			QJx(x),KQT9(x)					
Jack	J10(x), (A/K)J10)(x)	same						
10	109(x), H109(x)	20()	same						
9	9x(x), J98(x), Q9		Same						
Hi-x Lo-x	Hi-x, 2nd from w	veak	same						
L0-X	4th	ODDE	same	DITY					
	SIGNALS IN	-							
1 st	Partner's Lead HI = DISCRG		$\frac{\text{urer's lead}}{\text{o} = \text{S/P}}$	Discarding HI = DISCRG					
1	but ENCR at	or O	0 = S/P	HI = DISCRG or S/P					
\mathbf{s}	trick 1 [12]	010		01 5/1					
$\frac{Suit}{2^{nd}}$	Hi/Lo = O	S/P		Hi/Lo = O					
3 rd	S/P	5/1		S/P					
1 st	Same as suit	Smith	1	Same as suit					
z 2 nd		S/P							
T 3 rd		Hi/Lo = O							
Signals	(including trump):	REMA	INDER C	OUNT = STND					
	: Hi-Lo wants ruff or								
SMITH	I SIGNAL vs NT (but S/I	P if ATT al	ready clear)					
	D	OUB	LES						
TA	KEOUT DOUBLE	S (Styl	e, Response	s; Reopening)					
Style: N	lear opening values	s + sup	port for ot	her suits					
Respons	ses: CUE-BID = F	to SA	or 2NT						
Over X	X: Jump PRE, P N	IEU; 1	X-DBL-1Y	Y: 2Y = NAT					
Reopen	ing: 9 ⁺ with SHOR	TNES	S or 16^+ ar	iy shape					
	SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS								
NEG DBL THRU 4 \bigstar ; 1 \bigstar -(1 \diamond)-DBL: 4 ⁺ cards each M;									
1m-(1 \heartsuit)-DBL shows 4 \bigstar ; 1m-(1 \bigstar)-DBL: 4 ⁺ \heartsuit , 6 ⁺ HCP									
2 ▲ ↑: 10 ⁺ , any shape; Repeat DBL after NEG DBL T/O									
RESP I	RESP DBL THRU 4 A: Useful values; Most low-level DBLs = Cards;								

WBF Convention Card	
---------------------	--



Event: Bermuda Bowl Players: CHIP MARTEL	ZIA MAHMOO				
SYSTEM S	UMMARY				
GENERAL APPROACH AND STYLE					
5-card Majors					
Flannery 20					
Weak 2M					
1-Level RESP may be VERY	light (including INI/IN				
1NT Opening: (14)15-17					
2 over 1 RESP: ALMOST FG					
SPECIAL BIDS THAT M	AY REQUIRE DEFENCE				
OPENINGS:					
FLANNERY 2 \$\phi (11-15 (1					
3NT OPENING = 4 Major					
RESPONSES: 1♡-2▲ and 1▲-	3 = LR(+)				
1x-3 level JS = NAT INV (
$1\text{m-}2\heartsuit = 10\text{-}11$ BAL or LR	R[1] UPH				
$1\text{m-}2 \triangleq \text{mixed raise.}$					
Cheaper m RESP to 3-leve	l opening ART [10]				
REVERSE DRURY FIT [2	2,3]				
COMPETITION:					
WEAK JS & JUMP RAISI	E IN COMP				
CUE and 2N = LIMIT RA	ISE OR BETTER				
1m-(1NT)-2 = MAJORS;					
RUBENSOHL after 1NT-(2M) [7]				
(1M)-3M = solid m + 1.5-2					
$1m(\text{short})-4m = \text{STR } 4 \heartsuit \text{ O}$	VERCALL;				
SPECIAL FORCING	PASS SEQUENCES				
P = F when we show near gap					
and when a PH opposite					
IMPORTANT NOTES THAT	r don't fit elsewhei				
Defense vs. Overcalls showing	ng 2 specific suits [15]				

OPENING	F IAL)F	NEG DBL THRU				26-Jun-13	
	TICK IF ARTIFICIAL	MIN.# (CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING	
1*		3	4	Longer minor in BAL	1 \diamond denies 4-card M unless 9 ⁺ or 6 \diamond ;	1m-1x-1NT = 12-14 (may skip Ms)	PH: Fit showing jumps $(5-4^+, 10^+)$	
				hand or longest suit with	1m-1NT = 6-10; 1m-2NT = FG no M;	Now: $2 = ART$ INV or $\diamond s, 2 \diamond = ART$ FG		
				11-21unbal.	INVERTED MINOR RAISES GF	1m-1M-2M-step = ART, $3M$ = slam try.		
					$1\text{m-}3\text{m} = \text{PRE}$ (2-7). $1\text{m-}2 \bigstar = \text{mixed raise}$	Jump REV = ART. 1♣-1M-2♣-2♦-ART FG	In COMP: WK Jump shifts & raises.	
					2♡ = 10-11 BAL or LR [1]; 2♣= FG;	transfers after 1m-1x-2NT [8]		
					$1 \div -2 \div$: $2 \diamond =$ waiting; $2 \heartsuit = 5$ clubs+suit;			
					$2 \bigstar = 15 + $ any; jumps = splinter			
					1 ♣ -3X = splinter; 1m-3NT = 16-18			
1 🗇		3	4♠	See 1 🌲	$1\diamond: 2* = GF, 3* = NAT INV$	See 1 \therefore 1 \diamond - 2 \heartsuit - 2 \bigstar = Relay	See 1 &	
					RAISES: See 1 *			
10		(4)5	4	11-21, equal or longest suit	1NT semi forcing (0-12) [4]; 2x FG	$1 \heartsuit -1$ NT-2 -2 $\diamondsuit =$ weak with H, or INV hand.	PH RESPS : 1NT = semi-F; Jump Shifts	
1 V		(1)5	-1.44	May be 4 card suit in $3^{rd}/4^{th}$	2NT = FG raise, asks further description	$1 \odot -1NT - 2m - 2 \bigstar$ weak with H_1 of $H_1 \lor$ hand. $1 \odot -1NT - 2m - 2 \bigstar$ = good raise; 2-way GT;	= FIT; $2NT = LR + stiff; 3NT = SPL$	
					SPL raises; $1\heartsuit -3 \bigstar$, $1\bigstar -3NT = 9-11$ SPL	$1 \heartsuit -1$ NT-2 * -2 $\heartsuit = 8-10, 2$ hearts	REVERSE DRURY (FIT)[2,3]	
					jump Raises weak NV, mixed Vul.;	$1 \bigstar -1 \text{NT} -2 \bigstar -2 \diamondsuit = 5 + \heartsuit$	In COMP:	
					3-level jumps = INV			
					$1 \heartsuit -2 \blacktriangle = LR + (2N \text{ asks})$	$1 \bigstar -1$ NT- $2 \bigstar -2 \heartsuit =$ weak $2 \bigstar$ bid, or INV hand.	Weak jump shifts, raises	
					3 = 3 + stiff, 3 = 3 no stiff; 3 = 4		$1M-(1/2x)-4$ or $4\diamond = FIT$ jump	
1 🛦		(4)5	4	see 1♡	see 1♡	see 1♡; 1▲-1NT-3♣ ART	see 10	
1NT			3♠		STAY; JACOBY TRF; 2♠= range ask;	$1NT-2 - 2 \diamond - 2 \heartsuit = M, WK; Smolen;$		
				(14)15-17	$2NT = \diamond$; 3 * asks for 5M;	SPL after TRF to m	COMP: 1NT-(DBL): ART runouts [6]	
				· · · ·	$3\diamond = 4-4-4-1$ minor suit stiff.		1NT-(2x)-2NT→3♣ [7]	
				BAL	3M = stiff, 3 suited;		1NT-(2M): 3♣-3♡ = TRF [7], 3♠ = minors	
				5M very normal	4 = BAL S/T; 4R = TRF			
2*		0	2♡	22 ⁺ HCP or 9 ⁺ winners	$2\diamond =$ waiting; $2 \div -2\diamond -2\diamond =$ Kokish	$2 - 2 \diamond - 2M$, $3m$ -step suit = 2^{nd} NEG/ waiting;		
						$2 \div -2 \diamond -2 \heartsuit -2 \heartsuit -2 $ metabolic spades		
						2 - 2x - 4m = short, 3 suiter		
						$2 - 2 \diamond - 2M - 3NT = raise + tricks$		
2 🛇	\checkmark	0		5♡, 4♠, 11-15(16) HCP	2NT asks; 2M, 3 * = to play;		PH: 2NT = NAT, INV	
					$3 \diamondsuit = ART S/T asking$		COMP : 2◊-(DBL): XX INV, Jumps PRE	
					3M INV; $4m = S/T$ corresponding M			
2M		5		Usually 6 cards	2NT asks strength and suit quality [9]		ART over DBL and by PH [9]	
				may be 7 V; 5-11 HCP	$2 \bigstar = F1; 3x = NAT, INV.$			
2NT			3♠	20-21 (22)	STAY; 3◊, 3♡, 4X= TRF [5]	HIGH LEVE		
					$3 \bigstar = \text{minors}$	SPL; 3NT = Mild S/T over forcing 3M; LAST T	TRAIN;	
3x		6		4-7 tricks	Suits NF NV;	RKCB; KICKBACK; DOPI and DEPO;		
					3 ♣ -3◊, 3x-4 ♣ ART asks [10]	5NT: Usually pick a slam (GSF if trumps set);		
3NT				4M preempt	4m = ask [11]	Jump to 5 of new suit = void, asks for KCs in other suits		
4m		7				COMP: LIGHTNER DBL; PASS then pull is S/T; 4NT over 4M usually T/O		

26-Jun-13WBF SUPPLEMENTARY SHEETNCBO: USAPLAYERS:CHIP MARTELZIA MAHMOOD

NOTE 1: 1m-2♡ 10-11 BAL or LR

1m-2 \heartsuit -2 \bigstar : Asking:. Now 2NT = 10-11 BAL, any other bid shows LR 1m-2 \heartsuit -3 \bigstar /3m: to play

1◊-2♡-(DBL): 2NT = NAT, F, positional \heartsuit stopper; RDBL = BAL, 15⁺, non-positional \heartsuit stopper; 3m = to play opposite 10-11 BAL; P = other hands

NOTE 2: REV DRURY FIT (off in COMP except P-1♡-(1♠)-2♣)

P-1 \heartsuit -2*-2 \diamondsuit = ART, sound opening bid, not strong slam interest (RESP's new suit = SPL) P-1 \heartsuit -2*-2 \heartsuit = Would not accept a limit raise (weakest bid).

P-1 \bigstar -2 \bigstar -2 \diamondsuit = ART, some game interest, or mild S/T (2 \heartsuit = ART, sound limit raise, other new suits = short suit)

P-1 \bigstar -2 \bigstar -2 \heartsuit = ART, strong game interest, no slam interest

 $P-1 \bigstar -2 \bigstar -2 \bigstar = No \text{ game interest}$

P-1M-2*-3M = F, strong suit, suggests 3NT from responder's side.

P-1M-2*-other bids above 2M are S/T. 2NT slam try or choice of game. Short suit S/T between 2M and 3M. 5-5 S/T above 3M.

NOTE 3: REV DRURY FIT (COMPETITION)

P-1 \heartsuit -2*-(DBL)-P = Minimum, 4 card suit RDBL = good hand $2\diamondsuit$ = ART, strong game interest $2\heartsuit$ = Minimum, 5⁺ card suit P-1*-2*-(DBL)- P = Minimum, 4 card suit 2* = Minimum, 5⁺ card suit

If 2* is overcalled: Opener's P NF; rebid of M competitive; DBL = MAX if suit overcalled is directly below M, otherwise PEN; new suit – G/T (need not be NAT).

NOTE 4: Semi-Forcing 1NT RESP to 1M in 1st & 2nd positions:

NV, could respond with 0 HCP, especially at Favorable Vul or with a fit. VUL, the range is more like 5 to a bad 12, but might still be shaded, perhaps with a long suit.

NOTE 5: Response to 2NT Opening

 $2NT-3 \diamond -3 \diamond -3 \diamond = 5-5$ M's slam try. 4m = slam try in corresponding Major 2NT-4X = Slam try in suit 2 higher (so 4 = heart slam try)

26-Jun-13WBF SUPPLEMENTARY SHEETNCBO: USAPLAYERS:CHIP MARTELZIA MAHMOOD

NOTE 6: If DBL of our 1NT opening or overcall is PEN:

RDBL forces 2. 1-suiter run out.

2 =Stayman (can be scramble hand)

 $2\diamond, \heartsuit =$ transfer, interest in competing

3X = NAT Preemptive

NOTE 7: RUBENSOHL after 1NT-(2M): Applies if 2M = 1-suited, or if it shows bid M+ unknown 2nd suit, and also after 1NT-(2m) if 2m promises a specific M with or without an unknown second suit. Also after our 1NT overcall unless 2 suits have been bid. 1NT-(2M)-2NT forces 3♣. RESP may intend to play in a lower ranking suit or rebid 3NT to show a stopper in M, or rebid 3M to show shortness in M without 4 of other M. 1NT-(2M)-3♣ = ◊s, INV⁺ 1NT-(2M)-3♦ = OM, INV⁺ 1NT-(2M)-3OM = Minors, GF

NOTE 8: Transfers after 2NT Rebid

1m-1M-2NT-3 $\Rightarrow = \diamond$ s or to signoff in 3M. 1m-1M-2NT-3 $\diamond = \heartsuit$'s, GF 1x-1M-2NT-3 $\heartsuit =$ spades (4-4 if response was 1 \heartsuit). 1 \Rightarrow -1 \diamond -2NT-3 $\Rightarrow =$ Forces 3 \diamond (to play 3 \diamond or show a slam try with no major)

NOTE 9: 2NT RESPONSE TO OUR WEAK 2M

2M-2NT: 3 = Min or Max, $3 \diamond \text{ asks } (3M=\min, \text{ others } = \max)$ $3 \diamond = Middle, \text{ not } 2/3 \text{ top honors}$ 3M = Middle, with suit to 2 of top 3 honors 3OM = Natural 64 4X = 6-5 hand(DPL): 2NT $\Rightarrow 3 = (\text{to play in lower suit or } NV \text{ in } M) 3 \text{ of lower suit}$

2M-(DBL): 2NT \rightarrow 3* (to play in lower suit or INV in M) 3 of lower- suit lead-directing (F)

NOTE 10: Responses to our 3 level PRE openings:

3*-3 \diamond forces 3 \heartsuit (Now 3* = INV, 3NT, 4M = choice of contracts); 4 \diamond =OPT Preempt RKC

3 or 3M: 4. asks Keycards on PRE scale (bad hand, 0, 1, 1+trump Q, 2, 2+trump Q)

NOTE 11: After our 3NT opening (=4M PRE)

3NT-4***** asks opener to transfer to his suit.

 $3N\mathchar`{A}\mbox{-is}$ a slam try (opener Q-s shortness with extras).

26-Jun-13WBF SUPPLEMENTARY SHEETNCBO: USAPLAYERS:CHIP MARTELZIA MAHMOOD

NOTE 12: OPENING LEADS

We usually lead the 2^{nd} highest from 3 or 4 small cards.

A from AK versus suits, but lead K in many situations: 5 level or higher, in partner's suit or a raised suit, after a preempt.

Upside down count and attitude, except standard at trick one versus suit.

NOTE 13: After our PEN DBL of 1NT:

(1NT)-DBL-(2 NF)-2 \diamond = T/O of s (F) (1NT)-DBL-(2 NF)-P-(P)-2 \diamond = T/O of s (NF) (1NT)-DBL-(2 NAT)- bids as in NOTE 7 above

NOTE 14: DEFENSE VS NT

DBL = Penalty

2♣ = ♠ + \heartsuit . Advancer's 2 \diamondsuit asks for longer M (\heartsuit with equal length)

 $2\diamond =$ Natural + a major (2N asks major and range)

2M = Natural (3 response is a strong raise)

3M = WK NV, STR VUL

In Balancing seat vs STR NT or by PH: Same except:

DBL = majors or 1 minor;

2 = clubs + major

NOTE 15: After opponent's overcall showing 2 known suits, neither of which was bid, P followed by DBL suggests 3 cards in suit DBL'd; DBL followed by DBL suggests 4 cards in suit DBL'd (P is not F), **except** NEG DBL after Unusual NT overcall