

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: 1 level overcall can be light	
Responses: Jump raise PRE, Jump Q = mixed raise, New suit at 1 or 2 level NF, Jump shift F1 by UPH, Fit by PH	
Auctions like 1♣-1♠-2♥-3♦ are NF	
Reopening: 2x still looks like a real overcall	
INT OVERCALL (2nd/4th live; Responses; Reopening)	
2nd Position: 15-18	
Responses: As over INT OPENING	
4th Position: 11-17	
Responses: 2C range/M check; else NAT, 3x INV	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: Weak NV, Intermediate + Vul	
Responses: 2NT ART INQ	
Unusual NT: Lowest 2 unbid suits	
Reopening: Jump overcall INTER, 2NT = 19-20	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: Wide range 5/5+: 1m-(2m) = H+S; 1M-(2M)=OM+m; 1M-(3M) stop ask; 1m(short): 2m=NAT; 2m+1/1♦-(3♦)=Ms	
Responses: 1M-(2M)-P-(3♣) = P/C, 2N = values; 3♦+INV M	
Reopening: Jump cue asks stop, cue=strong two-suiter	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs WK and vs STR (direct only): DBL = PEN;	
Reopening or by PH vs strong: ♣, ♦ or good M overcall	
V All: 2♣ = M's: 2♦ INQ longer; 3M=mixed; 3♣/3♦ INV♥/♠	
2♦ = ♦+M: 2M=P/C	
2M = NAT: 2NT=F1	
Reopening: Same	
Vs PREEMPTS	
T/O DBL thru 4♥, LEB after (2M)-DBL-(P)	
(2M)-4m = 5+m + OM, FG; (2♦)-4♣=5+♣/5+M (6RKC)	
(2M)-3M asks stopper (very strong 1- suiter)	
VS ARTIFICIAL STRONG OPENINGS	
DBL = Majors, NT = minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1M-(DBL): Transfers start with 2♣; Transfer to our suit = const raise; 2NT = L/R; jumps=PRE; RDBL usually BAL or seeking cooperation while Pass-then-DBL = unilateral PEN	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	Low from odd if raised	
NT	4 th	same	
Subs.	Same, but some ATT		
leads may break agreements			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AK	Asks CT or unblock	
King	AKx, KQx	Asks attitude	
Queen	QJx, AKQ	QJ(x), KQ109	
Jack	J10(x), KJ10	J10, KJ10, AJ10	
10	H109+, 109+, 10x+	H109+, 109+, 10x+	
9	H98+, shortness	98x, H98+	
Hi-x	Sx, xSxx+ (98x)	Sxx, xSxx+, Sx	
Lo-x	Normally HxxS(+); HxS	Normally HxxS(x); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's lead	Discarding
suit	1 st	Hi = ENCRG	Hi = E
	2 nd	Hi = E	S/P
	3 rd		
NT	1 st	Hi = ENCRG	Smith
	2 nd	Hi = E	S/P
	3 rd	S/P	STD CT
Signals (including trump): STD Remainder CT			
First discard: Attitude, Count, S/P.			
STD Smith Signal vs NT (hi=ENCRG); Frequent S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Style: Support for unbid suits (might not have ♣ after 1M)			
Responses: Cue F to suit agreement			
Reopening: might be light with appropriate shape			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS			
NEG DBL thru 4♥			
RESP DBL thru 4♠, including (1X)-1Y-(1NT)-DBL			
Maximal Overcall DBL to 3M			
Support DBL through 2M			
Most low level DBLs T/O			

WBF Convention Card



Category: Natural – GREEN

NCBO: USA 2

Event: Bermuda Bowl 2009

Players: Bob Hamman

NAME Zia Mahmood

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors 1st & 2nd, 1M-INT F1

Avoid opening bad BAL hands 1st/2nd

1NT Opening: (14⁺)15-17 (liberties 3rd seat NV)

2 over 1 RESP: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:

3NT= Positional 4M opening

3rd seat can be very light

RESPONSES:

1♦-2♥ 10-12 BAL or Limit Raise in ♦ (UPH)

1♦-2♠ = 6+♣ INV; 1♣-2♠; 1♦-3♣ Mixed m Raises

1♣: 2♣-GF raise; 2♥=L/R; 2♥=10-12, BAL

1♥-2♠ = 5+S & 3+H GF, 1M-2NT = FG raise with 3 trumps

1M-3♣ = GF 4 trump raise

1♥-3♦, 1♠-3♥ = Limit Raise

1♠-3♦ = Strong JS in ♥

P-1M; 2♣ Reverse Drury, fit

1m-(1NT)-2om=Majors

1M-(1NT)-2m=m+OM

COMP:

Non-jump Transfers after 1M-(DBL) except 1S, 1NT

Transfers after NEG DBL of our 1x overcall

SPECIAL FORCING PASS SEQUENCES

Pass then pull is stronger than taking initial action if forced

DBL shows good hand where Pass = NF

DBL of 15+ 1NT F/P thru 2D, of weaker thru 2H

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1m-(1M)-3om = 5+om/4M FG

PSYCHICS: 3rd seat fav can be very light ; 1NT imaginative;

SPLINTER poss with 2+ cards; leads may break agreements

Robert Hamman- Zia Mahmood July 2009							
OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♥	Longest suit UNBAL 11+ BAL 12-14, 18-19 1♣ with 33 minors, Judgment with 44 minors	1M may bypass equal/longer ♦ 1NT = 6-10, 2NT = GF, 3NT = 16-18 Raises: 2♣=GF; 2♦=Limit; 2♠=Mixed; 3♣=PRE; 2♥=10+-12 BAL; 3x=PRE	1NT rebid may conceal 4M with 3(4)♣ 2-way Checkback over 1NT rebid; Art 3x rebids over jump 2NT rebid; 4SFG ex 1♠; ART rebids/reverse; /1M rebid 4th suit jump= FG raise; /2♣ rebid 3rd suit jump= INV	PH: FIT jumps 4th suit F1 if no COMP
1♦		3	4♥	See 1♣	NT bids as over 1♣; Raises: 2♦=GF; 2♥=Limit (or 10+-12 BAL); 3♣=Mixed; 3♦=PRE. 2♠=♣ less than GF; 2♣=FG	Mostly as after 1♣. After 1♦-2♥; 2♠/2N; 3♣=BAL L/R/3♦=UNBAL L/R; Also: after 1m-2NT; 3M=SPL	PH=FIT jumps; 4th suit F1 if no COMP
1♥		5(4)	4♦	May be 4-card suit 3 rd & 4 th with minimum	1NT = F1; 2/1M FG ex very clear misfit 2♠ = FG raise (5+♠, 3+♥); then ART 3♣ = GF 4 trump raise; then ART 3♦ = Limit Raise; 3♥ = PRE-Mixed 3♠ = Limited (any) SPL; 2NT=FG w 3♥ 3NT, 4m = SPL (3NT = ♠ SPL)	ART 2♠/2♦ after 1NT response and 2m rebid 1M-1NT-2NT = F1 (TRFs) After single raise 2NT=COG or slam try	PH: Reverse DRURY FIT jumps except 3♠ NAT COMP: ART raises/DBL FIT jumps
1♠		5(4)	4m	May be 4-card suit 3 rd & 4 th	3♣ = FG raise; 3♥=Limit Raise; 3♠=PRE 3NT = limited SPL any suit 3♦ = strong w/ ♥; 3N =limited (any) SPL 4x = sound SPL; 2NT = NAT, FG w/ 3♠	See 1♥ for most continuations 1♠-1N; 2♣-2♦=5+♥; 2♥="puppet" to 2♠	PH: Reverse DRURY FIT jumps except 3♠ NAT COMP: ART raises/DBL FIT jumps
1NT			3♠	15-17 (may be very good 14) May have 5M, 6m, SPL K	NF STAY, JTB, Texas; 4♣ 33(43), (32)44 2♠ range finder or ♣; 2NT=♦ 3♣=GF both m ♣>=♦ 3♦=GF both m ♦>=♣; 4♠/4N=5m332 3♥=3154/4144, 3♠=1444	1NT-2♣-2♦-3M = 4M, 5+OM; 2M=weak Ms 1NT-2♣-2♦-4R = 6R+1/4OM 1NT-2R; 2R+1: 2NT=♣/3♣=♦ 1NT-2♦, 2♥-2♠=ART INV w 5♥ Super-accept TFR: 3M=best/2NT=3 trumps	COMP: TRF LEB (mostly) NEG DBL thru 3♠ System on thru opp 2♣ Texas if a jump; TRF over 3♠ Switch Majors over 3♦
2♣	√	0	7♥	STR, ART, F 2NT or 3M	2♦ waiting; 2M = AQ10xx and out OK but good suit not essential 3m = good suit; 3NT=solid suit 3M/4m = one loser suits	2♣-2♦; 2♠-3♣ = 2 nd negative -3NT=(any) SPL -Jump=Fit 2♣-2♦; 3M = 4M primary ♦s 2♣-2♦; 2♥= NAT or 25-26/29+ BAL; 2♠ INQ	P=Bad hand or PEN; DBL = 6+ BAL; NT=NAT; suit bid may be quite weak; rarely pass reopening double speculatively. If LHO jumps, DBL =second negative
2♦	√	0		Flannery-5/6♥ & 4♠ 11-16 (judgmt re 1♥ or 2♦)	4♣=4+♥/SPL ♠; 4♦=4+♠/SPL ♥ slam 2NT inquiry. 3M slam try. 3m=NF	/2NT: 3♣=minimum; 3♦=6♥; 3♥=5422; 3♠= SPL ♣; 3N=SPL ♦ (all maximums)	COMP: DBL=PEN; bids=NF Cue=FG
2♥		6(5)		May be constructive 2 suiter	3m NF; 2♠=F; 2NT=INQ: ART rebids	/2NT: opinion re quality, then (R): suits, SPL	COMP: 3x/4x=FIT/lead; 2NT->3♣ to play own suit or INV game in opener's M
2♠		6(5)		May be constructive 2 suiter	3m NF; 3♥=F; 2NT=INQ: ART rebids		
2NT				20-21 BAL, May have 5M Or SPL K (prefer reverse if long m)	STAY, JTB, 4-level 2-under TRF slam 3♠ = both ms; 4N/5N = NAT	HIGH LEVEL BIDDING	
3x		6		NAT, may be weak Fav else middle of the road	New suit F1. 4♣ over 3♦/3♥/3S=Inquiry 3♣-3♦->3♥ INV 3M or various COG	Exclusion KC 0314; 4NT response to opening bid not RKC; Blackwood variations GSF	
3NT	√			Positional 4M	4♣ = Asks TFR; 4♦=ART S/T; 4♥=P/C 4♠=end; 4N=RKC1430; 5m=control ask	SPL DOPI/DEPO over Interference	
4x				Middle of the road PRE	4M=end; om/4m=ST; 5m=ctrl ask; 4N=KC		