



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
INT OVERCALL (2nd/4th live; Responses; Reopening)
2nd Position: 15 ⁺ -18. Sound.
Responses: System on, except DBL of new suit = PEN
4th Position: INT = 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)				

Category: Natural – GREEN
NCBO: USA
Event: BERMUDA BOWL
Players: ZIA MAHMOOD MICHAEL ROSENBERG
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors; Semi-F INT; 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:
INT-(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 INT OVERCALL [3]
SCRAMBLING 2NT
LEBENSÖHL VARIATIONS [4]
RUBENSÖHL [5]
ESCAPING FROM INT-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				