

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Style: Light
Responses: F1 at 1- and 3-level
 New suit at 1 or 2 level NF, Jump shift INV

1 NT overcall (2ND/4TH; Responses; Reopening)

2nd Position: 15-17
Responses: As over 1NT OPENING
4th Position: same
Responses: same

Jump Overcalls (Style; Responses; Unusual NT)

Style: Weak
Unusual NT: 2N=lower 2 unbid suits

Direct and Jump Cue Bids (Style; Responses)

Style: 2-suited
 (1m)-2m=Both Majors; (1M)-2M=highest and lowest
Responses: Jump cuebid asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

DBL=pen
 2♣=Both Majors
 2♦=♥s or (♠s and a minor)
 2♥=♥s and a minor
Reopening: Same

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

T/O doubles

VS. Artificial Strong Openings

DBL=Both majors
 NT=Both minors

Over Opponents' take out double

RDBL=9+ HCP
 2NT=9+ HCP with support
 1♠-(Dbl)-2♥=good ♠ raise

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	same
NT	3 rd /5 th	same
Subseq	3 rd /5 th , ATT	same

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	AK(x)
King	AK, KQx(+)	KQ(x), AKQ(x)
Queen	QJ(x)	QJ(x), HQJx(x)
Jack	J10(x), KJ10(x)	J10(x), AJ10(x), K 10(x)
10	109x, H109(x)	109(x), H109(x), AQ109(x)
9	9x	HT9xx, T9xx, 9xx
Hi-X	Even	Even

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low = E	Count	Low=E
2 nd	S/P	S/P	S/P
3 rd	Count		Count
NT:	Same	Same	Same
2 nd	Same	same	Same
3 rd	Same		Same

Signals (including Trump's):

Smith vs NT, Hi-low=even number, Low=encouraging

Doubles

Takeout Doubles (Style; Responses; Reopening)

Style: Light, **Responses:** Cuebid only force
Reopening: Light

Special, Art and Comp Dbl/Rdbl's

NEG/ RESP DBL thru 4♦, Support DBL through 2♥,
 Competitive Doubles
 Some neg. DBLs:
 1♣-(1♦)-Dbl shows 4 cards in both Majors
 1m-(1♥)-Dbl denies 4 ♠s
 1m-(1♠)-Dbl strongly suggests at least 4 ♥s



WBF

System Card

Category:

Green

NCBO/team:
Monaco Open



Event:
Dublin 2012

Players:

Geir Helgemo

Tor Helness

System Summary

General Approach and Style

Natural
 Normally open lowest 4-card suit
 1♠ normally 5-card

1NT Opening: 15-17 HCP
2 over 1 RESP:

Special bids that may require defence

2♦ vul=Multi, 6+ ♥s or ♠s, 3-10 HCP, non vul=4+4+ majors, 2-9 HCP.
 2H/S=5-5 M+m 2-10 HCP

Special forcing pass sequences

Pass then pull is stronger than taking initial action

Important notes that don't fit

Psychics

Rare but possible

lay

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	10-23 HCP, NAT 3+ ♣s	Inverted raises 1♣-3♣ PRE	1♣-2♣-4♣ RKC	No inverted raises
1♦		4	4♣	10-23 HCP; NAT 4+ ♦s	Inverted raises 3♣=NAT, 3♦=PRE	1♦-2♦-4♦ RKC	No inverted raises
1♥		4	4♦	10-23 HCP, NAT 4+ ♥s	2NT = FG raise (4+ ♥s) 3♣ and 3♦ responses NAT, INV Double jump shift = void	1♥-2N-3♣=NAT, not minimum 1♥-2N-4x=void and minimum	DRURY FIT Minisplinters
1♠		5	4♦	10-23 HCP, NAT 5+ ♠s	2NT=FG (4+ ♠s) 3x=NAT, INV Double jump shift = void	1♠-2N-3♣=NAT, not minimum 1♠-2N-4x=void and minimum	DRURY FIT Jumps BPH in comp=fit Minisplinters
1NT			3♠	15-17 HCP May have 5-card Major May have 6-card minor	STAY, 2♥ JTB 2♣=minor suit Stayman 3-level shows singleton 4m=Texas		
2♣	√	0	4♣	STR, ART, F 2NT or 3M	2♦=negative or BAL 2NT=minors (at least 5-5)	2♣-2♦-2M through 3♣=2 nd negative	
2♦	√			Weak 2 in a Major, 3-10 HCP vul. Non vul=4+4+majors,2-9	2M and 3M P/C 2NT=relay		
2♥	x	5		5H+5m 2-10 HCP	2♣ NF, 2NT=relay		
2♠	x	5		5S+5m 2-10 HCP	2NT=relay		
2NT			3♠	20-21 BAL May have 5-card Major May have 6-card minor	Puppet STAY, JTB 3♣=minor suit Stayman 4x=slam try	High Level Bidding	
3x		6		PRE	New suit F1	RKCB	
3NT	√			Solid minor, gambling		Splinters	
4♣	√			8 tricks with solid ♥s 1 st /2 nd	4♦=relay	Cuebids	
4♣				NAT, PRE 3 rd		Void showing jumps	
4♦	√			8 tricks with solid ♠s 1 st /2 nd	4♥=relay		
4♦				NAT, PRE 3 rd			