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 Maiors

2+= vs 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)-2v=good ♠ raise

Leads and Signals

Opening Leads Style

3							
	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)					

109(x), H109(x), AQ109(x)

HT9xx. T9xx. 9xx

Even

Signals in order of priority

109x, H109(x)

9x

Even

	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)

10

9

Hi-X

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



System



Category:

NCBO/team: **Norway Open**

Event: **WBG 2008** Beijing, China



Green





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♦=Multi, 6+ ♥s or ♠s, 3-7 HCP

(1m)-2m both majors, at least 5-5

(1M)-2M highest and lowest unbid suits, at least 5-5

Special forcing pass sequences

Pass then pull is stronger than taking initial action

Important notes that don't fit

Psychics

Rare but possible

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*	1	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♦		6		Weak 2 in a Major, 3-7 HCP	2M and 3M P/C		
2♥		6		6 ♥ s, 8-11 HCP	2♠ NF, 2NT asks shortness 3♣, 3♦ and 3♠ NAT, F		
2♠		6		6 ≜ s, 8-11 HCP	2NT asks shortness 3♣, 3♦ and 3♥ NAT, F		
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	1			Solid minor, gambling		Splinters	
4♣	V			8 tricks with solid ♥s 1 st /2 nd	4+=relay	Cuebids	
4♣				NAT, PRE 3 rd		Void showing jumps	
4•	1			8 tricks with solid ≜s 1 st /2 nd	4 v =relay		
4•				NAT, PRE 3 rd			