

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light style
Responses F1 at 1- and 3-level
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 HCP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak
2-suit: 2NT = two lowest
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
1m - 2m = Both majors
1M - 2M = Highest + lowest
Jump cuebid asks for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = Both majors
2♦ = ♥ OR ♠+m
2♥ = ♥+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL
VS. ARTIFICIAL STRONG OPENINGS
DBL = Both majors
NT = Both minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+ HCP
2NT = 9+ HCP with support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/5th	Same	
NT	3rd/5th	Same	
Subseq	3rd/5th attitude	Same	
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AKx(x)		AK(x)
King	AK;KQ(x)		KQ(x);AKQ(x)
Queen	QJ(x)		QJ(x);HQJx(x)
Jack	J10(x);KJ10(x)		J10(x);AJ10x(x);KJ10x(x)
10	109(x);H109(x)		109(x);H109(x);AQ109(x)
9	9x		9x;H98xx
Hi-x	Even number		Even number
Lo-x	Odd number		Odd number
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low = encrg	Count	Low = encrg
	2 S/P	S/P	S/P
	3 Count		Count
NT	1 same	same	same
	2 same	same	same
	3 same		same
Smith vs NT			
High-low = even number			
Low = encrg			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Light style, also reopening			
Cuebid only force			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative DBL through 4♦			
Responsive DBL through 4♦			
Support DBL through 2♥			
1♣ - (1♦) - DBL shows 4 cards in both M			
1m - (1♥) - DBL denies 4♠			
1m - (1♠) - DBL strongly suggests at least 4♥			
Competitive DBL			

WBF Convention Card



Category: RED

NCBO: Norway EVENT: 2003 Bermuda Bowl

PLAYERS: Tor HELNESS

Geir HELGEMO

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
Normally open lowest 4-card suit
1♠ normally 5-card
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 5-5 in ♥+♣ or ♠+♦, 3-10 HCP (BROWN STICKER)
[Note 1]
2♥ = weak in ♥ or ♠, 3-10 HCP, 6-card (BROWN STICKER)
[Note 2]
2♠ = 5-5 red or black suits, 3-10 HCP (BROWN STICKER)
[Note 3]
(1m) - 2m = both majors, at least 5-5
(1M) - 2M = highest + lowest unbid suits, at least 5-5
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare but possible

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦		10-23 HCP, NAT, 3+♣	Inverted raises, 1♣ - 3♣ = PRE	1♣ - 2♣, 4♣ = RKCB	No inverted raises
1♦		4	4♣		10-23 HCP, NAT, 4+♦	Inverted raises, 1♦ - 3♦ = PRE	1♦ - 2♦, 4♦ = RKCB	No inverted raises
1♥		4	4♦		10-23 HCP, NAT, 4+♥	2NT = GF raise (4+♥) Double jump shift = void	1♥ - 2NT, 4x = void and minimum 1♥ - 2NT, 3♣ = NAT OR void in any, not minimum	Drury (fit) Minisplinter
1♠		5	4♦		10-23 HCP, NAT, 5+♠	2NT = GF raise (4+♠), Double jump shift = void	1♠ - 2NT, 4x = void and minimum, 1♠ - 2NT, 3♣ = NAT OR void in any, not minimum	Drury (fit)
1 NT			3♣		(14)15-17 HCP, may have 5M/6m	Transfers, 2♣ = minor suit Stayman 3-level = singeltons 4m = Texas		Minisplinter
2♣	✓		4♣		Strong, ART, F2NT/3M	2♦ = negative OR BAL 2NT = minors (at least 5-5)	2♣ - 2♦, 2M - 3♣ = 2nd negative	
2♦	✓				5-5 in ♥+♣ or ♠+♦, 3-10 HCP	[Note 1] 2NT = relay, others p/c	2♦ - 2NT - 3♣ = min ♥+♣, 3♦ = min ♠+♦, 3♥ = max ♥+♣, 3♠ = max ♠+♦	
2♥	✓				Weak in ♥ or ♠ 3-10 HCP, 6-card	[Note 2] 2NT = relay, 2♠/3♥/4♥ = p/c 3♣/♦/♠ = NAT F	2♥ - 2NT - 3♣ = min w/♥, 3♦ = min w/♠, 3♥ = max w/♠, 3♠ = max w/♥	
2♠	✓				5-5 in reds or blacks, 3-10 HCP	[Note 3] 2NT = relay, others p/c	2♠ - 2NT - 3♣ = min ♣+♠, 3♦ = min ♦+♥, 3♥ = max ♦+♥, 3♠ = max ♣+♠	
2 NT			3♠		(19)20-21 HCP, may have 5M/6m	Puppet, transfers, 3♠ = minor suit Stayman, 4x=Slam try		
3 bids		6			PRE			
3NT	✓	7			Solid m, gambling			
4♣	✓				8 tricks w/SOL ♥ in 1st/2nd NAT PRE in 3rd	4♦ = relay		
4♦	✓				8 tricks w/SOL ♠ in 1st/2nd NAT PRE in 3rd	4♥ = relay		
							HIGH LEVEL BIDDING	
							Roman Keycard Blackwood	
							Splinters	
							Cuebids	
							Voidshowing jumps	

Supplementary sheet for Tor Helness – Geir Helgemo, Norway

[NOTE 1]

2D (5-5 H+C or S+D, weak two strength)

It's not mandatory to open all hands between 3-10 HCP. It all depends on common sense, suit quality and vulnerability. I.e. no ridiculus openings.

2D – X

XX = Strong hand, pull if not S+D.

Pass = P/C

2NT = System on

2M = P/C

3any = P/C

4any = P/C

2D – 2H/S or 3C/D/H/S

X = Negative

Bids = P/C.

[NOTE 3]

2S (5-5 red or blacks, weak two strength).

It's not mandatory to open all hands between 3-10 HCP. It all depends on common sense, suit quality and vulnerability. I.e. no ridiculus openings.

2S – X

XX = Strong hand, pull if reds.

Pass = P/C

2NT = System on

3/4C/D/H/S = P/C

2S – 3C/D/H/S

X = Negative

Bids = P/C

[NOTE 2]

2H (weak two in hearts or spades)

Standard weak two, no difference between hearts or spades. It's not mandatory to open all hands between 3-10 HCP. It all depends on common sense, suit quality and vulnerability. I.e. no ridiculous openings. If 2H-pass, we have to guess what to do.

2H – X

Pass = P/C
2S = Spades
2NT = System on
3C/D = Nat. NF.
3H = P/C
3S = Nat. and forcing
4H = P/C

2H – 2S

X = Negative
3H/4H = To play in partners heart suit.
2NT = System on
3C/D = Nat. NF.

2H – 3C/D

X = Pen.
3H = P/C
3S = Nat. F.
4C/D = Bid your suit.
4H/S = To play

2H – P

2S = P/C
3H = P/C
4H = P/C

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Tor HELNESS – Geir HELGEMO

Country : Norway

Event: 2003 Bermuda Bowl

Opening bid of 2H **in** All

seat at All vulnerabilities

Shows: Weak i H or S, 6 card, 3-10 HCP

Detailed Description:

Standard weak two, no difference between hearts or spades.

It's not mandatory to open all hands between 3-10 HCP.

It all depends on common sense, suit quality and vulnerability. I.e. no ridiculous openings.

If 2H-pass, we have to guess what to do.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

All hands that guesses partner has hearts, weak hands, common sense.

Meanings of other responses and rebids:

2NT = relay, 2S/3H/4H = P/C, 3C/D/S = NAT F

2H – 2NT – 3C = H minimum

2H – 2NT – 3D = S, minimum

2H – 2NT – 3H = S, maximum

2H – 2NT – 3S = H, maximum

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass = P/C

2S = Spades

2NT = System on

3C/D = Nat. NF.

3H = P/C

3S = Nat. and forcing

4H = P/C

Responses after opponent's overcall:

2H – 2S

X = Negative

3H/4H = To play in partners heart suit.

2NT = System on

3C/D = Nat. NF

2H – 3C/D

X = Pen.

3H = P/C

3S = Nat. F.

4C/D = Bid your suit.

4H/S = To play

Rebids after 4th hand DBLs the response:

System on, P/C

Rebids after 4th hand overcalls:

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Tor HELNESS – Geir HELGEMO

Country : Norway

Event: 2003 Bermuda Bowl

Opening bid of 2S **in** All

seat at All vulnerabilities

Shows: 5-5 in reds or blacks, 3-10 HCP

Detailed Description:

It's not mandatory to open all hands between 3-10 HCP.

It all depends on common sense, suit quality and vulnerability.

I.e. no ridiculous openings.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

All hands that guesses partner has spades, weak hands, common sense.

Meanings of other responses and rebids:

2NT = relay, others P/C

2S – 2NT – 3C = C+S, minimum

2S – 2NT – 3D = D+H, minimum

2S – 2NT – 3H = D+H, maximum

2S – 2NT – 3S = C+S, maximum

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

XX = Strong hand, pull if reds.

Pass = P/C

2NT = System on

3/4C/D/H/S = P/C

Responses after opponent's overcall:

2S – 3C/D/H/S

X = Negative

Bids = P/C

Rebids after 4th hand DBLs the response:

System on, P/C

Rebids after 4th hand overcalls:

X = Penalty, but not mandatory