



WBF Convention Card

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
Style: Light
Responses: F1 at 1- and 3-level New suit at 1 or 2 level NF, Jump shift INV,
<b>Reopening:</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15-17
Responses: As over INT OPENING
<b>4<sup>th</sup> Position:</b> same
Responses: same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Weak
Responses:
Unusual NT: 2N=lower 2 unbid suits
<b>Reopening</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
Style: 2-suited
(1m)-2m=Both Majors; (1M)-2M=highest and lowest
Responses: Jump cuebid asks for stopper
<b>Reopening:</b>
<b>Vs. NT (vs. Strong / Weak; Reopening; PH)</b>
Vs WK and STR Direct and BAL: DBL=pen
2♣=Both Majors
2♦=♥s or (♠s and a minor)
2♥=♥s and a minor
Reopening: Same
<b>Vs PREEMPTS</b>
T/O doubles
<b>Vs ARTIFICIAL STRONG OPENINGS</b>
DBL=Both majors
NT=Both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	same	
Subs.	3 <sup>rd</sup> /5 <sup>th</sup> , 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 number	Even number	
Lo-x	Odd number	Odd number	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's lead	Discarding
1 <sup>st</sup>	Low = E	Count	Low=E
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>	Count		Count
1 <sup>st</sup>	Same	Same	Same
2 <sup>nd</sup>	Same	same	Same
3 <sup>rd</sup>	same		Same
<b>Signals (including trump):</b> Smith vs NT			
Hi-low=even number			
Low=encouraging			
DOUBLES			
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>			
Style: Light			
Responses: Cuebid only force			
<b>Reopening:</b> Light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE-)DBLS</b>			
NEG DBL thru 4♦			
1♣-(1♦)-Dbl shows 4 cards in both Majors			
1m-(1♥)-Dbl denies 4 ♠s			
1m-(1♠)-Dbl strongly suggests at least 4 ♥s			
RESP DBL thru 4♦			
Support DBL through 2♥			
Competitive Doubles			

<b>Category:</b> Natural – GREEN
<b>NCBO:</b> NORWAY
<b>Event:</b> All
<b>Players:</b> GEIR HELGEMO      TOR HELNESS MELTZER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
Normally open lowest 4-card suit
1♠ normally 5-card
<b>INT Opening:</b> 15-17
<b>2 over 1 RESP:</b>
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
<b>OPENINGS:</b>
2♦=Multi, 6+ ♥s or ♠s, 3-7 HCP
<b>RESPONSES:</b>
<b>COMP:</b>
(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 ELSEWHERE
<b>PSYCHICS:</b> rare but possible

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG-DBL THRU	GEIR HELGEMO	TOR HELNESS	8/10/2007
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣		3	4♦	10-23 HCP, NAT 3+ ♠s	Inverted raises 1♣-3♣ PRE	1♣-2♣-4♣ RKC No inverted raises
1♦		3	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 May have 5-card Major May have 6-card minor	STAY 2♦, 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 <sup>nd</sup> negative
2♦	√	6		Weak 2-bid 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	<b>HIGH LEVEL BIDDING</b> RKCB Splinters
3x		6		PRE	New suit F1	Cuebids
3NT	√			Solid minor, gambling		Void showing jumps
4♣	√			8 tricks with solid ♥s 1 <sup>st</sup> /2 <sup>nd</sup>	4♦=relay	
4♣				NAT, PRE 3 <sup>rd</sup>		
4♦	√			8 tricks with solid ♠s 1 <sup>st</sup> /2 <sup>nd</sup>	4♥=relay	
4♦				NAT, PRE 3 <sup>rd</sup>		