

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: Light
Responses: F1 at 1- and 3-level
New suit at 1 or 2 level NF, Jump shift INV
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, continuation as after opening
Reopening: same
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: weak 5-11 HCP, twosuit (3clubs)
Unusual NT: 2N = lower unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: 2-suited
(1m) 2m = both Majors (1M) 2M = highest and lowest
Responses: Jump quebid asks for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = penalty
2♣ = both Majors
2♦ = ♥s or (♠s + a minor)
2♥ = ♥s + a minor
Reopening: same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Both Majors, NT = both minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 9+, 2NT 9+ with support
1♠ (Dbl) 2♥ = good raise in spades

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5*	same	
NT	1/3/5*	same	
Subseq	1/3/5 (ATTITUDE)	same	
Other: *7 th from 7-c			
K on 5-level or higher asks for length			
LEADS			
Lead	Vs. Suit	Vs. NT	
King	AK, KQx(+)	AKQ(x), KDx(x)	
Queen	QJ(x)	HQJx(+), QJ(x)	
Jack	JTx(+), KJT _x	JT(x), AJT(x), KT(x)	
10	T9x, HT9(+)	HT9(+), T9x(x), AQT9(x)	
9	9x	HT9xx, 9xx, T9xx	
Hi-X	Even	Even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc.	Count	Low = enc.
Suit 2	Suit preference	Suit preference	Suit preference
3	Count		Count
1	Same	Same	Same
NT 2	Same	Same	Same
3	Same		Same
Signals (including Trumps): Hi-low=even, Low=encouraging			
Smith vs NT (Hi-low likes the lead from both).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Light Responses: Cuebid only force			
Reopening: Light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG/RESP DBL thru 4♦, Support DBL through 2♥			
Competitive doubles, Some negative doubles:			
1♣ (1♦) Dbl shows 4-c in both Majors			
1m (1♥) Dbl shows at least 4-c spades			
1m (1♠) Dbl strongly suggest at least 4-c ♥			

W B F CONVENTION CARD
CATEGORY: Green
NCBO/team: MONACO OPEN
EBL Championships Open
PLAYERS: Geir Helgemo, Tor Helness, Krzysztof Martens
SYSTEM SUMMARY
Natural, normally open lowest 4-c suit
1♠ normally 5-c
INT opening: 15-17 HCP (10-13 1 st /2 nd favourable)
2♦ opening: weak 5-10 HCP with ♦ (5+M 0-7 HCP favourable)
2 over 1 RESP: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
INT opening: 15-17 HCP (10-13 1 st /2 nd favourable)
2♦ opening: weak 5-10 HCP with ♦ (5+M 0-7 HCP favourable)
SPECIAL FORCING PASS SEQUENCES
Pass then pull is stronger than taking initial action
IMPORTANT NOTES
PSYCHICS: Possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	MONACO OPEN, Geir Helgemo - Tor Helness - Krzysztof Martens			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	10-23 HCP 3+♣	Inverted raises INV+; 1♣-2M = NAT strong 1♣- 3♣preemptive 4-8 HCP	1♣ - 2♣;4♣=RKC 1♣ - (1♥)Dbl = 4+♠	No inverted raises
1♦		4	4♣	10-23 HCP 4+♦	Inverted raises INV+; 3♣ = NAT INV, 3♦preemptive 4-8 HCP	1♦ - 2♦;4♦=RKC 1♦ - (1♥)Dbl = 4+♠	No inverted raises
1♥		4	4♦	10-23 HCP 4+♥	2NT = FG support 3x = NaturalINV Double jump shift = void	1♥ - 2NT; 3♣=NAT not minimum 1♥ - 2NT; 4x = void and minimum	DRURY FIT Minisplinter
1♠		5	4♦	10-23 HCP 5+♠	2NT = FG support 3x = NaturalINV Double jump shift = void	1♠ - 2NT; 3♣=NAT not minimum 1♠ - 2NT; 4x = void and minimum	DRURY FIT Jumps BPH in comp =fit Minisplinter
1NT			3♠	15-17 HCP (10-13 1 st /2 nd favourable) may have 5M/6m	2♣=stayman (then 3♣=artificial relay, 3♦=NAT positive but NF) 2♦♥=JTB; 2♠=minor suit stayman 3-level shows singleton 4m = Texas		
2♣	√	0	4♠	STR, ART, F 2NT or 3M	2♦ = negative or balanced; 2M – Natural positive 2NT = minors (at least 5-5)	2♣ - 2♦-2Mthrough 3♣ = 2 nd negative	
2♦	√	0		Weak 5-10 HCP with ♦ (5+M 0-7 HCP in favourable)	2♦ (when weak) 2M NAT NF, 2NT relay 2♦ (when 5+M 0-7 in favourable) 2/3/4♥ pass/correct, 2NTrelay; 3m=NAT NF		
2♥		(5)6		3-10 HCP in non vuln 7-10 HCP in vuln	2NT relay at least INV		
2♠		(5)6		3-10 HCP in non vuln 7-10 HCP in vuln	2NT relay at least INV		
2NT				20-21 HCP may have 5M/6m	Puppet stayman, JTB, 3♠=minor suit stayman 4x=slam try		
3x		6		Preemptive 3-10 HCP in non vuln 7-10 HCP in vuln	New suit F1		
3NT	√			Solid minor, gambling			
4x				Preemptive 4-9 HCP			
						HIGH LEVEL BIDDING	
						RKCB Splinters Void showing jumps	