Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Style:Light

Responses: F1 at 1- and 3-level

New suit at 2 level nonF

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

2nd 15-18hcp, res as over 1NT opening

4th same

Jump Overcalls (Style; Responses; Unusual NT)

2 M = Natural weak

Unusual NT: 2NT=two lower unbid suits

Leaping Michaels against weak 2 and multi

Direct and Jump Cue Bids (Style; Responses)

Style: 2-suited

(1m)-2m=M+M, (1M)-2M=highest + ♣

If 1 \clubsuit might be 2-card, then in 2nd 2 \clubsuit =nat, 2 \spadesuit =M+M

Jumpcuebid ask for stopper

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

Double = Penalty

2 - M = M + M

 $2 \spadesuit = 5 + \heartsuit / \spadesuit$

2 ♥ =4 ♥ + mino

 $2 = 4 = 4 \implies \text{minor}$

Reopening: 2 ♣ ♦ ♥ ♠ same, Double=reopening

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

Take out

VS. Artificial Strong Openings

Double=M+M

NT=m+m

Over Opponents' take out double

1 level = F1

2 level = NF

Redouble=9+hcp

2NT=9+hcp with support

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	3 rd -5 th	3 rd -5 th

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	9x	9x, A98(x)
Х	Hx <u>x</u> /xx <u>x</u> x	Hx <u>x</u> /xx <u>x</u> x

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	low=encrg	count	low=encrg
2 nd	encouraging	encouraging	encouraging
3 rd	count	count	count
NT:	low=enc	Smith	low=enc
2 nd	encouraging	count	encouraging
3 rd	count	count	count

Signals (including Trump's): Smith vs NT, low=encouraging Trumph's: Lavinthal

Doubles

Takeout Doubles (Style; Responses; Reopening)

Style: light, Responses: cuebid only force, Reopening:light

Special, Art and Comp Dbl/Rdbl's

Neg/resp doubles through 4 \heartsuit , support dbl/redbl through 2 \heartsuit , 1m-(1 \blacklozenge)-dbl=4-cards both M, 1m-(1 \blacktriangledown)-dbl=denies 4 \spadesuit



System

Card





Category: Green

Players

Fredrik Helness Gunn Helness

System Summary

General Approach and Style

Natural 5-card 🌲

Normally open lowest 4-card suit

Very light openings occur

1NT opening (14)15-17 hcp may have 5M, 6m, 5422. Singleton possible.

2-over-1 resposnses: GF

Special bids that may require defence

Special forcing pass sequences

Pass then pull is stronger than taking initial action

Important notes that don't fit

Xy-NT, XYZ, Manco

Psychics

Rare

Opening	Art	M	N				
		і п #	e g D	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4 🔷	11-22hcp 3-cards only if 4333	2 ♣ =inverted minor, 2 ♦ ♥ ♠ =6-card 16+hcp, 2NT=ca 12 hcp, bal, 3/4 ♣ =pre, 3 ♦ ♥ ♠ =void, 3NT= 33(43) 13-15hcp, 4 ♦ ♥ ♠ =pre, 4NT=4A BW	1 ♣ -1x-2 ♣ -2 ◆ -=art GF, 1 ♣ -1M-2M-3x=shortness, inv. 2NT=inv	2 ♦ ♥ ♠ =5-card + 4-card ♠ , inv
1♦		4	4 👫	11-22hcp	2 ♣ =nat GF, 2 ♦ =inverted minor, 3 ♣ =6-card inv, 2 ♥ ♠ =6-card 16+hcp, 2NT=(11) 12 (13)hcp, bal, 3/4 ♦ =pre, 3 ♥ ♠ 4 ♣ =void, 3NT= 33(43) 13-15hcp, 4 ♣ ♥ ♠ =pre, 4NT=four ace BW	1 ♦ -1x-2 ♦ -3 ♣ =art GF 1 ♦ -1M-2M-3x=shortness, inv. 2NT=inv	2 ♥ ♠=5-card + 4-card ♦, inv 3 ♣=5+♣ + 4-card ♦, inv
1♥		4	3♠	11-22hcp	2 ♠ ♦ =nat GF, 2 ♥ =4-9hcp, 2NT=GF with ♥, 2 ♠ =6-card 16+hcp, 3 ♠ ♦ =6-card inv, 3 ♥ =inv, 3NT=void in a minor 5-10hcp, 3 ♠ 4 ♠ ♦ =void 10+hcp, 4 ♠ 5 ♠ ♦ =exclusion, 4NT=Blackwood	1 ♥ -2NT-3x-3/4y=single, 1 ♥ -2NT-3x-3 ♥ =ask for single 1 ♥ -2NT-3x-3NT=ask for cue	2 ♣ =Drury 2NT=Jacoby, GF 3 ♥ =pre, 2 ♠ 3 ♣ ♦ = single
1♠		5	3♥	11-22hcp	2 ♠ ♦ ♥ =nat GF, 2 ♠ = 4-9hcp, 2NT=GF with ♠, 3 ♣ ♦ ♥ =6-card inv, 3 ♠ =inv, 3NT=void in ♠, ♦ or ♥ 5-10hcp, 4 ♠ ♦ ♥ =void 10+hcp, 5 ♣ ♦ ♥ =exclusion, 4NT=Blackwood	1 \spadesuit -2NT-3x-3/4y=single, 1 \spadesuit -2NT-3x-3 \spadesuit =ask for singl 1 \spadesuit -2NT-3x-3NT=ask for cue	2 ♣ =Drury 2NT=Jacoby, GF 3 ♠ =pre, 3 ♣ ♦ ♥ = single
1 NT			3♠	(14)15-17hcp may have 5M, 6m, single, 5422	2♠=stayman, 2♦♥=transfer, 2♠=minorstayman, 2NT=inv, 3x=single, 4♠♦=transfer to ♥♠, 4M=to play, 4NT=inv	1NT-2 ♣ -2 ♦ ♠ -3 ♣ =relé 1NT-2 ♣ -2 ♦ ♠ -3 ♥ =slamtry in ♣ 1NT-2 ♦ ♥ -2 ♥ ♠ -3 ♥ ♠ =GF	
2♣	х			Strong, art, F 2NT or 3M	2 ♦ =relé, 2 ♥ ♠ =5-card GF, 2NT= ♣ + ♦, 3 ♣ ♦ =nat GF	2 ♣ -2 ♦ -2M-3 ♣ =2 nd negative 2 ♣ -2 ♦ -2NT(22-23hcp)-3 ♣ =puppet, 3 ♦ ♥ =transfer	
2 ♦		6		Weak 2	2 ♥ ♠ 3 ♣ =non forcing, 2NT=relé	$2 \spadesuit$ -2NT- $3 \spadesuit$ = min, $3 \clubsuit \spadesuit$ single, 3NT=max, no single	
2♥		6		Weak 2	2 ♠ =nat F0, 2NT=relé, 3 ♣ ♦ ♠ =nat GF, 3 ♥ =pre, 3NT=to play, 4 ♣ ♦ =shortness, 4 ♥ ♠ =to play	2 ♥ -2NT-3 ♣ ♦ ♠ =singleton, 3 ♥ =min, no singleton(may have singletone spade if very weak), 3NT = max no singleton	
2♠		6		Weak 2	2NT=relé, 3 ♣ ♦ ♥ =nat GF, 3 ♠ =pre, 3NT=to play, 4 ♣ ♦ ♥ =shortness, 4 ♠ =to play	2 ♠ -2NT-3 ♣ ♦ ♥ =Singleton, 3 ♠ =min no singleton, 3NT max no singleton	
2 NT				20-21hcp, bal, may have 5M, 6m or stiff H	$3 \clubsuit$ = puppet, $3 \spadesuit \heartsuit$ = transfer, $3 \spadesuit$ = minor, $3NT$ = to play, $4 \clubsuit = \heartsuit$, $4 \spadesuit = \spadesuit$, $4 \heartsuit = \clubsuit$, $4 \spadesuit = \spadesuit$, $4NT$ = inv	Slam Conventions	
3x		6		Pre, free style	3x = nat GF		
3NT	х	7		Solid minor, no side A or K	$4 \clubsuit = p/c$, $4 \spadesuit = ask$ for single, $4 \heartsuit \spadesuit = to play$, $4NT=$? Length, $5 \clubsuit = p/c$	RKCB(03/14), Exclution RKCB, Splinters, Cuebids 1th and $2^{ m nd}$ mixed, Jacoby, DOPI, ROPI, 5NT=usually "pick a slam"	
4 ♣ , ♦		6		Nat preemptive	4 ♥ ♠ =to play	3NT after majorsupport normally denies shortness, ask for cue	
4♥,♠		6		Nat preemptive	4 ♠ 5 ♣ ♦ ♥ =cue, 4NT=RKC		
4NT	х			Ask specific A	$5 \clubsuit = 0, 5 \spadesuit = \spadesuit, 5 \heartsuit = \heartsuit, 5 \spadesuit = \spadesuit, 5NT=2, 6 \clubsuit = \spadesuit$		