

HELLO vs. 1NT (Harper version)

(Devised and developed Mr. Jerry **Helms** and his bridge partner and co-contributor Mr. Bill **Lohman**)

Double – Penalty; More often based on tricks rather than just high card strength.

2♣ – Diamonds or Major-minor 2-suiter

Pass Hate the whole thing & I have Clubs

2♦ – As ordered

Pass Diamond one-suiter

2♥ – Hearts + either minor

3♣ – asks which minor (pass or correct) *BCH*

2NT – Game Try *BCH*

3♣ – Hearts + Clubs; minimum

3♦ – Hearts + Diamonds; minimum

3♥ – Hearts + Clubs; extras

3♠ – Hearts + Diamonds; extras

2♠ – Spades + either minor

3♣ – asks which minor (pass or correct) *BCH*

2NT – Game Try *BCH*

3♣ – Spades + Clubs; minimum

3♦ – Spades + Diamonds; minimum

3♥ – Spades + Clubs; extras

3♠ – Spades + Diamonds; extras

Other bids: natural; shows diamonds & good hand

E.g.: 3M shows Major + Diamonds and good hand,

With Clubs bid 2NT then 3M

2M – Strong suit of my own

2NT – Game Try

2♦ – Hearts

Pass Hate the whole thing & I have long Diamonds

2♥ – no interest, could be no Hearts

2NT – Game Try

3 step Ogust or maybe standard Ogust *BCH*

3♦ – Transfer and invitational

3♥ – invitational

4♦ – Transfer

2♥ – Both Majors; unspectacular

Pass OK fine

2♠ to play

2NT Game try *BCH*

3♣ – equal Majors or better hearts; minimum

3♦ – better spades; minimum

3♥ – equal Majors or better hearts; extras

3♠ – better spades; extras

3♥ – invitational

3♠ – invitational

2♠ – Spades

2NT – Game Try

4X – splinter

2NT – Clubs

3♣ – As ordered

New suit – natural, 2nd suit; strong & very distributional

Any bid other than Clubs after the Transfer bid promises an independent suit and is non-forcing.

3♣ – Both minors

Pass shows minimum values in Clubs and preferred Minor suit. A raise to 4♣ is invitational and 5♣ can show game values or be preemptive in nature. A response of 3♦ shows only preference, whereas a response of 4♦ is invitational and a 5♦ response can show game values or be preemptive in nature.

3♦ – Both Majors; Good hand; Game opp. Kxx in 1 Major and xx in other

3♥ – natural & preemptive

3♠ – natural & preemptive

A passed hand double is Clubs or both red suits or 5♠-4♥ *BCH*.

All other balancing actions are the same

Helms Version (PH Double then bid):

- 2 ♦: This rebid promises Diamonds and an unspecified Major.
- 2 ♥: This rebid implies at least a 4-card Heart suit but guarantees a 5-card plus Club suit.
- 2 ♠: This rebid implies at least a 4-card Spade suit but guarantees a 5-card plus Club suit.

Other: Owing to the fact that most overcalls are able to show shape and length, any other overcall implies strongly a holding with less shape and/or values or playing defensive strength.

After (1NT) – 2♣ – (Dbl) *BCH*

- Pass Strong interest in playing 2♣ doubled
- Rdbl Unable to take action; asks overcaller to take normal action
- 2♦ Some diamond tolerance
- 2M As without double; natural

After (1NT) – 2♣ – (2♦/♥/♠)

Any **double** by the Advancer is employed to initiate additional competition by promising a suitable fit and support for the shape of holding held by the Hello bidder. Therefore, the advancer should have at least a 3-card support in Diamonds, Hearts and Spades. This guideline is employed generally up to and including a 3♣ bid.

As soon as the auction returns, in this sequence, to West or the Hello bidder, then the following guidelines are recommended:

- 3 ♦: This rebid confirms a one-suited Diamond overcall.
- 3 ♥: This rebid confirms Hearts and an unspecified Minor suit.
- 3 ♠: This rebid confirms Spades and an unspecified Minor suit.
- Pass: A Pass confirms that the partner of the No Trump bidder has advanced with a bid of one of your suits.

Max Hardy: "My own search for the best defense against the opponent's notrump opening and overcall came to a successful conclusion when I was introduced to HELLO, which I now use and teach to all my students."

For more details or information on HELLO vs. 1NT overcalls and HELLO vs. strong 1♣ & 2♣:

<http://www.bridgeguys.com/Conventions/Hello.html>