WBF Convention Card 2.16

Category:	Brown Sticker System
Country:	Sweden
Event:	
Players:	Sven-Olov Flodqvist - Tomas Brenning

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

OVERCALLS: 5+card suit and about 11-17 but 1-level overcalls, especially NV, can be aggressive (8+ hcp). Overcalls with 4-card suits are rare.

RESPONSES: New suit = F1. Transfer responses from 2x where x is the opening suit. Jump cuebid = INV with 4+card support. (1x)-1y-(D=T/O): 1N+ = Transfer. Jump raise = PRE. (1x)-1y-(Bid)-Jump shift = Fitshowing.

REOPENINGS: Overcalls show 2-3 hcp less than direct overcalls.

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

(1x)-1N: 15-18. Responses as after a 1N opening.

(1x)-P-(P)-1N: 12-16. No stopper guaranteed. Responses as after a 1N opening.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Preemptive, except (1S)-3H that is INV. 2N = 5+5+ lowest suits.

2-Suit:

Reopen: 2N = 19-21 BAL. Suit bids show a constructive 1-suiter.

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

All 2-suited overcalls are constructive.

(1m)-2m = 5+S5+H. (1m)-3m = 5+S5+om. (1M)-2M = 5+OM5+C.

(1M)-3M = 5+OM5+D. (1x)-P-(P)-2x = 5+5+ any suits.

(2C)-3C = 5+S5+H. (3C)-4C = 5+S5+H. (3D)-4D = 5+5+ any suits.

VS. NT (vs. Strong / Weak; Reopening; PH)

2C = H+x. 2D = S+x. x might be longer. With both majors the shorter or weaker is shown first. With 55 in the majors, 2D shows strong or weak where 2C shows an intermediate hand. (1N)-2m;2N = ART F: 3m = 4+ F1. 3OM = 5+ F1. 3M = 5(+) NF.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

D = T/O up to and including 3D. D = OPT from 3H and up. Reopening D is always T/O. (2x)-4m = 5+M5+m. (2x)-2N = NAT except vs 2D=Multi. (3M)-4m = T/O where 4D guarantees better D than C. (3C)-4C = 5+S5+H. (3C)-4D = 5+M5+D. (3D)-4D = 5+5+ any.

VS. ARTIFICIAL STRONG OPENINGS

Vs strong 1C/D: D shows the opening suit. Overcalls and jump overcalls are usually weak. 1N/2N show minors. Cuebid is natural. Pass + bid shows a good hand after a negative bid by responder.

Vs strong artificial 2x: D shows the opening suit.

OVER OPPONENTS' TAKE OUT DOUBLE

1C-(D): RD = 12+ all distributions. 1D = 5-7(8) all distributions. Other bids as after 1C-(P). 1C-(P)-1D-(D): P = 15-16 BAL. RD = 5D4C. Other bids as after 1C-1D. 1D-(D): RD = 8+ "BAL. 1/2x = 6+ NAT. 1N = 5-7.

1M-(D): RD = 12+ "BAL". Jump shift = PRE. Other bids as after 1M-(P).

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st / 3rd / 5th	1st / 3rd / 5th
NT	1st / 3rd / 5th	1st / 3rd / 5th
Subseq	2nd/4th through declarer	1st/3rd
Other:	Vs NT, from AKQT, AKJT, KQJ9 etc, we may lead Q, K, J respectively, to ask for unblock. K vs 5+level asks for count.	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+, A+ if our suit	AK+, A+ if our suit
King	KQ+, AK, AK+ if our suit	KQ+, AKJ(T)+, AK+ if our suit
Queen	QJ+	QJ+, KQT(9)+, KQJx+
Jack	JT+, Jx	JT+
10	T9+, KJT+	AJT+, KJT+, T9+
9	98xx, 9x, KT9+, QT9+	98xx+, 9x, HT9+, (98x)
Hi-x	Even	Even
Lo-x	Odd	Odd. May be low from HT8x.

SIGNALS IN ORDER OF PRIORITY

		Partners Lead	Declarer's Lead	Discarding
Suit:	1st	Low = ENCRG	High/low = Odd	Low = ENCRG
	2nd	High/low = Odd	S/P	High/low = Odd
	3rd	S/P		S/P
NT:	1st	Low = ENCRG	High/low = Odd	Low = ENCRG
	2nd	High/low = Odd	S/P	High/low = Odd
	3rd	S/P		S/P

Signals (including Trumps): Trump: High/low shows odd number of cards. When discarding or following with a high card from a known 5+ suit, odd cards are S/P for the higher suit and even cards for the lower.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (10+) with classic shape (8+ for reopening D).

(1x)-D-(1y): 2x = F1. 2y/3y = Natural. D = Penalty double.

(1S)-D-(P)-1N = Weak. (1M)-P-(P)-D;(P)-Relay = Weak.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

MAGIC D-LIGHT

1C = 12-17 any distribution. 1D = 17+. 1M/m = NAT (1st/2nd = 8-11, 3rd/4th = 11-16). 2M/2N = 2-suiter.

Frequent non-penalty doubles. Fast arrival. Preempts: Light/classic.

1NT Openings:	12-14 BAL. Transfer responses.
2 OVER 1 Responses:	Artificial after 1C/D. Transfer after 1H/S.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1C (1st/2nd) = 15-17 BAL or 12-16 unBAL.

1C (3rd/4th) = 15-17 BAL or 13-16 5+M5+m.

1D = 17+ unBAL or 18+ BAL.

1M/2m (1st/2nd) = 8-11 NAT. 1M/2m (3rd/4th) = 11-16 NAT.

2M (1st/2nd) = 6-11 5+5+ any M+m. 2M (3rd/4th) = 8-12 5+5+ any M+m.

2N (1st/2nd) = 6-11 5+S5+H or 5+D5+C.

2N (3rd/4th) = 8-12 5+S5+H or 11-16 5+D5+C.

3N = Preempt equivalent to 4C/D.

4m = Strong preempt in M (C=H, D=S).

TRANSFER RESPONSES IN MANY POSITIONS

1H-1N/2C and 1S-1N/2C/2D = Transfer, may be from 0 hcp but usually shows at least something. 1H-2D and 1S-2H = 12+ with 3(+) support. After 1M-(D) the same responses are used.

1D-1N/2C = Transfer to H/S. 1D-2D/H = Transfer to C/D.

SPECIAL FORCING PASS SEQUENCES

Forcing pass is used after (1) Game force. (2) 6+ responses after 1D opening. (3) Acceptance of game INV.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Aggressive preemptive raises. Special lebensohl. Free bids that don't promise any extra values. Fast arrival to agreed level shows minimum.

Psychics: Occasional. 1M/2m (3rd hand) may be light. 1M-1S/transfer responses may be light.