April	DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS							
DVEKCALLS Secure due that about 11-17 or Preview doversalls, espocially East 3rd / 5th 1st / 3rd / 5th 2st / 3	OVERCALLS (Style; Responses; 1/2 Level; Reopening) OPENING LEADS STYLE						WPE Convention Cord 2 16		
RESPONSES Now sul = F1. Transfer responses from 2 where x in the NT pointing sul_Jump coulée NV with 4-crat support (1-b) y-(0-T0); with	OVERCALLS: 5+card suit and about 11-17 but 1-level overcalls, especiall	Lead		In Partner's Suit		WBF Convention Card 2.16			
govering suit. Jump cubile I. NV with 4-card support. (1x)-1y(D=7) REOFENINGS. Overralls show 2.5 hop base than direct overralls. NT OVERCALL (2x)OUTH Live, Responses; Reopening) LEAD S. Sult Vis. NT from AKCT, AKJT, KCJR, etc., we may lead 0, K, J respectively, to sak for unbluck. K is 5-timed ask for count. Players: SYSTEM SUMMARY GENERAL ARPROACH AND STYLE MAGIC D-LIGHT The great of the form of the properties of the prope	NV, can be aggressive (8+ hcp). Overcalls with 4-card suits are rare.	Suit	1st / 3rd / 5th		1st / 3rd / 5	th			
New Teacher Jump raise PRE_ (tyl. 1-y) (Right). Jump ashin = Finshown, Description Prespectively, to ask for unblock. K vs 6-level asks for count. System Specific Specif	RESPONSES: New suit = F1. Transfer responses from 2x where x is the	NT	1st / 3rd / 5th		1st / 3rd / 5th		Category:	Brown Sticker System	
REOPENINGS: Overcalls allow 2-3 txp (less fland direct overcalls. respectively, to ask for unblock. K vs 5+level asks (or count. Nayvers. Syen Clive Flodqvist - Tomas Brenning	opening suit. Jump cuebid = INV with 4+card support. (1x)-1y-(D=T/O):	Subseq	2nd/4th through declarer		1st/3rd		Country:	Sweden	
INT OVERCALL (2ND/ITH Live: Responses is after a 1N populng. LEADS VS. NT GENERAL APPROACH AND STYLE	1N+ = Transfer. Jump raise = PRE. (1x)-1y-(Bid)-Jump shift = Fitshowing.	. Other: Vs NT, from AKQT, AKJT, KQJ9 etc			etc, we may	/ lead Q, K, J	Event:		
(t/x)-P(P)-P(N: 12-16. No stopper guaranteed. Responses as after a 1N Acc. AKs., A. H. if our suit Acc. AKs., A. H. if our suit ACC. AKSI(T)+, AK+ if our suit AGIC D-LIGHT	REOPENINGS: Overcalls show 2-3 hcp less than direct overcalls.	·				asks for count.	Players:	Sven-Olov Flodqvist - Tomas Brenning	
MAKE, A. Hi our suit MAKE,	1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS				SYSTEM SUMMARY		
Companies	(1x)-1N: 15-18. Responses as after a 1N opening.	Lead	/s. Suit		Vs. NT		GENERAL APPROACH AND STYLE		
Duen QJ+ QJ+ KOT(9)+ KOJx+ 3rd4th = 11-16, 2M2N = 2-sulte.	(1x)-P-(P)-1N: 12-16. No stopper guaranteed. Responses as after a 1N	Ace	AKx+, A+ if our suit		AK+, A+ if our suit		MAGIC D-LIGHT		
Duen QJ+ QJ+ KOT(9)+ KOJx+ 3rd4th = 11-16, 2M2N = 2-sulte.	opening.	King	KQ+. AK. AK+ if our suit		KQ+, AKJ(T)+, AK+ if our suit				
							1		
1-Suit: Preemptive, except (1S)-3H that is INV. 2N = 6+5+ lowest suits. 10 To+, KJT-, T3+ SEVIL. 3F, KJT-, T3+ SE	JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack					Frequent non-penalty doubles. Fast arrival. Preempts: Light/classic.		
2-Suit: 9		10			AJT+, KJT+, T9+				
File September File September S	2-Suit:	9	· · · · · · · · · · · · · · · · · · ·		· ·				
Code		Hi-x	Even	· · · · · ·		. ,	1NT Openings: 12-14 BAL, Transfer responses.		
SIGNALS N ORDER OF PRIORITY SPECIAL BIDS THAT MAY REQUIRE DEFENCE	Reopen: 2N = 19-21 BAL. Suit bids show a constructive 1-suiter.				-		1 0		
All 2-suited overcalls are constructive. Partners Lead Declarer's Lead Declar	DIRECT and JUMP CUE BIDS (Style: Responses: Reopen)						· ·		
(Im)-2m = 5+S5+H. (1m)-3m = 5+S5+em. (1fM)-2M = 5+OM5+C. Suit.1st Low = ENCRG High/low = Odd Low = ENCRG 1C (3rd/4th) = 15-17 BAL or 13-16 5+M5+m.						Discarding	+		
(1M)-3M = 5+0M5+D. (1x)-P-(P)-2x = 5+5+ any suits. 2nd High/low = Odd S/P High/low = Odd D = 17+ unBAL or 18+ BAL.	(1m)-2m = 5+S5+H. (1m)-3m = 5+S5+om. (1M)-2M = 5+OM5+C.	Suit:1st	Low = ENCRG	High/lo		+			
(2C)-3C = 5+S5+H. (3D)-4D = 5+				T -			1		
VS. NT (vs. Strong / Weak; Reopening; PH) NT: 1st Low = ENCRG High/low = Odd Low = ENCRG 2M (1st/2nd) = 6-11 5+5+ any M+m. 2M (3rd/4th) = 8-12 5+5+ any M+m. 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 3rd S/P Where 2C shows an intermediate hand. (1N)-2m;2N = ART F: 3m = 4+ F1. Signals (including Trumps):Trump: High/low shows odd number of cards. When discarding or following with a high card When discarding or following with a high card from a known 5+ suit, odd cards are S/P for the liable strong preempt in M (C=H, D=S). TRANSFER RESPONSES IN MANY POSITIONS **Net of the form a known 5+ suit, odd cards are S/P for the liable strong preempt in M (C=H, D=S). TRANSFER RESPONSES IN MANY POSITIONS **IN SIM Signals (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+6 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 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES OVER OPPONENTS' TAKE OUT DOUBLE 1C-(D): RD = 12+ all distributions. 1D = 5-7(8) all distributions. Other							1		
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30M = 5+ F1. 3M = 5(+) NF. When discarding or following with a high card from a known 5+ suit, odd cards are S/P for the NS. 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. VS strong artificial 2x: D shows the opening suit. VS strong artificial 2x: D shows the opening suit. OVER OPPONENTS' TAKE OUT DOUBLE When discarding or following with a high card from a known 5+ suit, odd cards are S/P for the higher a known 5+ suit, odd cards are S/P for the higher suit and even cards for the lower. 1H-1N/2C and 1S-1N/2C/2D = Transfer, may be from 0 hop but usually blow to shows at least something. 1H-2D and 1S-2H = 12+ with 3(+) support. After 1M-(D) the same responses are used. 4fter 1M-(D) the same responses are used. 5fter 1M-(D) the same responses are used. 4fter 1M-(D) the same responses are used. 5fter 1M-(D) the same responses are used. 4fter 1M-(D) the same responses are used. 6fter 1M-(D) the same responses are used. 6fter 1M-(D)							3N = Preempt equivalent to 4C/D.		
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VS. ARTIFICIAL STRONG OPENINGS (1S)-D-(P)-1N = Weak. (1M)-P-(P)-D;(P)-Relay = Weak. 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 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES 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 (1S)-D-(P)-1N = Weak. (1M)-P-(P)-D;(P)-Relay = Weak. SPECIAL FORCING PASS SEQUENCES Forcing pass is used after (1) Game force. (2) 6+ responses after 1D opening. (3) Acceptance of game INV. MPORTANT 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.								1D-1N/2C = Transfer to H/S. 1D-2D/H = Transfer to C/D.	
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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 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES 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 Forcing pass is used after (1) Game force. (2) 6+ responses after 1D opening. (3) Acceptance of game INV. MPORTANT 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.	VS. ARTIFICIAL STRONG OPENINGS						SPECIAL FORCING PASS SEQUENCES		
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OVER OPPONENTS' TAKE OUT DOUBLE Aggressive preemptive raises. Special lebensohl. Free bids that don't promise any extra values. Fast arrival to agreed level shows minimum.							MPORTAN	T NOTES THAT DON'T FIT ELSEWHERE	
1C-(D): RD = 12+ all distributions. 1D = 5-7(8) all distributions. Other promise any extra values. Fast arrival to agreed level shows minimum.	OVER OPPONENTS' TAKE OUT DOUBLE						ii .		
	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. Psychics: Occasional. 1M/2m (3rd hand) may be light. 1M-1S/transfer	bids as after 1C-1D. 1D-(D): RD = 8+ "BAL. 1/2x = 6+ NAT. 1N = 5-7.						Psychics: Occasional. 1M/2m (3rd hand) may be light. 1M-1S/transfer		
1M-(D): RD = 12+ "BAL". Jump shift = PRE. Other bids as after 1M-(P).							responses may be light.		