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 [1].

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

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Preemptive, except (1S)-3H that is invitational. 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	3rd/LOW, ACE	3rd/LOW, STND, (Sxx)
NT	3rd/LOW, ACE	3rd/LOW, STND, (Sxx)
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 = ENCRG lead	Low = ENCRG
	2nd	High/low = Odd	High/low = Odd	High/low = Odd
	3rd	S/P	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/2m = NAT (1st/2nd = 8-11, 3rd/4th = 11-16). 2M/2N = 2-suiter.

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

1NT Openings: 1st/2nd = 12-14. 3rd/4th = 15-17. Transfer responses.

2 OVER 1 Responses:Artificial after 1C/D. Transfer after 1H/S.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

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

1C (3rd/4th) = 12-14 BAL or 13-16 5+M5+m.

1D = 17+ unBAL or 18+ BAL.

1M/2m (1st/2nd) = 8-11 NAT.

2M (1st/2nd) = 6-11 5+5+ any M+m.

2M (3rd/4th) = 9-12 5+5+ any M+m.

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

2N (3rd/4th) = 9-12 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 [9]. 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.