



WBF Convention Card 2.16

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
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.	Lead	In Partner's Suit			
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.	Suit	1st / 3rd / 5th	1st / 3rd / 5th		Category: Brown Sticker System
REOPENINGS: Overcalls show 2-3 hcp less than direct overcalls.	NT	1st / 3rd / 5th	1st / 3rd / 5th		Country: Sweden
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Subseq	2nd/4th through declarer	1st/3rd		Event:
(1x)-1N: 15-18. Responses as after a 1N opening.	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.			Players: Sven-Olov Flodqvist - Tomas Brenning
(1x)-P-(P)-1N: 12-16. No stopper guaranteed. Responses as after a 1N opening.	LEADS				SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
1-Suit: Preemptive, except (1S)-3H that is INV. 2N = 5+5+ lowest suits.	Ace	AKx+, A+ if our suit	AK+, A+ if our suit		MAGIC D-LIGHT
2-Suit:	King	KQ+, AK, AK+ if our suit	KQ+, AKJ(T)+, AK+ if our suit		1C = 12-17 any distribution. 1D = 17+. 1M/2m = NAT (1st/2nd = 8-11, 3rd/4th = 11-16). 2M/2N = 2-suiter.
	Queen	QJ+	QJ+, KQT(9)+, KQJx+		Frequent non-penalty doubles. Fast arrival. Preempts: Light/classic.
	Jack	JT+, Jx	JT+		
	10	T9+, KJT+	AJT+, KJT+, T9+		
	9	98xx, 9x, KT9+, QT9+	98xx+, 9x, HT9+, (98x)		
	Hi-x	Even	Even		1NT Openings: 1st/2nd = 12-14. 3rd/4th = 15-17. Transfer responses.
Reopen: 2N = 19-21 BAL. Suit bids show a constructive 1-suiter.	Lo-x	Odd	Odd. May be low from HT8x.		2 OVER 1 Responses: Artificial after 1C/D. Transfer after 1H/S.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
All 2-suited overcalls are constructive.		Partners Lead	Declarer's Lead	Discarding	1C (1st/2nd) = 12-16 unBAL or 15-17 BAL.
(1m)-2m = 5+S5+H. (1m)-3m = 5+S5+om. (1M)-2M = 5+OM5+C.	Suit: 1st	Low = ENCRG	High/low = Odd	Low = ENCRG	1C (3rd/4th) = 12-14 BAL or 13-16 5+M5+m.
(1M)-3M = 5+OM5+D. (1x)-P-(P)-2x = 5+5+ any suits.	2nd	High/low = Odd	S/P	High/low = Odd	1D = 17+ unBAL or 18+ BAL.
(2C)-3C = 5+S5+H. (3C)-4C = 5+S5+H. (3D)-4D = 5+5+ any suits.	3rd	S/P		S/P	1M/2m (1st/2nd) = 8-11 NAT. 1M/2m (3rd/4th) = 11-16 NAT.
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Low = ENCRG	High = ENCRG lead	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	2nd	High/low = Odd	High/low = Odd	High/low = Odd	2N (1st/2nd) = 6-11 5+D5+C. 2N (3rd/4th) = 11-16 5+D5+C.
where 2C shows an intermediate hand. (1N)-2m; 2N = ART F: 3m = 4+ F1.	3rd	S/P	S/P	S/P	3N = Preempt equivalent to 4C/D.
3OM = 5+ F1. 3M = 5(+) NF.	Signals (including Trumps): Trump: High/low shows odd number of cards.				4m = Strong preempt in M (C=H, D=S).
	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.				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				TRANSFER RESPONSES IN MANY POSITIONS
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.	TAKEOUT DOUBLES (Style; Responses; Reopening)				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.
(3M)-4m = T/O where 4D guarantees better D than C. (3C)-4C = 5+S5+H.	May be light (10+) with classic shape (8+ for reopening D).				1D-1N/2C = Transfer to H/S. 1D-2D/H = Transfer to C/D.
(3C)-4D = 5+M5+D. (3D)-4D = 5+5+ any.	(1x)-D-(1y): 2x = F1. 2y/3y = Natural. D = Penalty double.				
VS. ARTIFICIAL STRONG OPENINGS	(1S)-D-(P)-1N = Weak. (1M)-P-(P)-D;(P)-Relay = Weak.				SPECIAL FORCING PASS SEQUENCES
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.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Forcing pass is used after (1) Game force. (2) 6+ responses after 1D opening. (3) Acceptance of game INV.
Vs strong artificial 2x: D shows the opening suit.					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					Aggressive preemptive raises. Special lebensohl [9]. Free bids that don't promise any extra values. Fast arrival to agreed level shows minimum.
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 responses may be light.
1M-(D): RD = 12+ "BAL". Jump shift = PRE. Other bids as after 1M-(P).					