

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1-lvl, 4card suits rare
Responses: USP (transfers) after pass / neg D / raise<=3♥
Fitbids, preemptive raises, 2NT INV+ support after M-overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on
Reopening: 11-14, system on
(1x) – p – (1y) – 1NT: 15-18, natural responses
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive (responses: Transfers, USP)
(1x) – 2NT = 5-5 lowest unbid
(2M weak) – 4m = leaping Michaels, 5-5 m + OM
Reopen: Natural, 13-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels' cue:
(1m) – 2m = 5-5 M's
(1M) – 2M = 5-5 OM + any m
Responses: 2NT asking
(1x) – 3x = Asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
D = Strong
2♣ = Both majors
2♦ = Bad overcall in 1 major (NB 2♦ is nat when PH)
2M = Natural, good
2NT = Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out doubles
Lebensohl
Transfers (USP) after overcalls <= 3♠
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. strong 1♣: D = Majors, 1NT = Minors
Vs. strong 2♣: D=♣, 2NT = minors, 3♣ = Majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Bergen raises, transfers from 1NT after 1M-opening (OSTOT)
2NT FG support after M-opnings, 2NT 10+ support after 1♦ opening
RD = 10+, tends to deny fit, New suit F1 at 1-level.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2. / 4.	2. / 4.	
NT	2. / 4.	2. / 4.	
Subseq	2. / 4. + attitude	2. / 4. + attitude	
Other: 9 from 9x, Vs 5-lvl: A or K from AK, Vs NT: 2. from semisolid suit			
Vs gambling 3NT: K from AK, Q from KQ, J from QJ			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	Same	
King	AK, Kx, KQ(+)	Also AKJ10(+)	
Queen	Qx, QJ(+), AQJ(+)	Also KQ109(+)	
Jack	Jx, J10(+), HJ10(+)	Same	
10	10x, 109(+), H109(+)	Same	
9	9x, H9x	Same	
Hi-X	2 <sup>nd</sup> from 3 or 4 <sup>th</sup> from 5+	Same	
Lo-X	xX, xxxX, HxxX, HHx	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi = ODD	Suit pref.
Suit 2	Hi = ODD	(Suit pref.)	Hi = ODD
3	Suit pref.		(Lo = overruff poss.)
1	Hi = ODD	REV. SMITH's	Suit pref.
NT 2	Hi = DISCRG	Hi = ODD	Hi = ODD
3	Suit pref.	(Suit pref.)	
<b>Signals (including Trumps):</b>			
UDCA. Rev. smith vs NT (Low = ENCRG opening lead, both players)			
Special DISCRG: High+odd = SP high suit, High+even = SP low suit.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classic style, light w. good distribution OK.			
Equal level conversion w/o much extra			
Response-cue = INV+			
Lebensohl at 2-level			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative			
Support			
Maximal overcall			
Competitive			
Transfer doubles (in response to partners overcall followed by a raise)			
SOS-RD			

W B F CONVENTION CARD
<b>CATEGORY: Blue – 'Brown Sticker' 2♦ and 2NT</b>
<b>NCBO: Denmark</b>
<b>PLAYERS: Gregers Bjarnarson – Michael Asgaard</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
1♣ = 16+ / 15 BAL
1♦♥♠2♣ = 10-15p natural (1♦ = 4+♦)
1NT = 12-14
Relay system after 1♣, 1M & 2♣
Transfers responses at 2-level after 1♦ & 1M openings.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening bids:
<b>2♦ = Weak 2 in ♥ OR weak 5-5 minors (NOTE 1)</b>
2♥ = Weak at least 5-4/4-5 majors
<b>2NT = Bad 3mi preempt (NOTE 2)</b>
3NT = Solid minor, no side A/K
Conventional responses that may be weak:
Transfer responses after 1♦, 1♥ and 1♠.
1♦ - 1NT = (4)5+♣, any strength
1♦ - (p) - 2♣ = 5+♠ & 4+♥, up to 9p
1M - 2♣ = Sign-off ♦ OR any INV w/o fit.
1♠ - 2♦ = 5+♥. Sign-off or invitational.
1NT - 3♣ = Sign-off both minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT) – D – (any escape): F to 2♥
1NT – (D) – pass: Forces RD to play OR 2-
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Infrequent</b>



## BROWN STICKER CONVENTIONS

2♦ = Weak 2 in ♥ OR weak with ♣+♦, 5-5

2NT = Bad preempt in 1 minor

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### NOTE 1

Opening 2♦ = Weak 2 in ♥ OR weak with ♣+♦, 5-5

#### Responses:

Pass = Guessing. Could be any weak hand!!

2♥ = Pass/correct. Opener bids again when holding the minors.

2♠ = Natural, NF.

2NT = Asking (3♣ bad minors, 3♦ bad ♥s, 3♥ good ♥s, 3♠ good minors)

3♣ or 3♦ = Pass or correct to 3♥. Implies ♥-fit.

3♥ = Pass or correct. Implies fit to at least 1 minor. Opener bids again.

3♠ = Natural, NF.

4♣ or 4♦ = Pass/correct to 4♥

4♥ = Pass/correct

4♠ = To play

#### In Competition:

2♦ - (D) – pass = Pass/correct. Opener removes with ♥'s.

2♦ - (D) – RD = Transfer to 2♥, "I have my own suit"

2♦ - (p) – p – (D), pass = ♣+♦, 2♥ = ♥.

Responder's free bids in ♣, ♦ or ♥ in competition are always 'pass/correct'.

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### NOTE 2

Opening 2NT = Bad preempt in 1 minor

#### Responses:

Pass (rare) = Guessing, could be any weak hand!!

3♣, 4♣, 5♣ = Pass/correct to diamonds

3♦ = Pass/correct, implies ♣-fit.

3M = Natural, forcing.

4♦ = Conventional slam-try

4M = To play.

#### After 2NT – D:

RD = Transfer to 3♣, "I have my own suit"

In competition, a bid in a minor is pass or correct!