

BROWN STICKER OPENING BID 2 D

Names: Thomas Samuelsson Daniel Gustavsson ; Team Andy Philip

Country: Sweden

Event Winter four

Shows: Either weak (6-9) major, or 22-23 NT bal, or 6+ minor 10-13 p

Detailed Description:

Either weak (6-9p) 6+ card major, no other distributional requirements or limitations or 22-23 /26-27 bal, (Puppet continuation) or 6+ minor 10-13 p , no 4 c major

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Very rarely would responder pass with a very weak hand and very long diamonds

Meanings of other responses and rebids:

2H= asking pd to pass or correct

2S= Invitational to game in hearts, if opener has weak heart opening

Any 3-level = forcing natural 6+

2NT= round force, minimum invitational strenght.

3 NT = suggest to play . With max 6+ minor bid .

4H/4S = to play.

Responses after 2NT : 3 any= nat.min not forcing , 3NT= max with minor

4C= max with H , 4D= max with S (both bids partner bid act major stop / or cuebid)

4NT = show 22+

If opener rebids 2NT over pd response : 22-23 bal hand. Respond Puppet

If opener rebids 3C/3D over 2H or 2S : suggest to play

Competitive Agreements

Responses after opponent's DBL :

D are usually ignored, RD is suggestion to punish opponents/ alt GF , pass suggest to play with D ,

2 major = suggest to play or correct

Responses after opponent's overcall: Bids in any = nat non forceing , D = take out

Proposed Defence

TO doubles works fine , might be tactically to pass in hand after opener to reveal which suit we have .

BROWN STICKER OPENING BID 2NT

Names: Thomas Samuelsson Daniel Gustavsson ; Team Andy Philip
Country: Sweden **Event** Winter fours

Shows : 6+ minor 13-16 ,bal hand , no 4c major

Responses and Rebids in Uncontested auctions

Pass = to play

3C = suggest to play or correct . May be interested in 3NT if D

3D = suggest to play if D . With C forcing to 3NT

3 Major = nat 5+ forcing

3NT = to play

4NT = quantitative

4C = forcing to game .With D bid 4D / with C bid cuebid

4D = choose major

4 Major = to play

5C = to play or correct

Competitive Agreements

After D pass = suggest to play ,
3C,3H/3S = to play
4C/5C = suggest to play or correct ,
RD = bid your suit

After opponent's overcall

D = penalty

3NT = to play

New suit : to play or correct

Proposed Defence

Natural