



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level: 7-17hcp, (4)5+suit, can be unsound nvul. 2-level: 11-17, 5+ suit
Continuations like when we open the bidding
Reopenings: 8-14 hcps, 5+ suit.
Reopenings dbls are made with all 15+ hands or with short op suit
1N OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 BAL, better trick taking capacity 4 th seat. Live.
Reop: 11-14. Responses like when we open the bidding.
JUMP OVERCALLS (Style; Responses; Unusual NT)
VS 1m is 2♥/♠ 4 crd suit w longer m, 8-12 hcp
2N: 5-5 lowest undbid+one, 5-10 OR 16+hcp
Higher overcalls are sound vul. Vs passed pd range is 3-14
Nvul sometimes undisciplined even vs non-passed pd
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)
Direct: 5-5 highest + one, 5-10 OR 16+ hcp
Jump cue asks for stopper. If missing: RESP 4♣ = P/C
Responses: N/S =P/C. 2N = ASK for other suit. Cuebid = STR.
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)
Vs 14+NT: D= Onesuit, CONSTR. 2♣ = 4+♥ & 4+♠.
2♦/♥/♠ = 4+ suit w 5+ side suit
Dbl = (13)14-16 bal OR 17+, any
2♣ = 4+♥ & längre sidofärg (5-5) 2♦ = 4k♠ & längre sidof
Reopening = NAT.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
D = T/O. 2NT = 15-18 bal
(2♦ MULTI) – 3M = 4 crd & 6+m, good suits, ca 14-17 hcp
(2♦ MULTI) - 4 m = 5-5 bid m +♥, good playing strength, ca 14-17
(2M) – 4m= 5-5 bid m + OM
(3M) – 4M= 5-5 OM + m
(3m) – 4m = 5-5 ♠ + another
(4M) – 4NT = STR 2-suiter
VS ART STRONG OPENINGS
(1♣/♦) Dbl & 1X= 4+suit, lead directing.
1NT = 5+4+m. 2♣ (dbl over 2♣ OP) = 6+♠ OR 5-5♥+m
2♦ = 6+♥ OR 5-5♠+m
2♥ = 4♥ + longer m. 2♠ = 4k♠ + längre lå.
Strength undefined but variable depending on vulnerability
OVER OPPO'S TAKEOUT DOUBLE OF OVERCALLS
Rdbl= 10+, forcing to PEN dbl or 2 in overcallers suit (2N if not possible)
We change the tempo on 2N (MOD LEB[7]) Rest like undisturbed.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Suit	1/3/5 th	1/3/5 th	
NT	1/3/5 (3 rd from bad suit)	1/3/5 th	
Subsequent	1/3/5 th (from remaining)	Same	
Other:	King demands count (or unblock vs NT)		
	In "gambling" 3NT situations we lead K from AK (attitude)		
LEADS			
	Vs. Suit	Vs. NT	
Ace	Akx (x)	AK (xx)	
King	(Akxx), Akxxx, KQTx mfl	KQJ9x, AKJTx, KQ10(9)x	
Queen	QJ(Tx), AQJ	Same	
Jack	J10(xx)	Same	
10	AJ10(x), KJ10(x), 109(x)	Same	
9	K109(x), Q109(x), 98x	Same	
Hi-x	High	Same	
Lo-x	High	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Attitude	Count	Attitude
2 nd	Count	Attitude	Count
3 rd	Suit pref	Suit pref	Suit pref
NT: 1 st	Attitude	Rev Smith (small = ENC)*	Attitude
2 nd	Count	Count	Count
3 rd	Suit pref		Suit pref
OTHER SIGNALS (INCLUDING TRUMPS) / PRIORITY			
The priority order between signals are; 1 st Attitude, 2 nd count and 3 rd suit preference (low for lower suit)			
If the 1 st priority is known or not interesting, we move on to the next step.			
*Vs NT, BOTH use reverse smith (low showing interest in the lead suit)			
If t hat isn't possible (having a single or void) then a odd discard shows interest			
and high odd also denies interest in discarded suit			
DOUBLES AND RDBL'S			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Vi freely act according to the principle fast in/fast out, also meaning our first T/O and overcall can be weak.			
If we both have shown a 5 card suit OR OP/Overcaller has shown a 1-suiter,			
Dbl becomes optional, good cards w/o a more descriptive bid			
If we have bid and supported a suit, Dbl is PEN, except for INV dbl, when we lack the room to invite game.			
In relay sequences with INV+ strength, Dbl is PEN from both hands			
Dbl from a passed hand in 2 nd seat shows either a weak T/O OR 14+ with Length in OP suit. Dbl if OP bids a 2 nd suit promises Hxx in that suit and a "penalty pass" of the OP suit.			

Convention Card WBF and SBF	
<h1>G-spot Club</h1> 	
Category	BLUE, strong ♣
Federation	SBF -Swedish Bridge Federation
Tournament	
Players	Göran Hammarström & Mikael Arnberg
SYSTEM SUMMARY	
1♣ 16+ (3:rd seat 16+ OR ♦-preempt)	
1♦ Balanced OR 4+♦, obalans, can have longer ♣	
1♥/♠ 5+värg, 10-15 hp	
2♣ 5+♣ + 4HÖ (12)13-15, eller 6+♣, 10-15	
2♦ (5)6k hö, 4-9 hp	
2♥/♠ 4k värg med längre lå, 8-11(12)	
2N 8-11 med 5-5 i ♣ + ♦	
1NT opening: Bal ; 2254/2245; 4441/4414	
1:st & 2:nd seat nvul 10-12, 14-16 vul	
3:rd & 4:th seat always 15-16	
The systems opening bids are relatively NAT. Later (relay-) bidding is often ART, but then almost always for a CONSTR purpose.	
OPENING BIDS/ TREATMENTS THAT MAY REQUIRE DEFENCE	
The above mentioned 1♣, 1♦, 2♦ 2♥/♠, 2N	
1♣ - 2♥ = 8-13, any 3-suiter	
1♣ - 2N/3N = Any solid suit w / w/o side king	
1♦ - 1♥ = (R), 5-13, not 5M, not 11-13 6+m;14+, any	
1♦ - 1♠ = 5-13, 5♥. 1♦ - 2♣ = 6M S/O; 11-13 5+♥ & 4+♠	
1♥ - 1N = INV+(R). 1♥ - 2♣ = 5-13, 5+♠. 1♠ - 2♣ = INV+(R)	
Psychics	Rare, but larger ranges in suit lengths and hcp's vs passed partner is not uncommon