

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level overcall 5+ and 7-16p. New suit NF if it is on the same level (2 or higher) as the overcall. (e.g. (1H) – 2D – (p) – 2S = NF while 3C = F.)
2-level overcalls constructive. 2NT = invitational. Cue bid is INV with support or strong.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 / 11 -14.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2-3-4-rule.
2NT two lowest suits, but 19-21bal in 4 <sup>th</sup> hand.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid 5-5 with highest + 1 lower
Jump cue bid asks for a stopper for NT
<b>VS. NT (vs. Strong/Weak)</b>
Vs strong NT: D = minors or majors (min 4-4); 2m is the bid suit + one major
Vs weaker NT: D = strength; 2C = H + another suit, 2D = S + another suit.
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs weak 2: D = fairly bal, 13+; 2NT = T/O
Vs multi 2D: D = fairly bal, 13+; 2NT = minors
Vs 3C,3S: 1-3 <sup>rd</sup> hand: nearest minor is T/O and D is optional
Vs 3D, 3H and in 4 <sup>th</sup> hand: D is T/O
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong 1C/2C: destructive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD is artificial
After 1D – (X) – pass
After 1D – (X) – RD is either weak without D or strong any distr

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> from 8 and higher; 2 <sup>nd</sup> /4 <sup>th</sup> from 7 or lower	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> /5 <sup>th</sup>		
Other:	2 <sup>nd</sup> /4 <sup>th</sup> when leading thru declarer		
K vs NT asks for unblock or count. A vs 5+ suit asks for count.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AKx	Highest	
King	AK, K, Kx, KQx	Count or unblock (low=odd)	
Queen	Q, KQ, Qx, QJx	Highest or from KQ	
Jack	J, QX, Jx, J10x	Highest or 3 <sup>rd</sup> highest	
10	Highest or 3 <sup>rd</sup> highest	Highest or 3 <sup>rd</sup> highest	
9	Highest or 3 <sup>rd</sup> highest	3 <sup>rd</sup> highest	
Hi-X	3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> from 8 up	
Lo-X	3 <sup>rd</sup> /5 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup> from 7 and down	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc **	Low=Even	Low=Enc
Suit 2	Low=Even		Low=Even
3			
1	Low=Enc	Oddball 2 <sup>nd</sup> trick	Low=Enc
NT 2	Low=Even	Low=Even	Low=Even
3			
** If we are known to have length: On partners lead 1 <sup>st</sup> trick, low = enc, high even = disc + points to lower suit; high odd = disc + points to higher suit			
Signals (including Trumps): Reverse Oddball when declarer plays trick 2.			
High = Enc. Low = Not enc or neutral.			
Trump echo. No count signals if the length is known for certain.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
When we have opened, D is usually value showing.			
When you have opened, D is normal T/O (11+), weaker when reopening. In competitive bidding, D is usually optional.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Many situations at low level after our openings where D is not pure T/O or penalty. Ex: p – (1C) – D = I was going to respond 1C (showing H).			
<b>SLAM: RKC 1430; Göthe/Kickback, sometimes 4m (trump) is RKC</b>			
4 or 5X (not with jump) above Kickback is Exclusion RKC			

<b>W B F CONVENTION CARD</b>
<b>LITTLE SAEFFLE SPADE SYSTEM (Lilla Säfflespadern)</b>
<b>CATEGORY: SBF Level A System, Forcing Pass</b>
<b>NCBO:</b>
<b>PLAYERS: Peter Knudsen, Pontus Svinhufvud, Gunnar Lindell, Johnny Ivarsson</b>
<b>17-Apr-2016</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Forcing pass, 1D opening = 0-7, Pointer openings:
Pass: 4+ S, longer other suits possible, 8p+, F1
1C: 4+ H, 0-3 S, longer minor possible, 8p+, F1
1D: 0-7 all distributions
1H: 8+ denies 4+M. Normally unbal with some 5+m but can be bal and 22+
1S: "mini-NT" with 8-12 without 4+ majors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SUGGESTED DEFENCE TO OPENING BIDS:</b>
Pass, 1C: Your system on
1D: As you play against a nebulous 1D
1H: D = your opening 1H. 1S, 1NT = like your openings.
1S: D = your opening 1S. 1NT = like you opening
1H, 1S: 2 in a suit = your NT defence
OTHER: 1) Openings 2C and D show 8-11 with the bid suit + a 5+ M. 2) Opening 2S shows 11-14 with at least 5-5 in minors.
<b>SPECIAL FORCING PASS SEQUENCES</b>
"Opening pass" is F1. The responder will never pass.
<b>IMPORTANT NOTES</b>
Many D at 1-level have specific meanings; for example pass – (you open 1C) – D = "I would have responded 1C".
<b>PSYCHICS: Very rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass	X		Value showing to 4S	8-37, F1, 4+ S. Other suits may be longer. Bal or unbal. Points to spades.	-1C=8+,-3S,4+H; -1D=0-7; -1H=13+ art and -3-3 in M; -1S=8-12 with 3S. -1NT=8-12 bal/semibal; -2C/D=8-12 5+ nat; -2H=4+S support & approx 7-11 or 16TP; -2S=4+S approx 12-15, -2NT=GF with 4+S support	Canapé principles p-1C-1D = 13+ art p-1D-1S = 19+ art p-1H-1S = GF, art p-1S-2C = art, inv+; p-1S-2D = 5+ H, inv+	D is normally value showing (12+) and not distributional in character. Suit bids on lowest level are not forcing unless artificial
1♣*	X	0	Value showing to 4S	8-37,F1,4+H,-3S. Longer minor may exist. Bal or unbal. Points to hearts, denies spades.	-1D=0-7; -1H=13+ art; -1S=8-12 5+S; -1NT=8-12 bal/semibal;-2C=8-12 some minor; -2D=4+H approx 7-11 or 16TP; -2H=approx 12-15 4+H; -2S 8-10 6+ S, nat; -2NT=GF with 4+H support	Canapé principles 1C-1D-1S = 19+ art 1C-1H-1S = GF, art 1C-1S-2C/D = art, at least inv	As after pass
1♦*****	X	0	N/A	0-7 all distributions	-1H = 13-18 4+H occasionally 3H -1S = 19+ art; -1NT=15-18 bal/semibal; -higher-can vary from very weak to strong (-18)	Art after 1D – 1S	We bid as if 1D was never bid. I.e. if you bid 1S, D= T/O; 2S=cuebid with 5-5 H + minor etc
1♥****	X	0	Value showing to 4S	8-37, F1, -3S, -3H. Normally unbal with 5+m; bal only with 22+.	-1S = 0-11 or 16+ art.; -1NT=10-13 bal/semibal; -2C=12-15 art; -2D=12tp+ 6+M	Rebids in majors by opener normally shows strong hand and 3 cards in bid suit	As after pass
1♠*	X	2	Value showing	8-12 bal,-3S,-3H. 54m or 6m possible.	-1NT = to play. Other responses = see 1NT.	See 1NT	1S – (D) – pass = 5+ S. See 1NT.
1NT			Value showing	13-18 bal,-3S,-3H. 54m or 6m possible.	-2C=inv+, -2D=inv of some sort; -2H/S=to play; -3C/D=to play	After 1NT-2C: 2D=min, 2H/S=medium & 3cards, 2NT=max, GF. After 1NT-2D: opener bids 2M as pass or correct, higher = GF	D = T/O. 2NT Lebensohl.
2♣		4	No	8-11 4+C and 5+M	-2D=inv+, asks for M; -2H/S=pass or correct; -2NT=inv+ asks for M. 4C = pls transfer to your M.	Some asking sequences after -2NT	D of M is “pass or correct”
2♦		4	No	8-11 4+D and 5+M	As 2C	=?=	D of M is “pass or correct”
2♥		4	No	8-11 4+H and 5+S.	2NT=inv+ asks for additional info	=?=	
2♠*	X	0	No	11-14 5+C and 5+D Points to minors	2NT=inv+ asks for additional info	2S-2NT-3C=min; 2S-2NT-3D=additional values; 2S-2NT-3M=void	
2NT			No	19-21 same distr as 1NT	-3C/D=nat GF, -3H=5+S GF; -3S=5+H GF		
3♣, 3♦, 3♥, 3♠		6	No	Rule of 1-2-3. Constructive in 2 <sup>nd</sup> hand; freer in 1 <sup>st</sup>	New suit forcing	3NT rebid shows max singleton in responders suit	
3NT	X		No	Solid M, some side strength possible			
4♣, 4♦		7	No	Rule of 1-2-3, see 3C/D/H/S	New suit forcing		
4♥,4♠		7	No	Rule of 1-2-3, see 3C/D/H/S	“Denial cuebids”		
4NT				Asks for specific aces			