OVERCALLS (style; Responses; Reopening) OPENING LEADS STYLE Lead In Partner's Suit Suit Suit Suit Suit Suit Suit Suit								
OVERCALLS (Style; Responses; Reopening) OPENING LEADS STYLE Lead In Partner's Suit Sume Responses: Transfers from 2x, and iNT after X Suit 3"/5" Sume Subseq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN SWBDEN NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN Category: Artificial - RED NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN Category: Artificial - RED NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN Category: Artificial - RED NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" NrCO: SWBDEN Category: Artificial - RED NrBo: Swbbeq 3rd or 5th (from current length), 2"/4" N	DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WRF	Convention	
OPENING LEADS STYLE								
Aggressive 1-level Sound 2-level Sound 2-level Suit Suit Suit Suit Suit Suit Suit Suit							Card	
Suit Suit Suit Suit Suit Suit Suit Suit Same Subsect Suit Same Subsect								
Responses: Transfers from 2x, and iNT after X Sound simple raises, transfer raises are weak or inv+ Subseq Sund simple raises, transfer raises are weak or inv+ Subseq Sub	Aggressive 1-level; Sound 2-level							
Sound simple raises, transfer raises are weak or inv* Subseq 3rd or 5th (from current length), 2"/4" Subseq 3rd or 5th (from current length), 2"/4" Reopening: T/O DBL, Suit=5*suit LEADS Lead Vs. Suit Vs. NT GENERAL APPROACH AND STYLE To or bejoyn: Axclson - Krister SYSTEM SUMMARY GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE To or bejoyn: Axclson - Krister SYSTEM SUMMARY GENERAL APPROACH AND STYLE To or bejoyn: Axclson - Krister Axcl GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE To or bejoyn: Axclson - Krister Axcl GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE To or bejoyn: Axclson - Krister Axcl GENERAL APPROACH AND STYLE GENERAL APPROACH AND STYLE To or be axcl 14-16 3" seat. ART responses 1" or bejoyn: Axcl 14-16 3" seat. ART responses 1" or bejoyn:	Responses: Transfers from 2x, and 1NT after X	Suit	3 rd /5 th					
Reopening: T/O DBL, Suit=5+suit Event: All events		NT	Saic		Category:	Artificial - RED		
Reopening: T/O DBL, Suit=5+suit Players: Torbjörn Axelsson - Krister					t length), $2^{nd}/4^{th}$	NCBO:	SWEDEN	
LEADS SYSTEM SUMMARY Lead Vs. Suit Vs. NT GENERAL APPROACH AND STYLE	Jumps show suit and fit 4-level	attitude	in cash out si	tuations		Event:	All events	
INT OVERCALL (2ND/4TH Live; Responses; Reopening) (lm): 15-18 bal (subs auction as after int opening) (lm): 15-18 bal (subs auction as after int opening) Ace AK even number, Ax(+) AKx(+) AK ex ven number, Ax(+) AKx(+) Two-way club Two-way club Two-way club Two-way club Ace AK even number, Ax(+) AKx(+) Two-way club Two-water Two-way club Two-water	Reopening: T/O DBL, Suit=5+suit					Players:	Torbjörn Axelsson - Krister	
(lm): 15-18 bal (subs auction as after 1nt opening) (lm): 15-18 bal (subs auction as after 1nt opening) (lm): 15-18 bal (subs auction as after 1nt opening) (lm): minors; (lm): 4v + longer m 4th Live: sound overcall in lowest unbid suit (if bid 2		LEADS				SYSTEM SUM	MARY	
Cimple of the process of the proce	1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
4th Live: sound overcall in lowest unbid suit (if bid def bid live: sound overcall in lowest unbid suit (if bid live: sound overcall in lowest unbid suit (if bid live: sound overcall in lowest unbid suit (if bid live: sound overcall lin lowest unbid suit (if bid live: sound overcall lin lowest unbid suit (if bid live: sound overcall lin lowest unbid lin lowest lin lowest lowes	(1m): 15-18 bal (subs auction as after 1nt opening)	Ace	AK even number	, Ax(+)	AKx(+)	Two-way club		
3		King	Top or AK odd	number	ask unblck or	1♣ = 17+ or weak NT normally 11-13, but in		
Reop: 11-16 w bal. (Stayman) JUMP OVERCALLS (Style; Responses; Unusual NT) (1c)-2d= weak in either M; (1m)-2M= 4c M+ longer om (1h)-(2S)=Weak, 5-card possible Lo-x 3rd=even; low=odd top of nothing 1NT Openings: 14-16, 8-11 favourable vuln 1"/2", 2"d, (1m)-3*= om***, (1m)-3*= strong w/ majors, (1h)-2NT two lowest unbid SIGNALS IN ORDER OF PRIORITY DIRECT and JUMP CUE BIDS (Style; Responses; Aggressive style (1m)-2m=**+**(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+	4th Live: sound overcall in lowest unbid suit (if bid	Queen	Top		KQ or QJ	1 st and 2 nd sea	at, 14-16 3 rd seat. ART responses	
JUMP OVERCALLS (style; Responses; Unusual NT) (1c)-2d= weak in either M; (1m)-2M= 4c M+ longer om (1h)-2M= 4c M+ longer om (1h)-2N= 4c M+ longer of PRIORITY Special BIDS THAT MAY REQUIRE DEFENCE (1m/s)-2NT two lowest unbid Signals IN ORDER OF PRIORITY 1	: 4c oM and longer minor)	Jack	Top		Top (seldom	4c ◆ and 5c M.	Relay style in FG situations and	
(1c)-2d= weak in either M; (1m)-2M= 4c M+ longer om (1h)-(2S)=Weak, 5-card possible (1m)-3* = om+*, (1m)-3* = strong w/ majors, (1h)-2NT (1m/s)-2NT two lowest unbid (1m/s)-2NT two lowest unbid (1m/s)-2NT two lowest unbid (1m/s)-2NT two lowest unbid (1m)-2m=*v+*(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ (2nd) Hi/lo=odd (1m/s)-2NT (vs. Strong/Weak; Reopen; PH) VS. NT (vs. Strong/Weak; Reopen; PH) ASPTRO (always): DBL=15+ or good defence (2m/s)-2NT (1m/s)-2NT (2m/s)-2NT (Reop: 11-16 w bal. (Stayman)	10	10 Top or HJ10x(+) Top or HJ10		Top or HJ10			
(1h)-(2S)=Weak, 5-card possible (1m)-3 = om+	JUMP OVERCALLS (Style; Responses; Unusual NT)	9 Top or H109x(+) Top or H109x(-		Top or H109x(+)				
(1h)-(2S)=Weak, 5-card possible (1m)-3*= om+*, (1m)-3*=strong w/ majors, (1h)-2NT= (1m/s)-2NT two lowest unbid DIRECT and JUMP CUE BIDS (Style; Responses; Aggressive style (1m)-2m* + **(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ Jump cue in M=Asks for stopper. NT: Hi=DISCRG Hi/lo=od Hi=DISCRG NT: Hi=DISCR	(1c)-2d= weak in either M; (1m)-2M= 4c M+ longer om	Hi-x	Hi-x 3rd=even; low=odd top of nothing		top of nothing	1NT Openings: 14-16, 8-11 favourable vuln 1st/2nd,		
Signals In Order Of Priority 1.	(1h)-(2S)=Weak, 5-card possible	Lo-x 3rd=even; low=odd 3rd=even;		2 OVER 1 Responses: Artificial				
DIRECT and JUMP CUE BIDS (Style; Responses; Aggressive style (1m)-2m=V+A(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ Jump cue in M=Asks for stopper. NT: Hi=DISCRG Hi/lo=od Hi=DISCRG NT: Hi=DISCRG Hi/lo=od Hi=	(1m)-3 = om + A, $(1m)-3 = strong w/majors$, $(1h)-2NT=$	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			11	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Aggressive style (1m)-2m=V+*(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ Jump cue in M=Asks for stopper. NT: Hi=DISCRG Hi/lo=od Hi=DISCRG VS. NT (vs. Strong/Weak; Reopen; PH) 2nd Hi/lo=odd Rev. Odd=Hi suit (1x)-P-(1y); -1NT lowest unbid suit; -2X highest (1x)-P-(1y); -1NT lowest unbid suit; -2X highest (1m) - 2m shows both majors, (1c)-2d weak in either Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)	(1m/s)-2NT two lowest unbid	SIGNALS IN ORDER OF PRIORITY			'Y	1♣ [1♦ = any 0-7/8-11 w/ 4♥, 1♥ =bal/3suiter/♠ +longer m,		
(1m)-2m=▼+♠(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ 2nd Hi/lo=odd Lavintha Odd=Hi suit 2♠= 3-9 4s + 4+ m (5+ VUL), (4 th seat 13-16 ♣+♠) Jump cue in M=Asks for stopper. NT: Hi=DISCRG Hi/lo=odd Hi=DISCRG 1♣ = Bal 11-13 or any 17+ w 5+♣] VS. NT (vs. Strong/Weak; Reopen; PH) 2nd Hi/lo=odd Rev. Odd=Hi suit (1X)-P-(1Y); -1NT lowest unbid suit; -2X highest ASPTRO (always): DBL=15+ or good defence 3rd Odd=Hi suit Lavintha (1m) - 2m shows both majors, (1c)-2d weak in either Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)	DIRECT and JUMP CUE BIDS (Style; Responses;	Partners Declare Discarding			Discarding	1NT= 5+♠, 2♣ = ART 12+, 2M 31(54)/13(54), 2NT 0-5		
Jump cue in M=Asks for stopper. Signals: * Implies suit shift when its obvious 3rd 2** 5 5 15 17 16 (5 14 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	Aggressive style	Suit:	Hi=DISCRG *	Hi/lo=od	Hi=DISCRG			
NT: Hi=DISCRG Hi/lo=od Hi=DISCRG 14 = Bal 11-13 or any 17+ w 5+4] VS. NT (vs. Strong/Weak; Reopen; PH) 2nd Hi/lo=odd Rev. Odd=Hi suit (1X)-P-(1Y); -1NT lowest unbid suit; -2X highest ASPTRO (always): DBL=15+ or good defence Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)	(1m)-2m=♥+♠(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+	2nd	Hi/lo=odd	Lavintha	Odd=Hi suit	$2 = 3-9 \text{ 4s} + 4 + \text{m} (5 + \text{VUL}), (4^{\text{th}} \text{ seat} 13-16 + 4)$		
VS. NT (vs. Strong/Weak; Reopen; PH) 2nd Hi/lo=odd Rev. Odd=Hi suit (1X)-P-(1Y); -1NT lowest unbid suit; -2X highest ASPTRO (always): DBL=15+ or good defence Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)	Jump cue in M=Asks for stopper.	3rd						
ASPTRO (always): DBL=15+ or good defence 3rd Odd=Hi suit Lavintha (1m) - 2m shows both majors, (1c)-2d weak in either Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)		NT:	Hi=DISCRG	Hi/lo=od	Hi=DISCRG			
Reop: DBL=12+, PH: DBL=minor overcall Signals: * Implies suit shift when its obvious Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)	VS. NT (vs. Strong/Weak; Reopen; PH)	2nd	Hi/lo=odd	Rev.	Odd=Hi suit	1 . 1 . 1 1		
Digitals sale shift when its obvious when its obvious	ASPTRO (always): DBL=15+ or good defence	3rd Odd=Hi suit Lavintha				(1m) - 2m sho	ows both majors, (1c)-2d weak in either	
vs 5+level we use Hi=odd Vinie in trumps On A or	Reop: DBL=12+, PH: DBL=minor overcall					Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)		
Tr. Talkaha ana ana		vs 5+level we use Hi=odd. Vinje in trumps. On A or			_			
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids) take an odd number of tricks, low even number of	VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)	take an odd number of tricks, low even number of						
T/O DBL up to 3♦, (3M+)-DBL="bal" 14+ DOUBLES SPECIAL FORCING PASS SEQUENCES	T/O DBL up to 3♦, (3M+)-DBL=" bal" 14+	DOUBLES						
(2M)-4m=m+OM (55+), (2M)-cue=strong 2-suiter w oM+m TAKEOUT DOUBLES (Style; Responses; Reopening) 1x-(DBL)-RDBL:F to DBL or at least 2x (1nt if m)					nses; Reopening)	1x-(DBL)-RDBL	F to DBL or at least 2x (1nt if m)	
(3x)-cue=2-suiter w oM+m, (3M)-4m=Best minor w T/O- Aggressive 1-level and reopening, Sound 2-level,	(3x)-cue=2-suiter w oM+m, (3M)-4m=Best minor w T/O-				Sound 2-level,			
(4M)-4NT=any strong 2-suiter (subs auction: cue=Art-F1)	(4M)-4NT=any strong 2-suiter							
VS. ARTIFICIAL STRONG OPENINGS (1M)-D-(p)-1NT =0-6	VS. ARTIFICIAL STRONG OPENINGS	(1M)-D-(p)-1NT =0-6						
Strong ♣:Pass might be strong, D=♥, 1♦ =♠, 1M 2-4 cards w 5+m IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
1NT one m 2♣ both m 2♦ both M. SPECIAL, ART AND COMP DBL/RDBL's 1♦ FREQ with 4♦ and 5+♣	1NT one m 2. both m 2. both M.	SPECIAL, ART AND COMP DBL/RDBL's				1♦ FREQ with 4€	♦ and 5+ ♣	
Vs twoway club: Same but 1M 4cards w/ 5+m NEG+RESP+COMP DBL (showing T/O-distr)	Vs twoway club: Same but 1M 4cards w/ 5+m	NEG+RESP+COMP DBL (showing T/O-distr)			istr)			
OVER OPPONENTS' TAKE OUT DOUBLE SUPP DBL, L/D DBL,	OVER OPPONENTS' TAKE OUT DOUBLE	SUPP DBL, L/D DBL,						
14: RDBL=any 11+ (F to DBL or openers suit/NT) one-trick DBL vs slam		one-trick DBL vs slam						
1x-(DBL): Transfers from 1NT Psychics: Rare	1. (DDI): Transford from 1MT					Psychics: Rare		

OPENING	BID	D DESCRIPTIONS							
Opening	ART	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding		
1.	Yes	0	3 •	11-13 BAL (NV vs VUL 12-16 1 st /2 nd 14-16 3 rd) OR 17+, any distr	1 ◆ =0-7 or 8-11 w/ 4 ▼ , 1 ▼ = bal/3suiter or ▲ with longer minor, 1 ▲ 4+ ▼ unbal, 1NT 5+ ♠, 2 ♣ = ART INV+ w/o M, 2 ◆ =8-11, 2M 31(54)/13(54) 2NT 0-5 5-5 in minors	Artificial continuation. Strong opener often relays over 1M/NT	Same but: 2x=NF, 5+suit		
1 •		4	4.*	11-16, 4+♦ may hold longer ♣	1NT ART FG, 2. NF, 2. weak 5-5 in M, 2. weak, 3. = PRE, 3. =11-13 w supp,	1 ← -1M-2 ♣ = may be longer ♣. ART after 1NT	Same but: 1NT=NF,		
1♥		5(4)	3 🏠	11-16, 5+♥ (4414)	2. ART FG, 2. 8-13 w/supp, 2. =3-8 supp, 2NT=GT w supp, 3M= PRE, minisplinter	ART after 2♣	Same but: 2x=NF 5+suit		
1.		5	3♥	11-16, 5+♠	2. ART FG, 2. 6-13 w/ v , 2 v 8-13 w/ supp, 2. =3-8 supp, 2NT=GT w supp, 3M= PRE, minisplinter	ART after 2♣	jump shift=splinter		
1NT			2 🛦	Bal or semibal NV vs VUL: 8-11 1 st /2 nd hand 8-13 3 rd hand else 14- 16	2♣=F1-stayman, 2♠=Transfer to ♥, 2♥=transfer to ♠, 2♠ G/T w/o M or ♦ or both m; 2NT= ASK for $xx(Jx)$, 3♦ 4441/4414, 3♥ 4144, 3♠ 1444, 4m=SA Texas. Over mini-NT: Double Stayman	Over 2red opener may not accept transfer w/ maximum and fit	Same		
2*		5	3 🏠	11-16, 6+* or 5* + 4M	2♦=F1-relay, 2M=F1 w 5+M, 2NT=Inv BAL or FG w ♦	2♦-2♥ one M; 2♦-2♠ 6+♣ w shortness; 2♦-2NT no shortness	2♦=same, 2M=NF 5+suit Jump=SPL		
2♦	Yes	0		3-9 4s and 4+m (5+ VUL) 4 th seat: 14-16 4+♦ -5+♣	2NT= ART F1, 3. PoC		Same		
2♥/♠		5		3-10, 6+♥/♠(5+♥/♠ non vuln) 4 th seat: 14-16 4+M-5+♣	Transfers from 2NT		Same		
2NT	Yes			8-12, at least 5-5 in minors	3♥ ART Forcing		Same		
3♣/♦/♥/		6		PRE	Natural		Same		
3NT	Yes			Semisolid/solid ♥/♠	4m=P/C, 4M=natural	P/C	P/C or L/D		
4♣/♦		7		PRE					
4♥		6		PRE	See High Level Bidding	See High Level Bidding	New suit L/D		
4 🖍		6		PRE	See High Level Bidding	See High Level Bidding	New suit L/D		
4NT	Yes			Asks for specific aces	5.=0 A, suit=that A, 5NT=2A,				
5 .		7		PRE	See High Level Bidding	See High Level Bidding	New suit L/D		
5♦		7		PRE	See High Level Bidding	See High Level Bidding	New suit L/D		

HIGH LEVEL BIDDING

Controls: Up the line, 1st/2nd round equally but not shortness in p's suit

4NT when major trump or 4 has when minor trump: RKC-0314
Denial q-bids in relay sequences
SPLINTER, 5 OVER TRUMP, BARON, BW 4A.

SPLINTER, 5 OVER TRUMP, BARON, BW 4A.
"Pass and pull" is SLAM TRY; 3NT is often mild S/T when M is agreed