| Defensive and Competitive Bidding |
| :---: |
| Overcalls (Style; Responses; Reopening) |
| 1 NT overcall (2ND/4TH; Responses; Reopening) |
| 15-18 direct, (11-14 in $4^{\text {th }}$ ) |
| Jump Overcalls (Style; Responses; Unusual NT) |
| Direct and Jump Cue Bids (Style; Responses) |
| VS. NT (vs. Strong/Weak; Reopen: PH) |
| Balancing vs NT: DONT |
| VS. Preempts (Doubles; Cue bids; Jumps; NT bids) |
| Lebensohl, Leaping Michaels |
| VS. Artificial Strong Openings |
| After strong 1*: Natural |
| Over Opponents' take out double |


| Leads and Signals |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Opening Leads Style |  |  |  |  |
|  | Lead |  | In Partner's Suit |  |
| Suit | $3{ }^{\text {rod- }} 5^{\text {th }}$ |  | $3{ }^{\text {rod }}$ - ${ }^{\text {th }}$ |  |
| NT | $4^{\text {th }}$ |  | $3{ }^{\text {rd }}-5^{\text {th }}$ |  |
| Subseq | Small enc./ Lavinthal |  |  |  |
| Leads |  |  |  |  |
| Lead | Vs. Suit |  | Vs. NT |  |
| Ace | AKx/AKxx(x) |  | AK/AKx/AKxx(x) |  |
| King | $\begin{aligned} & \mathrm{AK} \\ & / \mathrm{KQ} / \mathrm{KQJ}(\mathrm{x}) / \mathrm{KQT}(\mathrm{x}) \end{aligned}$ |  | KQ/KQJ(x)/KQT(x) |  |
| Queen | AQJ (x)/QJ(x)/QJT(x) |  | $\mathrm{AQJ}(\mathrm{x}) / \mathrm{QJ}(\mathrm{x}) / \mathrm{QJT}(\mathrm{x})$ |  |
| Jack | HJT(x)/JT(x) |  | HJT(x)/JT(x) |  |
| 10 | HT9x/AQT(x)/T9x |  | HT9x/AQT(x)/T9x |  |
| 9 | HH9x/9x/9 |  | HH9x/9x/9 |  |
| X | Hxxx/HT9 $\underline{\mathbf{x}}^{(x x \underline{x}}$ ( $\underline{\mathbf{x}}$ ) |  | Hxxx/HT9 $\mathbf{x}^{\text {/ }}$ xxxx(x) |  |
| Signals in order of priority |  |  |  |  |
|  | Partners lead | Declarer |  | Discarding |
| Suit: | Attitude | Distribution |  | Attitude |
| $2^{\text {nd }}$ | Distr/Suit-pref | Distr(suitpref) |  | Distr(suitpref) |
| NT: | Attitude | Smith/Distr |  | Attitude |
| $2^{\text {nd }}$ | Distr | Distr/suitpref |  | Distr |
| $3{ }^{\text {rd }}$ |  | Suitpref |  | Suitpref |
| Signals (including Trump's): Attitude: Low=Encourage, Distr: Low=odd, Smith=high liked the lead, suitpreference in trumps |  |  |  |  |
| Doubles |  |  |  |  |
| Takeout Doubles (Style; Responses; Reopening) |  |  |  |  |
| Special, Art and Comp Dbl/Rdbl's |  |  |  |  |
| Support dbl/rdbl |  |  |  |  |


| System Card <br> Wromonomoll |  |  |
| :---: | :---: | :---: |
| System: |  |  |
| Players | Hilde Aas Nøst | John Våge |
| System Summary |  |  |
| General Approach and Style |  |  |
| Natural, 5 card major, 2/1 (almost) GF |  |  |
| Special bids that may require defence |  |  |
| Transfer responses to 1* <br> $2 *$ after $1 \vee / \uparrow$ either natural or balanced (almost) GF or invitational with 3-cardsupport <br> Transfers in som competitive situations |  |  |
| Special forcing pass sequences |  |  |
| Important notes that don't fit |  |  |
| Psychics |  |  |
| Rare |  |  |


| 吅 | 砍 |  |  | Description | Responses | Subsequent Auction | Passed Hand Bidding |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1＊ |  | $3+$ |  | Open 1＊with 33／44／（34）in <br>  |  |  |  |
| $1 *$ |  | $3+$ |  | 4＋except 4432 | Natural，3 ${ }^{\text {a }}=4+\star 7-10$ |  |  |
| $1 \checkmark$ |  | $5+$ |  | May have 4 in 3／4 chair |  |  |  |
| 14． |  | $5+$ |  | May have 4 in 3／4 | ```Natural, 1NT=6-12NF, 2*=Nat or invitational w/support, 2 =Nat almost GF, 2v = Nat GF,2\boldsymbol{n}=5-9,3\boldsymbol{m}=0-1\boldsymbol{*}/* 4+\boldsymbol{^},3*=8-114+^, 3\boldsymbol{v}=0-1 \bullet 4+^, 3^=0-6 4+^``` |  |  |
| 1 NT |  |  |  | （14）15－17，may be semibal | Stayman，transfers，2＾one or both minors |  |  |
| 2＊ |  |  |  | Strong（ $20+$ ） |  |  |  |
| 2 |  | 6（5） |  | Weak 2 in＊，3－ 10 hp | 2NT natural，2v／a inv． |  |  |
| $2 \downarrow$ |  | 6（5） |  | 6（5）＋凶，3－10 | 2NT ask for strength／suitquality |  |  |
| 2＾ |  | 6（5） |  | $6(5)+a, 3-10$ | 2NT ask for strength／suitquality |  |  |
| 2 NT |  |  |  | 20－21 | Puppet and transfers | Slam Conventions |  |
| 3 x |  | 6／7＋ |  | 3－10 |  | 0314 RKCB，cuebids，splinters，5NT＂pick a slam＂ |  |
| 3NT |  |  |  | Gambling， possibly strong in $3 / 4$ hand |  |  |  |
| 4＊＊ |  |  |  | Weak |  |  |  |
| 4 Q ，＾ |  |  |  | Weak／to play |  |  |  |
| 4NT |  |  |  | Aceasking |  |  |  |

