




Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1-level : light, 2-level: sound	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18. NT System on	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
2-level: weak. 3-level favorable: preemptive, 3-level vul or white against white: constructive (approx 12-15hp)	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
(1m)-2m = majors, (1M-2M)= opposite major and clubs	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
Strong NT: 2♣ = majors 2♦ = one major 2M = 4M, longer minor 4th hand or passed: DONT (D=one suit, suit=bid suit and one higher)	Weak NT: 2♣ = majors 2♦ = one major 2M = 4+M, 5+minor Passed hand: DONT (D=one suit, suit=bid suit and one higher)
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Leaping Michaels over all natural 2/3 bids and multi	
<b>VS. Artificial Strong Openings</b>	
Against strong 1♣ and 2♣: Any suit bid: next suit or two other suits, Any NT bid: ♣+♥ or ♦+♠	
<b>Over Opponents' take out double</b>	
After 1M-(Dbl) we play transfers from 1NT	

Leads and Signals			
<b>Opening Leads Style</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> , may lead high from 3 small	
NT	4 <sup>th</sup> /6 <sup>th</sup> good suit, high from bad suit	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Attitude		
<b>Leads</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK,KQ(x)	KQ(x),AKQ(x),AKJ10(x)	
Queen	QJ(x)	QJ(x),HQJ(x),KQT9(x)	
Jack	HJT(x),JT(x)	HJT(x),JT(x)	
10	HT9x(x),T9x(x)	HT9x,T9x(x)	
9	9x, 98xx, 98xxxx	9x/98(x)/9xx(x)	
X	3rd – 5th	4 <sup>th</sup> /6 <sup>th</sup> from good suit	
<b>Signals in order of priority</b>			
	Partners lead	Declarer	Discarding
Suit:	Enc	Count	Enc/suit pref
2 <sup>nd</sup>	Count	Suit pref	Count
3 <sup>rd</sup>	Suit pref		Count/suit pref
NT:	Enc	Smith/count/SP	Enc/suit pref
2 <sup>nd</sup>	Count	Count/SP	Count
3 <sup>rd</sup>	Count/suit pref	Count/suit pref	Count/suit pref
<b>Signals:</b> Hi-Low = Discrg/Even. First discard: low odd enc, even suit pref. Smith(NT): Hi-low from leader dislikes, from partner likes. Trump: suit pref			
<b>Doubles</b>			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
<b>Special, Art and Comp Dbl/Rdbl's</b>			

System Card		
		
<b>System: Viking Natural</b>		
<b>Players</b>	NOR-6414	NOR-13436
	Glenn Grøtheim	Petter Tøndel
<b>System Summary</b>		
<b>General Approach and Style</b>		
Natural, 5c M. Transfer responses to 1♣ Switched responses to 1♦ Light openings, very light 3 <sup>rd</sup> hand openings. <b>2-over-1 responses:</b> GF Relés		
<b>Special bids that may require defence</b>		
1NT: 9-12 (1 <sup>st</sup> non-vul, 2 <sup>nd</sup> favorable) 2♦: weak with one 5card major 2♥ 1 <sup>st</sup> / 2 <sup>nd</sup> /3 <sup>rd</sup> favorable: both majors Transfer responses to 1♣ 1♣ - 2♦ = 4-8, one 6c major, 1♣ - 2M = 4M, 4+♣, 5-10 1♦-1♥ = GF or spades, 1♦-1♠ = hearts 3NT opening in 1 <sup>st</sup> -3 <sup>rd</sup> : Solid major		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
<b>Psychics</b>		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-22, 3+♣	1♦/♥/♠ transfers. 1NT Artificial GF. 2♣ = 4+♣ 10+. 2♦ = 4-8, one 6c M. 2M = 4M, 4+♣ 5-10, 2NT = weak PRE in clubs, 3♣ = strong PRE	Usually accept transfer with 3+ card (optional with 17-19)	
1♦		3	4♥	11-22, 3+♦	1♥ = GF or spades. 1♠ = hearts. 2♦ = 10+, 4+♦. 2♥ = 5♥, 4♠ 6-10. 2♠ = weak PRE in diamonds, 3♦ = strong PRE in diamonds	1♦-1♥;1♠=hearts.	
1♥		5	4♦	11-22, 5+♥	2♠ = 3+♥, some singleton. 2NT = 4+♥ GF. 3m = 6+m INV. 3♥ = INV. When opening can be 9hp: 2♣ may be inviting raise of major.		1M - 2♣= good major raise
1♠		5	4♦	11-22, 5+♠	2NT = 4+♠ GF. 3♣/♦/♥ = natural, INV. 3♠ = INV. When opening can be 9hp: 2♣ may be inviting raise of major.		1M - 2♣= good major raise
1 NT			4♥	a) 1 <sup>st</sup> non vul, 2 <sup>nd</sup> favorable: 9-12 b) else (14)15-17 Both may be semi bal	a) 2♣ non GF Stayman. 2♦ = GF. 2M = to play. 3X = preemptive b) Stayman, transfers, 2♠ = clubs or single minor, 2NT = diamonds or both minors, 3♣ = Ask 5c major, 3♦ = 3-1 in majors, 3M = 6cards		
2♣	✓			Strong. 20+ or tricks	2♦ = weak/balanced/hearts, 2♥ = spades, 0+, 2♠ = clubs, 2NT = hearts, 5-5 or 6 cards, 3♣ = diamonds with side suit, 3♦ = diamonds without side suit.	2♣-2♦;2♥-2♠;2NT = 24+NT	
2♦	✓			1 <sup>st</sup> -3 <sup>rd</sup> One 5card major 4 <sup>th</sup> 6cards♦, 11-13	2♥=pass/correct. 2♠ = Nat. 2NT = Asking		
2♥	✓	4		1 <sup>st</sup> / 2 <sup>nd</sup> /3 <sup>rd</sup> favorable: Both majors, 3-8hp	2NT = Asking		
2♥		6		Else: Weak 2, 3-9hp	2NT/3♣ = Asking, new suit = nat forcing		
2♠		6		Weak 2, 3-9hp	2NT/3♣ = Asking, new suit = nat forcing		
2 NT				22-23	Puppet stayman, transfers, 3♠ = minors	<b>Slam Conventions</b>	
3x		6		PRE	3♣ - 3♦ = inviting in one major	RKCB, Exclusion RKCB, many positions where other bid than 4NT is asking for aces.	
3NT	✓			1 <sup>st</sup> -3 <sup>rd</sup> : Solid major 4 <sup>th</sup> : To play	4♣= Ask for cuebid, 4♦ = stop in major	5NT is usually pick a slam	
4♣,♦				PRE	Opposite minor is key card blackwood.	Splinter bids, cue bids, last train cue bids	
4♥,♠				PRE/To play		Lightner DBL	
4NT	✓			Ask for specific aces	5♣ = none, 5♦/♥/♠/6♣ = that ace, 5NT = 2.	Relé's	