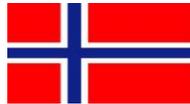


Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1-level : light, 2-level: sound	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18. NT System on	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
2-level: weak. 3-level non-vul: preemptive, 3-level vul: 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			
Opening Leads Style			
	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		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK <sub>x</sub> (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	HT9 <sub>x</sub> (x),T9 <sub>x</sub> (x)	HT9 <sub>x</sub> ,T9 <sub>x</sub> (x)	
9	9 <sub>x</sub>	9 <sub>x</sub> /98(x)/9 <sub>xx</sub> (x)	
X	3 <sup>rd</sup> – 5 <sup>th</sup>	4 <sup>th</sup> /6 <sup>th</sup> from good suit	
Signals in order of priority			
	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			
Doubles			
<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♥ white against red: weak with both majors Transfer responses to 1♣ 1♦-1♥ = GF or spades, 1♦-1♠ = hearts		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
1♥/1♠ may be opened on 9hp 1 <sup>st</sup> non-vul/2 <sup>nd</sup> favorable/3 <sup>rd</sup> seat .		
<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♦	(9 in some positions) 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♦	(9 in some positions) 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♣	✓			Strong. 20+ or tricks		2♣-2♦; 2♥-2♠; 2NT = 24+NT	
2♦	✓			One 5card major	2♥ = pass/correct. 2♠ = Nat. 2NT = Ask		
2♥	✓	4		White agains red: Both majors, 3-8hp	2NT = Asking		
2♥		6		All other vuln: 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		RKCB, Exclusion RKCB, many positions where other bid than 4NT is asking for aces.	
3NT	✓			Solid major	4♣ = Ask for cuebid, 4♦ = stop in major	5NT is usually pick a slam	
4♣, ♦				PRE		Splinter bids, cue bids, last train cue bids	
4♥, ♠				PRE/To play		Lightner DBL	
4NT	✓			Ask for specific aces		Relé's	