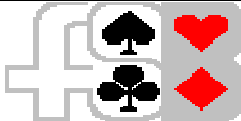



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light 7-17 5+ (4); 18+ Dbl first; 2 nd level sound 6 (5)
Resp.: raise = 6-9 3 cards; jump raise = weak 4+
cue = strong (asking); jump cue = inv
new suit F on 1 st ; on 2 nd & below Q NF; 1NT = 8-12
Bal.: 1m/M = 7-13 5+ (4)
2m/M = 9-13 5+ ; Que = 10+ two suited hand
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
4+M & 5+m, 10 - 17 HCP
4 th (Sandwich); 10+ T/O 4+/5+ M/m; Bal.: 1NT = 11-13
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♥/♠ weak 6(5); 2NT asks strength (feature)
Over m 2NT = 5+♥/5+m 7+; over M = 5+M/5+♦ 7+
1♣-2♦ = 5+♥/5+♠ 7+; 1m - 3♣/♦ = 5+♠/5+m; 1M - 3♣/♦ = 5+♠/5+♦
3♥/♠ weak 6+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ - 2♣ = ♥+♠ 5/4; 1♦ - 2♦ = 5+♥/5+♠ 7+
1♥ - 2♥ = 5+♠/5+♣ 7+; 1♠ - 2♠ = 5+♥/5+♣ 7+
1♣ - 3♣ = 5+♠/5+♦; 1♦ - 3♦ = 5+♠/5+♣
1♥ - 3♥ = asks stop for 3NT; 1♠ - 3♠ = asks stop for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Strong=> Dbl: ♣ or ♠+M or ♥+♠ 9+ / 2♣: ♦ or ♠+M 9+ / 2♦: ♥/♠ 6+(5)
cards / 2♥/♠: 5M/4+m / 2NT both m / 3♣/♦: 6+ nat / 4 th Dbl: M or M/M
2♣/♦: nat / Rest SYSON
Weak=> Dbl: pen max of there week NT+ / 2x: TRF / 2NT both m /
4 th Dbl: 2 HCP less / Rest SYSON
VS.PREEMTS (Doubles; Cuebids; Jumps; NT Bids)
Dbl: T/O thru 4♦; 2NT: natural strong
Cue 2M/3M asks stop: LebRubsohl after Dbl of 2M; Multi vs Multi
4m shows 5+m/5+oM after 2/3M, strong
VS. ARTIFICIAL STRONG OPENINGS
Strong 1♣: Dbl ♣+♥; 1♦: ♦+♥; 1♥: ♥+♠; 1♠: ♠+♣; 1NT: ♦+♠;
2♣: ♣+♦; 2x: nat
Strong 2♣: CRASH Dbl, 2♦, 2NT: ♣; 2♥/♠: nat
OVER OPPONENTS' TAKEOUT DOUBLE
Fit bids; Truscott 2NT (3 Trumps)
1M/Dbl: Transfer; 2♥ to play
1♣/Dbl: pass 0-5, RDbl 5-7(8) bal, suit TRF 8+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th	2 nd and 4 th	
NT	2 nd and 4 th	2 nd and 4 th	
Subseq	Low from H	Low from H	
Other:			
LEADS			
	Lead	Vs. Suit	Vs. NT
Ace	AKx+ AKQ+ AKJ+ A+	AKx + A +	
King	AKx+ AK KQ+ K+ ask C	AKJ10+ K+	
Queen	KQ+ QJx+ Q+	KQ(J/10/x)+ KQ109+ Q+	
Jack	J10x+ J+	AQJ+ QJ+ (AK)J10+ J10+ J+	
10	H10x & 10x & 10	H10x & 10x & 10	
9	H9x+ 109x+	H9x+ 109x+	
Hi-X	Hxx + xxx(x) + x	Hxx + xxx(x) + x	
Lo-X	Hxxx(x) + xx + x	HHxx(x) + Hxxx(x) + xx + x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	On K count	Lo/Hi = Even	italien (first)
Suit 2	Lo = pos. Hi = neg		
3	know suit = italien		
1	On K unblock / C	Lo/Hi = Even	italien (first)
NT 2	Lo = pos. Hi = neg		
3	know suit = italien		
SIGNALS (including Trumps):			
Smith echo by both			
Hi/Lo Odd Lo/Hi Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O Dbl ev. Light (10+ HCP) with shape or 15 - 17 bal. NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS / RDBLS			
1♣-(1♦)-Dbl = 6-10 HCP, neg; 1♣-(Dbl)-RDBl: 5-7(8) HCP bal,			
1♦-(1♥)-Dbl = 4♠; neg Dbl up to 4♦;			
1♦-(pass)-1M-(2x)-Dbl = support Dbl, shows 3M			
Dbl of cuebid in a long suit = weak suit (don't lead)			
Dbl of Slam: lead of lowest unbid suit / club			

	
COUNTRY:	Switzerland 
PLAYERS:	Stefan Lenardic – John P. Maier
SYSTEM:	“Viking Precision Club”
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong 1♣ (16+ HCP), 5 card M, 1+ ♦	
GF-Relays possible after 1♦/♥/♠/NT & 2♣/♥/♠/NT	
1NT: nv vs. nv 11+ - -14 HCP 1 st -3 rd , 13-16 4 th HCP	
1NT: nv vs. vu 10-12 HCP 1 st -3 rd , 13-16 4 th HCP	
1NT: vu 14-16 HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣: 16+ HCP, any distribution	
1♦: 10-15 HCP, 0+ ♦	
1NT: nv 10-12 HCP 1 st -3 rd , 13-16 4 th HCP / other 14-16 HCP	
2♣: 10-15 HCP, 6+ ♣, second suit possible	
2♦: weak-two in a M; 4 th : 10-12 HCP, 6+ ♦	
2♥: 3-9(10) HCP, 4+♥ / 4+♠; 4 th : 10-12 HCP, 6+ ♥	
2♠: 5-9(10) HCP, 5+♠ / 4+ minor; 4 th : 10-12 HCP, 6+ ♠	
2NT: pre in ♣	
3♣=♦ / ♦=♥ / ♥=♠ / ♠=Gambling, 4♥/♠, 5♣/♦/♥/♠ => PRE	
3NT: long minor PRE	
4♣: Namyats, ♥; 4♦: Namyats, ♠	
4NT: both minors	
1♦-1♥: Natural or GF relay	
1♥/♠-1NT: GF relay, 1♥/♠-2♣: inv. relay or natural	
Intervention 1NT: 4+M & 5+m, 10-17 HCP	
SPECIAL FORCING PASS SEQUENCES	
1NT*-(Dbl)-pass**-(pass) *weak / **F	
IMPORTANT NOTES	
4th suit is always F1 (may not be natural), usually FG	
PSYCHICS:	
rare, but possible	

OPENING	TRICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x		1♦	16+ HCP, any shape	1♦: 0-7(8); 1♥: 8+, 5+♠ or 15+BAL; 1♠: 9-14 BAL or 12+, 5+♥; 1NT: 8+, 5+♥; 2♠/♦: 8+, 5+♠/♦; 2♥: 8+, 5-4 or 4-5; 2♣: 8-12, 4/4/4/1; 2NT: 12+, 4/4/4/1; 3♣: 6 card solid suit; 3♦: 7 card solid suit; 3♥/♠/NT/4♣: TRF to ♠/♥/♠, with 6+ card and AK, AQ or KQ	1♣-1♦=> 1♥: 20+; 1♠/2♣/2♦: 16-19, natural; 1NT 16-19 BAL; 2♥: nat. unbal; 2♣: TRF to 2NT = (5♥440) > 3♣ ask; 3♠/♦: 5+♥/5+♠/♦; 1♣-1♦-1♥-1♠ (0-4)=> 1NT: 20-21 BAL; 2♣: GF 2♥/♥/♠/3♣ nat.; 2NT: 22-23; 1♣-1♥+ => positive bids: relay sequences	Dbl/Rdbl negative, level 1/2 5-8 HCP, level 3 8+ HCP; NT 8+ HCP with stopper, Cue without stopper; others natural
1♦	x	1		10-15 HCP, 8+ HCP 3 rd seat, 11+ HCP 4 th seat	1♥: nat. or GF relay; 1NT: 6-11 (no 4 card MAJ); 1♠/2♠/♦: nat. F1; 2♥/♠: 6 card 3-8; 2NT: inv 10-13; 3♣: fit bid 9-11; 3♦: pre.	1♦-2♦=> 2♥/♠/3♣ Stopper for NT; 1♦-1♥-X-relay=> GF (followed by relay-sequences & "Crash")	2NT: nv = minor
1♥		5		11-15 HCP, natural, 8+ HCP 3 rd position possible	1NT: GF relay; 2♣ any inv.; 2♦ nat. 6-11; 2♥: fit 6-11; 2♠: 3-8, 6♠; 2NT: 8-12, 4+♥; 3♠/♠/♠: nat. inv.; 3♥: 4+♥ 3-9; 3NT: 10-13, 0/1♠; 4♣/♦: 10-13, 0/1♠/♦	1♥-1NT=> relay for distribution & key cards; 1♥-2♣-2♦=> relay; 1♥-2♥=> long- and short-suit trial-bids	2♣: fit 8-10; 2♦: fit 10-12; 3♠/♦: fit Jumps
1♠		5		11-15 HCP, natural, 8+ HCP 3 rd position possible	1NT GF relay; 2♣ any inv.; 2♥/♥ nat. 6-11; 2♠: fit 6-11; 2NT: 8-12, 4+♠; 3♠/♦/♥: nat. inv.; 3♣: 4+♠ 3-9; 3NT: 10-13, 0/1♥; 4♣/♦: 10-13, 0/1♠/♦	1♠-1NT=> relay for distribution & key cards; 1♠-2♣-2♦=> relay; 1♠-2♠=> long- and short-suit trial-bids	2♣: fit 8-10; 2♦: fit 10-12; 3♠/♦/♥: fit Jumps
1NT	x	BAL		10-12 1 st -3 rd , 13-16 4 th pos. nvu., 14-16 vu., no 5 card MAJ	2♣: Stayman weak or inv.; 2♦: GF relay; 2♥/♠: to play; 2NT: puppet to 3♣, 3♠/♦: nat. inv.; 3♥: pre MAJ or inv MAJs, 3♠: pre MAJ or F minors, 4♣: TRF ♥, 4♦: TRF ♠	1NT-2♣-2♦-2♥/♠=> may be passed; 1NT-2♦=> GF (followed by relay-sequences & "Crash")	2♣: Stayman weak or inv.; 2♥/♠: TRF; other same
2♣	x	6		10-15 HCP, 6+♣, 4+♥/♠ or 4♦ pos.	2♦: relay 8+; 2♥/♠: nat. 6-11; 2NT: weak ♣ or any 5+/5+; 3♠/♦/♥/♠: inv.; 4♣: pre.; 4♦: RKCB; 4♥/♠: to play; 2♣-Dbl=> Rdbl: pen; 2♦: relay 8+; 2♣-2♥-Dbl=> relay; 2♣-2♥/♠-Dbl pen.	2♣-2♦=> 2♥/♠: 4♥/♠; 2NT: 6♣ max; 3♣: 6+♣ min; 3♦: 6+♣/4♦ max; 3♥: 7♣/3/2/1; 3♠: 7♣/3/3/0; 3NT: 7♣/2/2/2; 4♣: 5♥/6+♣ max; 4♦: 5♠/6+♣ max; 4♥/♠: 5/6+ min	SYSON
2♦	x	6		6♥/♠, 3-10 HCP; 4th 6♦, 10-12 HCP	2♥/♠: pass/correct; 2NT: relay F1; 3♠/♦: ask for stopper; 3♥: pass/correct; 3♣: nat. F; 3NT: to play; 4♣: wants TRF by P; 4♦: wants P to bid his suit; 4♥/♠: to play	2♦-2NT=> 3♣: max; 3♦/♥: TRF min; 3♠: 6♠/3+♥ min; 2♦-2NT-3♣-3♦=> show inverted	3♠/♦: to play; other SYSON
2♥	x	10		4+♥ & 4+♠ 3-10 HCP; 4th 6♥, 10-12 HCP	2♠/3x: to play; 2NT: relay; 3♣ min 4/5; 3♦ min 4/4; 3♥/♠ max 4/5; 3NT max 4/4; 4♠/♦ max 5/5 & Splinter; 4♥ min 5/5	2NT: 3♣	SYSON
2♠	x	10		5+♠ & 5+ minor 5-10 HCP; 4th 6♠, 10-12 HCP	2NT: relay; 3♣: pass/correct; 3♦: inv.; 3♥: nat. F; 3♠: pre.; 3NT: to play; 4♥: to play, 4♠: to play	2♠-2NT=> 3♣, ♦: 5♠/5♣, ♦; 3♥, ♠: 5♠/6♠, ♦; 3NT/4♣: 6♠/5♣, ♦; 4♦, ♥: 6♠/6♣, ♦	2NT: relay; 3♣: pass or correct
2NT	x	9		pre. in ♣	New suit forcing		
3♣		6		pre. in ♦	New suit forcing		
3♦		6		pre. in ♥	New suit forcing		
3♥		7		pre. in ♠	New suit forcing		
3♠		7/8		Gambling	New suit; Asking bid		
3NT		7		going ♣ or ♦			
4♣	x	7		♥, Namyats	Relay with interest		
4♦	x	7		♠, Namyats	Relay with interest	HIGH LEVEL BIDDING	
4♥		7		pre. & nat.		Roman Key Card Blackwood (14, 30, 2 without Q, 2+Q, 1+void+Q, rest 2+void)	
4♠		7		pre. & nat.		Except ♣ is trump & 4NT is RKCB or exclusion RKCB => 30, 14	
4NT		10		both minors weak		CRASH & super-relay; Josephine; DOPI (level 5), DEPO (level 6); Asking bids	