

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NV 5+ cards 5-17 , VUL 5+ cards 7-17
Responses are nat 7-13, except (1x)-1M-(P)-2♣ = fit 10+ & 2♦ = no fit 12+. (1♣) - 1♦ - (pass) - 2♣ = 10+ with or without fit.
Jumps (not cuebids) are nat 6+ 13-16 after pas, otherwise 0-10
Transfers when 3rd seat bids, 2M-1 = A or K in M and 6-9
Jump cuebid shows a mixed raise (4crd 6-9), 2NT= 4crd 10+
2NT after a minor is natural , (1♠)-2♥-(pass)-2NT is natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 , system on
4 <sup>th</sup> : after 1m = 11-14 & after 1M = 12-16 system on
Except when opponent X, then XX = SOS and bids are natural.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Natural , usually 6crds , 0-11 (also after 2 openings)
2NT = invitational+ asking shortness and strength
(1♣) - 2♦ = 5+ both majors , 2NT = lowest unbid suits
Reopen: suit 12-15 , 2NT = 20-22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣ = natural, except when 1♣ shows at least a 4crd suit
After (1♦)-2♦ shows both majors unless 1♦ shows 2+
After (1♥/♠) - 2♥/♠ shows outer suits
Responses: 2NT inv+ bal or sup lowest suit, cuebid = inv+ high suit
Jump cuebid asking for a stop unless 1m is 2+ then 3m = nat 0-11
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = 5+ minor & 4M or 16+ with 5M but 13+ vs. 13-15 NT or worse
2♣ = majors
2♦ = one major
2♥ = ♥ and a minor
2♠ = ♠ and a minor
2NT = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(3♣/♦)- 4♣ = other minor + ♠, 4♦ = majors, 4NT = ♥ + other m
(Leaping) Michaels after some situation starting with (1M) - (fit)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X shows majors, 1NT shows minors , 2NT shows ♦ + ♥ or ♣ + ♠
After (2♣)-X majors, 2NT shows minors and 3N = ♦ + ♥ or ♣ + ♠
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jumps at 3 level 0-7 (normally 13+), 3M-1 still 4crd fit 6-9
After 1M - (X) & 1♥ - (1♠) , we play transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4, std from honors K sometimes from AK	1/3/5 K from AK	
NT	2/4, std from honors	1/3/5	
Subseq			
Other: K from AK at 5+ level, K from AK bare or singleton elsewhere			
K in 5+ suit asks for count, A for attitude. In supported suit K from AK			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx, Axxxx (supp suit)	A, AK(x), AKJx,	
King	KQ, AK, AKxx (bid suit)	KQ, AKJ10	
Queen	QJx, AKQ	QJx, KQ109x	
Jack	J10x, AJ10, KJ10	J10x, AJ10, KJ10	
10	109x, H109	109x, A109, K109, Q109	
9	H9x, H98x, (Q109 prt suit)	H9x , H98(x) (Q109 prt suit)	
Hi-X	xXx , xXxx (Xx partner suit)	xXx , xXxx (Xx partner suit)	
Lo-X	xX, HxxX, HxxXx (xxx prt)	xX, HxxX, HxxXx (xxx prt)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (occ ATT)	Count	count
Suit 2	Count / Suit Preference	Count / Suit Preference	Count / Suit Preference
3	Suit Preference	Suit Preference	Suit Preference
1	Count (occ ATT)	Occ Std Smith by both	count
NT 2	Count / Suit Pref.	Count / Suit Pref.	Count / Suit Pref.
3	Suit Preference	Suit Preference	Suit Preference
Signals: <b>UDCA</b> , standard suit preference , <b>mostly count</b>			
Low = encouraging when dummy has doubleton (except some K leads)			
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard is 12+. On conventional openings may be balanced, cue=unbal			
On low level it is often 2+ in the suit (regarding possible penalty pass)			
Reopening can be 10+			
(1y) - X - (p) - 3y = GF shows stopper and 4card(s) M			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1m-(1♥)-x = 4+♠; 1♠ = 0-3♠. Also after (1♣)-x-(1♥)			
1♣-(1♦) - x = 4+♥; 1♥=4+♠; 1♠= no major; Also after (1♣)-x-(1♦)			
Game try dbl, negative and responsive dbl			
Support dbl & rdbl thru 2♥			
VUL: DBL on direct SPL response = lead highest unbid suit			
Non-VUL: DBL on direct SPL response = interested to save			

NBB Grote Systemkaart
<b>CATEGORY: GREEN</b>
<b>NCBO: Netherlands</b>
<b>PLAYERS: Bob Drijver &amp; Bart Nab</b>
<b>EVENT: Meesterklasse viertallen 2018/2019</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card major, 1♦ 4+, 1♠ 2+ NF (may pass with 0-4 4/5♣)
Variable INT: not-VUL 1 <sup>st</sup> /2 <sup>nd</sup> 10-12, 3 <sup>rd</sup> /4 <sup>th</sup> 12-14, VUL 15-17
2/1 is invitational or better (10+), 1M-2♣ maybe 0♣ when 3 card fit, or 2♣ when balanced (maybe 5♦/♥) , or 4+ natural
1♣ - 1♦ = 0-6/7 or ♦ or balanced or 4♥+4♠ less then invitation
1♣-1♦-1♥ = balanced or ♣ + ♥, 1♣-1♦-1♥-1♠ = relay
1♣-1♦-1♥-1NT = 4♥+4♠ 7-10, 1♣-1♦-1NT = 16-18/18-20 bal
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
NV 1 <sup>st</sup> /2 <sup>nd</sup> INT = 10-12 , NV 3 <sup>rd</sup> /4 <sup>th</sup> = 12-14
2♣ 5♦ 4-9 or 22-24 bal or GF ♣/♥/♠
2♦ 6♥ or 6♠ 4-9 (maybe 5 NV vs V) or GF bal or GF ♦
2♥/♠ 5M and 4+m, vul 5-5 4-9
1♣ - 2♦ = 6♥ or 6♠ 2-6 or GF ♦
1♣-4♣/♦ = good 4♥/♠ bid (AKQxxxx or KQJxxxx with A)
1♦-4♣ = good 4♥ or 4♠ bid (AKQxxxx or KQJxxxx with A)
1M - 3M-1 = 4crd fit 6-9, also after overcall when it is a jump
Transfers in competition: 1m-(1y)-> 2m up to 2NT are transfers
1♥(1♠)-> 1NT up to 2♥ transfers, 1M-(X)-1NT up to 2M
are transfers. (1x) X (1y) X and 1 level are transfers, also
2x up to and including 2y are transfers. (X on transfer nat)
(1♣/♦)-2♦ = majors, (1♥)-2♥ = ♠ + ♣, (1♠)-2♠ = ♥ + ♣
(1x) - 2NT = 2 lowest suits, (1X = natural) - 3X asks for stopper
1x - (1y) - 2NT = 5+ & 5+ other suits 8+, also after (1x)-x-(1y)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Some cases when unfavourable vulnerability and opp pre-empts.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bob Drijver – Bart Nab			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2+	Any	11+	1♦ = 0-6 (0-7 if NV 1 <sup>st</sup> /2 <sup>nd</sup> ), Nat or 4♥&4♠(7-10)	1♣-1♦-1♥ = ♣+♥ or bal, 1NT = strong bal	2♦ same conv in comp bidding
		2+	NV 1 <sup>st</sup> /2 <sup>nd</sup>	13-15 bal 16-18 bal possibly longer ♦	1♥♠ = 7+ (8+ if NV 1 <sup>st</sup> /2 <sup>nd</sup> ) maybe longer ♦ 1NT = 8-10 (not inv opposite 13-15)	1♣-1♦-1♥-1♠=relay, 1♣-1♦-1♥-1NT=♥+♠ 1♣-1♥/♠-2♦=reverse or 16+bal, 2NT=6+♣	1m – (1x) – 2NT = 2 other suits
		2+	Other	12-14 bal 18-20 bal possibly longer ♦	2♣ = 10+ 4+♣, 2♦ = 0-6 6♥ or 6♠ or strong ♦ 2♥/♠ = 8-11, 2NT=0-6 ♣raise, 4♣/♦ = good 4♥/♠		1♣-(1♦)- X=♥, 1♥=♠, 1♠=NT 1m-(1♥)-X=♠
1♦		4+		11-21	2♦=10+ 4+♦, 2NT=0-6 ♦raise, 4♣ = good 4♥ or ♠		1♣-(X)-1♦=nat, sys on.
1♥		5+		11-21	1NT = 5-10, 2♣ = inv+ “any” (can contain 5♦/♥)	1M-2NT-3♣ = 12-16 any short or 5422/6322	Transfers after X, 1♥ - (1♠) - trfs
1♠		5+		11-21	2♦/♥ = inv 6+/GF 5+, 2M = 5-9, 3M-1=mixed raise 2NT = inv+(8+) 4+M, 3NT/4♣/4♦ = 14+ splinter	1M-2NT-3♦ = 16+ any shortness 1M-2NT-3otherM = 16+ any 5422/6322	
INT			NV 1 / 2	10-12 (5M, 6m possible)	2♣ = stayman (can contain 0-8 with minor, no M)	1NT 1 <sup>st</sup> seat NV – 3x = to play	After X: P= forcing, XX = 12+
			NV 3 / 4 Vul	12-14 (5M less likely, 6m pos) 15-17 (5M, 6m possible)	2♦/♥ = 4+ transfer, 2♠ = bal inv/minors/♦ 2NT=5+M’s or ask/show 5M, 3♣=m’s, 3x = short		when 10-12 NT. Otherwise XX = puppet to 2♣
2♣	X			(5) 6♦ 4-9	2♦ = pass or correct, 2♥/♠/3♣ = natural 10-16	2♣-2♦-2♥-2NT shows ♠	
				22-24 bal or GF ♣/♥/♠	2NT = inv+ asking shortness and strength		
2♦	X			(5) 6♥ or ♠ 4-9	2♥/♠ = pass or correct (possibly strong with ♥/♠)	2♦-2♥-2♠-2NT= ask shortness and strength 2♦-2♥-2♠-3m=♥+m GF	4♥ becomes nat except after 4♦
				25+ bal / strong ♦	2NT=ask suit inv+ , 3♣/♦ = NF, 4♥=pas/correct	2♦-2♠-2NT-3m = ♠+m GF, 3♣ can be inv ♥	Cuebid = bid your M
2♥	X	5		5♥ & 4+ ♣ or ♦ 4-9	2NT =ask minor, can be weak, 3♥ = to play		2NT = bid your minor
				Vulnerable 5-5	2♣/3♣/♦ = Natural NF, 4♣♦ = splinter		4m=p/c , 4NT = bid your minor
2♠	X	5		5♠ & 4+ ♣ or ♦ 4-9	2NT = ask minor , can be weak, 3♠ = to play		
				Vulnerable 5-5	3♣/♦ = Natural NF, 4♣♦ = splinter		
2NT			NV 1 / 2	19-21	3♣ = “puppet stayman” , 3♠ = minors	2NT-3♣-3♦ = 3+♠ maybe with 4♥	
			Other	20-22	4♣/♦/♥/♠ = ♥/♠/♣/♦	3♥ = 4/5 , 3♠ = 5	
3♣		6		5-10, NV can be 0-5	3♦ = asking about 3 <sup>rd</sup> M, 4♦ slam try ♣	→ NV 3x = NF, Vul 3x = Forcing	
3♦		6		5-10, NV can be 0-5	4♣ = invitational + ♦	→ NV 3x = NF, Vul 3x = Forcing	
3♥		6		5-10, NV can be 0-5	4♣ = slam try, 4♦ = choice of games ♥/♠	→ NV 3♠ = NF, Vul 3♠ = Forcing	
3♠		6		5-10, NV can be 0-5	4♣ = slam try, 4♦ = choice of games ♥/♠		
3NT	X			Solid minor	4♣ = p/c , 4♦ = relay , 4♥♠ = natural	3NT-4♦-4♥ = shortness in “other m” 3NT-4♦-4♠ = short ♥, 4NT = short ♠	
4♣		7		3-10			
4♦		7		3-10			
4♥		7		3-14	4NT = optional RKCB, 5m = cuebid	4♥-4NT-5♣ = any minimum	
4♠		7		3-14	4NT = optional RKCB, 5m = cuebid	4♠-4NT-5♣ = any minimum	
4NT	X			Asking specific aces	5♣ = non , 5♦♥♠ natural ace, 5NT ♣ ace, 6♣ = 2		
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				1430 RKCB , ROPI, DOPE, Repeated keycard asking and exclusion 0(3) / 1(4) / 2	
5♥		8		Natural invitational		Relay asking shortness l/m/h , showing shortness is natural	
5♠		8		Natural invitational		4NT Optional Blackwood when a minor is trump suit	
						4NT optional Blackwood when a major is trump in high (competitive) bidding	
						Last Train / Non serious 3NT , RKCB opposite preemptive bid: 0, 1, 1+, 2, 2+	

