

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)	
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	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd : 15-18 , system on	
4 th : after 1m = 11-14 & after 1M = 12-16 system on	
Except when opponent X, then XX = SOS and bids are natural.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
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	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(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	
VS. NT (vs. Strong/Weak; Reopening; PH)	
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	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
(3♣/♦)-4♣ = other minor + ♠, 4♦ = majors, 4NT = ♥ + other m	
(Leaping) Michaels after some situation starting with (1M) - (fit)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X shows majors, 1NT shows minors , 2NT shows ♦ + ♥ or ♣ + ♠	
After (2♣)-X majors, 2NT shows minors and 3N = ♦ + ♥ or ♣ + ♠	
OVER OPPONENTS' TAKEOUT DOUBLE	
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		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
Suit	2/4, std from honors	1/3/5
	K sometimes from AK	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		
LEADS		
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)
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Count (occ ATT)	Count
Suit 2	Count / Suit Preference	Count / Suit Preference
	Suit Preference	Suit Preference
1	Count (occ ATT)	Occ Std Smith by both
NT 2	Count / Suit Pref.	Count / Suit Pref.
3	Suit Preference	Suit Preference
Signals: UDCA , standard suit preference , mostly count		
Low = encouraging when dummy has doubleton (except some K leads)		
Suit Preference at trick 1 when holding a known long suit (6+), middle=enc		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
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		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
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 Systeemkaart	
CATEGORY: GREEN	
NCBO: Netherlands	
PLAYERS: Bob Drijver & Bart Nab	
EVENT: Meesterklasse viertallen 2018/2019	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card major, 1♦ 4+ , 1♣ 2+ NF (may pass with 0-4 4/5♣)	
Variable 1NT: not-VUL 1 st /2 nd 10-12, 3 rd /4 th 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	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
NV 1 st /2 nd 1NT = 10-12 , NV 3 rd /4 th = 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)	
SPECIAL FORCING PASS SEQUENCES	
Some cases when unfavourable vulnerability and opp pre-empt.	
IMPORTANT NOTES	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THR	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 st /2 nd), Nat or 4♥&4♠(7-10)	1♣-1♦-1♥=♣+♥ or bal, 1NT = strong bal	2♦ same conv in comp bidding
		2+	NV 1 st /2 nd	13-15 bal 16-18 bal possibly longer ♦	1♥♦ = 7+ (8+ if NV 1 st /2 nd) 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 st seat NV – 3x = to play		After X: P= forcing, XX = 12+
		NV 3 / 4	12-14 (5M less likely, 6m pos) Vul	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 3rd 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			HIGH LEVEL BIDDING		
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+		

