

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level = 8+ HCP
2-level = 10-18 HCP, 5+ crd
1/1 = F
2/1 = NF
2/2 = NF
3/2 = GF
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 nd : 15-17, responses as if 1NT opening
4 nd : 15-18, responses as if 1NT opening w/o passed hand
4-5 in unbid suits w/ passed hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
2-level: wk, 6+ crd
3-level: wk, (6)7+ crd
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m – 2m = Majors, 5+5+
1m -3m = Highest unbid suits, 5+5+
1M – 2M = Other Major and one of the minors, 5+5+
VS. NT(vs. Strong/Weak; Reopening;PH)
Dbl= 15-17 or strong suit 12+
2♣= 4/4 μαφορσ
2D/H/S= natural nf
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = 12-17 or 18+
2NT = 15-17, responses as if 1NT opening
3NT = to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣: X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		1/3/5	
NT		1/3/5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)/ Ax(+)	AK(+)/ Ax(+)	
King	KQ(+)	KQ(+)	
Queen	QJ(+)	QJ(+), KQT9(+)	
Jack	KJ10(+)/J10(+)	KJ10(+)/J10(+)/AJ10(+)	
10	109(+)	109(+)	
9	H9x/9xx	H9x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC		Lo = ENC
Suit/NT 2	Count		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light (11+) balanced or strong (17+) either balanced/offshaped			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLs			
Support DBL			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Netherlands
PLAYERS: Richard van Zandbeek & Manuel de Haan
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-crd Major; 1♣: 2+
2/1 GF
Weak 2-openings
Jump responses: invite with 5+
1NT openings: 15-17 5-card major possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening always strong
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPEN ING	TI CK IF AR TI FI CI AL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1□		2	12+ HCP	Inv Minor: 2 □= 10-11 HCP, 3□: 6-9 HCP		
1□		4		Inv Minor: 2 □= 10-11 HCP, 3□: 6-9 HCP		
1□		5	12+ HCP	2□ gf relay, 1NT 6-9 hcp, , jump = INV, 5+ card 2NT = fit + 9-14 HCP		
1□		5	12+ HCP	2□ gf relay, 1NT 6-9 hcp, jump = INV, 5+ card 2NT = fit + 9-14 HCP		
INT			15-17 HCP balanced May contain 5-crd Major	2 □,: asks majors INV = 2□,□□□,NT 3□ : aks 4/5 crd major		
2□		0	Always strong	2♦ = relay	2♥ = NAT	
					2NT = 23-24	
2□		(5) 6	Preempt	2NT strong, 2M = 6+ card non forcing		
2□		(5) 6	Preempt	2NT strong 2□, 3□,□ = 6+ card non forcing		
2□		(5) 6	Preempt	2NT strong, 3□,□□ = 6+ card non forcing		
2NT			20-22 HCP	Puppet Stayman, Transfers		
3□		6 (7)	Preempt	3NT = to play, 3□□□ = 6+ card non-forcing		
3□		7	Preempt	3NT = to play, 3M = 6+ card non-forcing		
3□		7	Preempt	3NT = to play, 3□ = 6+ card non-forcing		
3□		7	Preempt	3NT = to play		
3NT			Gambling			
4□-4□		8	Preempt			
					HIGH LEVEL BIDDING	

				RKCB 1430, Last Train,Quant 4NT
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