


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			 EBL Convention Card Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: Belgium Event: All Events Players: Stuyck Dominique - Bahbout Sam
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
can be light at the 1-level with a good suit		Lead	in Partner's Suit		
sound 2 level overcalls except 2♣ over 1♦	Suit	1/3/5	1/3/5		
1m-Pass-1NT-?= Multi landy	NT	1/3/5	1/3/5		
1m-Pass-1NT-pas-pas-?= Multi landy	Subseq	1/3/5	1/3/5		
	Other	Count : High Low = even			
	Other:	on AQ attitude – On K count			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
(15)16-18 direct seat	Lead	Vs.Suit	Vs. NT		
10-13(14) balancing seat	Ace	AK+, Ax	AK+, Ax		
Same responses as over 1NT opening	King	KQ+, Kx, AK+	KQ+, Kx, AK+		
	Queen	QJ+,Qx,KQ+	QJ+,Qx,KQ+		
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9+,T9+,Tx,J10	HT+,T9+,Tx, J10	
Weak Preemptive	9	98+, 9x, H98(+)	98+, 9x,H98(+)		
2NT = 2 lowest suits 55+	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx		
	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		
1♣-2♣= Both Majors 55+	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
1♣-2♣= Natural	Suit:1st	Attitude	count	odd= encouraging, even= lavinthal	
1♦-2♦= Both Majors 55+	2nd	count	suit preference	count	
1M-2M= Other major + minor 55+	3rd	suit preference		suit preference	
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count	odd= encouraging, even= lavinthal	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	count	suit preference	
X= Penalty / Points after we play transfers and stayman	3rd	suit preference		suit preference	
2♣= Both M(3+, 3+)	Signals (including Trumps):				
2♦= one M	count= high-low= even, standard smith both sides				
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude				
2NT = Both minors 55+	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		can be lighter with good shape			
Natural, takeout doubles	After dbl we play lebensohl and scrambling depending on the situation				
leaping michaels				SPECIAL FORCING PASS SEQUENCES	
				when our stayman or Jacoby gets doubled	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Natural	card showing double on bids with unkown suits(multi,weak NT,...)				
1NT= minors, 2♣= Majors	support (re)doubles			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Lightner doubles against hight contracts				
OVER OPPONENTS' TAKE OUT DOUBLE					
Natural continuation				Psychics: Dominique can be often with 1NT psyche	
XX = Points after we play penalty doubles					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	4 ♥	11+ 1♣ from 33 minor	1♦ can be short if ♣ fit, 1M= natural 1NT = natural 2♣= INV min 2X = 9-11 limit 2NT = invite 3X = preemptive	1♣-2♣; 2x= 13+ and values, 2NT=18-19 3+♣ 3♣=11-13, 3x= 14-16 and short, 3NT=18-19 2♣	
1 ♦		4	4 ♥	11+ 1♦ from 44 minor decent suit	2♣= GF, 2♦= 10+ 4+♦, 2M= 9-11 2NT= Natural , 3♦=6-9, 3M= weak	1♦-2♦; 2M= 13+ and values, 2NT=18-19 3♦= minimum, 3x= 14-16 and short, 3NT= to play	
1 ♥		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Forcing 2 minor = GF 2♣ = 9-11 2NT = Support 3+ INV+ 3x = Showfit 3♣ = Any void 10-13 4x = Singleton 10-13	After 2NT; 3♣= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 3♥=18+ no shortness, 3♣= min, 3NT=6 card+A, 4m=55	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line 2♣ = Drury 3+ 9-11
1 ♠		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Forcing 2X = GF 2NT = Support 3+ INV+ 3x = Showfit 3NT = Any void 10-13 4x = Singleton 10-13	After 2NT; 3♣= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 3♥=18+ no shortness, 3♣= min, 3NT=6 card+A, 4m=55	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line 2♣ = Drury 3+ 9-11
1 NT			4 ♥	(14)15-17 HCP	2♣= stayman, could be weak 2♦/♥/♠/NT= transfers ♥/♠/♣/♦ 3♣= both minors to play 3♦ = both minors GF 3M = short		
2 ♣	x	0		GF 2 Suiter SF any 1 suiter 22-23 BAL, 27-28 BAL	2♦ relay 2x = Natural and positive		
2 ♦	x	0		GF 1 suiter 24-26 BAL	2♥ relay 3x = Natural and positive		
2 ♥	x	5	-	2-10 5+ often 6	2NT = relay 3X = forcing	After 2NT 3M = mini 3x = feature	
2 ♠		5	-	2-10 5+ often 6	2NT= relay 3x = forcing	After 2NT 3M = mini 3x = feature	
2 NT			-	(19)20-21	3♣= Stayman, 3♦/♥=transfer ♥/♠, 3♠=minors 4m Natural Slemtry		
3 ♣		(6)7	-	Preemptive, 3-9(10)			
3 ♦		(6)7	-	Preemptive, 3-9(10)			
3 ♥		(6)7	-	Preemptive, 3-9(10)			
3 ♠		(6)7	-	Preemptive, 3-9(10)			
3 NT		7	-	Gambling, normally solid minor		RKCB(30 41 25 without TQ , 25 with TQ)	
4 ♣		0	-	Preemptive		Exclusion BW	
4 ♦		0	-	Preemptive		DOPI/ROPI	
4 ♥		(7)8	-	Preemptive, 3-11(12)		DEPO	
4 ♠		(7)8	-	Preemptive, 3-11(12)			
4NT				Preemptive, 3-11 both minors			

High Level Bidding