


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: Babhout – Van Den Hove
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-?= like 1NT overcalls	NT	Attitude	1/3/5		
1m-Pass-1NT-pas-pas-?= like 1NT overcalls	Subseq	1/3/5	1/3/5		
	Other	Count : High Low = even nt			
	Other:	on AQ attitude – On K count			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
(15)16-18 direct seat, 10-13(14) balancing seat	Lead	Vs.Suit	Vs. NT		
	Ace	AK+, Ax	AK+, Ax		
	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	
1x-2M: White Vs. Red= weak, all other positions 12-15	9	98+, 9x, H98(+)	98+, 9x, H98(+)		
2-Suit: 2NT shows lowest(5+,5+)	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx		
1M-3♣= other M+♦(5+,5+)	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		
1♣-2♣= Both M(5+,5+)	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
1♣-2♣= ♠+♦(5+,5+)	Suit:1st	Attitude	count	odd= encouraging, even= lavinthal	
1♠-2♠= both M(5+,5+)	2nd	count	suit preference	count	
1M-2M= oM+♣ (5+,5+)	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	3rd	suit preference		suit preference	
2♣= Both M(3+, 3+)	Signals (including Trumps):				
2♠= one M	count= high-low= even(in trumps low-high=even), standard smith both sides				
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude				
Passed hand: X=Both M(3+, 3+), 2♣= ♣+other, 2♠= ♦+ other, 2M= N	DOUBLES				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES(Style;Responses;Reopening)			
Natural, takeout doubles	can be lighter with good shape				
leaping michaels					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
X=♥, 1♦=♣, 1M= M+m	card showing double on bids with unknwn suits(multi,weak NT,...)				
1NT= minors, 2♣= Majors	support (re)doubles(not with 4333 or after 1NT)				
2♦/♥/♠= short or long	Lightner doubles against hight contracts				
OVER OPPONENTS' TAKE OUT DOUBLE		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
1x-X= transfers starting from XX; except 1♣-X, then XX shows points	Psychics: Rare				
X after pass= penalty					

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 Maybe 4441 in 3th/4th	1♦ can be short if ♣ fit, 1M= natural 2♣= 10+ 5+ ♣, 2y= 9-11 walsh	1♣-2♣; 2x= 13+ and values, 2NT=18-19 3+♣ 3♣=11-13, 3x= 14-16 and short, 3NT=18-19 2♣	
					1NT= 10-11, 2NT= 0-5 ♣ fit, 3♣= 6-9, 3x= weak		
1 ♦		4	4 ♥	11+ 1♦ from 44 minor decent suit	2♣= GF, 2♦= 10+ 4+♦, 2M= 9-11 2NT= 0-5 fit, 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 - Focusing 2♣= 4-8 with fit or natural GF, 2♦= GF 2♥ = 9-11, 2♠= 9-11 Natural 3♣= short ♦ or ♣ 4♥ 5-9, 3♦= short ♣ 4♥ 5-9	3x shows 55 2♠/2NT= strong relay 1♥-2♥; 2♦= interested in game if weak, 2♥= to play if weak	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line
					2NT= limit+ fit, 3♥= weak, 3♠=any void 10-14, 3NT/4♠/4♦= splinter 10-14	1♥- 2NT; 3♣= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 3♥= min, 3♠=18+ no shortness, 3NT=6 card+A, 4m=55	
1♠		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Focusing 2♣= 4-8 with fit or natural GF, 2♦= GF 2♥ = GF, 2♠= 9-11 3♣/♦/♥= short ♦/♥/♠ 4♠ 5-9	3x shows 55 2NT= strong relay 1♠-2♠; 2♦= interested in game if weak, 2♠= to play if weak	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line
					2NT= limit+ fit, 3♠weak, 3NT/4♠/4♦= splinter 10-14	1♠- 2NT; 3♣= 11-14 shortness, 3♦= 15-17 BAL or 15+ shortness 3♥=18+ no shortness, 3♠= min, 3NT=6 card+A, 4m=55	
1 NT			4 ♥	(14)15-17 HCP	2♣= stayman, could be weak 2♦/♥/♠/NT= transfers ♥/♠/♣/♦ 3♣= short ♥ at least 54m; 3♦= short ♠ at least 54m 3♥=4333; 3♠= 3433, 4♠=both M slem try, 4♦, both M for game		
2 ♣	x	0		Weak with ♦ GF with M, SemiForcing with m 22-23 BAL, 27-28 BAL	2♦= to play, 2M= F1 round, 2NT= strong relay 3♣= F1, 3♦= to play, 3M Natural GF	2♣ - 2NT; 3♣=6-8 with short suit, 3♦= 3-5 3♥= 6-8 values in ♥ or ♠, 3♠= 6-8 values in ♠, 3NT= good suit	
2 ♦	x	0		Weak with 6 ♥ Weak with 5♥ and 5+m GF with m, GF 2-Suiter, 24-26 BAL	2♥= P/C, 2♠= F1, 2NT= strong relay 3♣= F1, 3♦= F1, 3♥= to play, 3♠= GF Natural 3y= Forcing	2NT=> 3♣= 6♥ and short suit; 3♦= 55 3♥=6♥ Max bad suit; 3♠= 6♥min; 3NT= 6♥ Max nice color	
2 ♥	x	0	-	Weak with both majors 44+	2NT = relay asking for shape and min/max 3minor = forcing		
2 ♠		6	-	2-9 5+ spades	2NT= relay 3x= forcing 3x= F1	2NT=> 3♣= short suit; 3♦= 4 card m 3♥=values; 3♠= values in m; 3NT= Max nice color	
2 NT			-	(19)20-21	3♣= Muppet stayman, 3♦/♥=transfer ♥/♠, 3♠=minors, 4NT=any 4441 slem 4m Natural Forcing to slem, 4♥= both M for Game, 4♠= both M for slem	2NT-3♣; 3♦= at least 1 4crd M, 3♥= No M, 3♠=5, 3NT=5♥ Accepting transfer= no fit	
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		High Level Bidding	
4 ♣		0	-	8 ♥ or 7 solid with the A		RKCB(30 41 25 without TQ , 25 with TQ)	
4 ♦		0	-	8 ♠ or 7 solid with the A		Exclusion BW DOPI/ROPI	
4 ♥		(7)8	-	Preemptive, 3-11(12)		If ♥ is trump, 4♠ is BW and 4NT is ♠ cue	
4 ♠		(7)8	-	Preemptive, 3-11(12)		DEPO	
4NT				Preemptive, 3-11 both minors			