

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16 HCP Aggressive at 1-level, 4card suit rare (only if good suit) Sound/good overcall and suit at 2-level
Responses: New suit = F1 Cue = Good hand (usually with support) Jump cue = Mixed raise 2NT = 4+cards invit+ 3x = Fit jumps (1x) 1y (X) XX = Honourx or 9+ HCP (penalty X after) (1x) 1M (X) Transfer responses starting from 1NT
(1m) P (1NT) 2x = Like over 1NT opening (1m) P (1NT) P (P) 2x = The same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15-18 HCP System on (see 1NT opening)
Reopening: 11-14 HCP System on (see 1NT opening)
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1x) 2M NV vs VUL = Weak (raise = pr cue = mix 2NT = 4+ Inv) If not NV vs VUL = 13-15 HCP 6+ cards (2NT INV+ relay) 2NT = 2 lowest unbid suits (1♦ - 2NT = ♣ + Major) (1M) 3♣ = Other Major + ♦ (1♠) 2♦ = Both Majors
Reopen: 2NT = 18-19 BAL 2M = 10-14 HCP 6+ cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ - 2♣ = 5+♠ and 5+♦ (2NT INV+ relay 3♣ game try) 1♦ - 2♦ = Both majors 5+ 5+ (2NT INV+ relay 3♦ game try) 1M - 2M = 5+ OM and 5+♣ (2NT INV+ relay 3M game try) 1x - 3x = Solid suit and asking for stopper to play 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty/points (usually 16+ maybe less if long good suit) 2♣ = Majors 3+3+ (2♦ no 4M 2M = 4card 2NT = INV+ relay) 2♦ = Multi one 6card major (2M/3M P/C 2NT INV+ relay) 2M = 5card M and 4+ minor (2NT INV+ relay 3♣ P/C 3M raise) PH: X = Majors 3+3+ 2♣ = ♣+ other 2♦ = ♦+ other 2M = natural5+
Vs Weak NT: X = points (range depending on Weak NT range) Other same as over normal 1NT but at least little opening
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take out 2NT = 15-18 3NT = Gambling 4NT = 2places 2M/3M: 4m = NAT + OM 4M = Both minors 3m: 4m = Both majors 4om = NAT + One major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ (strong): X = ♥ 1♦ = S 1M = M + minor 1NT = Minors 2♣ = Majors 2x = Short or long in the suit 2♣ (strong): X = ♣ Rest = NAT 2♣ - 2♦ X = ♦ Rest = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
1x (DBL) Transfers starting from XX (except 1♣ or 1M X -XX = 10+ HCP penalty X after) Pass then DBL = Take out

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd from even/ low from odd	3 rd /5 th	
NT	3rd from even/ low from odd	3 rd /5 th	
Subseq	3rd from even/ low from odd	3 rd /5 th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+) AK AKx(+) (rare)	Ax(+) AK(+)	
King	AKx(+) KQ(+) KQJ(+)	KQ(+) AKJ10+ KQ109+	
Queen	Qx QJ(+) KQx(+)	Qx QJ(+) KQx(+)	
Jack	Jx J10(+) HJ10(+)	Jx J10(+) HJ10(+)	
10	10x 109(+) H109(+)	10x 109(+) H109(+)	
9	9x H98(+)	9x H98(+)	
Hi-X	1/3/5	1/3/5	
Lo-X	1/3/5	1/3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D attitude	Standard count	O = Enc E = Lav
Suit 2	Standard count	Suit preference	Standard count
3	Suit preference		Suit preference
1	U/D attitude	Standard count	O = Enc E = Lav
NT 2	Standard count	Suit preference	Standard count
3	Suit preference		Suit preference
Signals (including Trumps): Upside down count in trumps			
We play Smith 2 nd trick both sides low = like the lead			
A lead ask U/D ATT K lead ask STD Count Q lead ask U/D ATT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with good shape Cue after X = At least game try 10+ HCP (1x) DBL (1y) DBL = penalty 2y = NAT NF (1m) DBL (RDBL) Pass= To play over 1M Pass = no bid			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBLs in all competitive situations (Not 1x - 1y (1NT)) We never support x with 4333 Lightner DBLs vs High level contracts 2x (2y) DBL = penalty 3x (3y) DBL = penalty			

EBL CONVENTION CARD
CATEGORY: GREEN
NCBO: BELIGUM OPEN TEAM
PLAYERS: PHILIPPE CAPUTO - MIKE VANDERVORST
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = NAT or NT-complement (for responses see back) 1♦ = NAT 4+ cards (in 3 rd /4 th hand at least 1,5/2 honours) 1M = 5cards (3 rd hand maybe 4good) (NF 1NT, 2/1 F1) 1NT = 15-17 HCP 2NT = 20-21 HCP 3NT = weak 1 minor 2♣ = Weak with 5+♦ or strong 2♦ = Weak with 6♥ or weak with 5♥ and 5+ minor or strong 2♥ = Weak with 6♠ or weak with 5♠ and 5+minor or strong 2♠ = 6(+♠) 10-12 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening = 2+ cards (maybe 1+ in 3 rd /4 th seat) 1♣ - 1♦ = 1+♦ MULTI 2-level openings Transfers After 1M(X) Transfers After 1m (X) 1m - 2m = 5+♠ 4+♥ weak 3NT Weak with one minor
SPECIAL FORCING PASS SEQUENCES
We play no forcing pass sequences at high-level bidding We play X is no 2quick losers in their suit and PASS is
IMPORTANT NOTES
PSYCHICS: Ocassionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣				a) 11-14 NT	1♦ = 1+ (only 3-3-1-6) otherwise 2+ 1♥/♠ = Natural 4+ card (F1, but maybe very weak and may contain longer diamonds) 1NT = 10-11 balanced	Natural continuation (After 1♦ we always bid a major if we have one) After 1NT 2x = Nat reverse 2NT = Some shortness 15 +	PH Doesn't change any bids over 1♣ opening
	V	2	1♠-4♣	b) 17-19 NT	2♣ = 5+♠ 4+♥ 4-8 HCP 2♦/♥/♠ = Natural 6+ cards 9-11 HCP	After 2♣ 2M = To play 2♦ = Asking Relay Inv + After 2x 2NT = Relay Inv +	
		3 rd /4 th seat maybe 1		c) 11-22, NAT (4) 5+ cards	2NT = GF with 5+♣ 3♣ = 4-8 with 5+♣	After 2NT 3♣ = 11-14 or 18+ with some shortness 3x = NAT 15-17 HCP 3NT = 11-14 balanced	
				Only 4 if 4-4-1-4	3♦/♥/♠ = Preemptive 0-5 normally without the ace 3NT = To play (we rarely do this bidding)		
1♦		4	4♠	11-22 HCP	1♥/♠ = Natural F1 1NT = NF 2♣ = F1 NAT or INV with D support	Natural continuation After 2♣ 2♦ = Many hands 2M = Nat 11-14 2NT = 13-14 HCP 3♣ = NF 4+ ♣	PH Doesn't change any bids over 1♦ opening
					2♦ = 5+♠ 4+♥ 4-8 HCP 2♥/♠/3♣ = 9-11 6+ cards 2NT = GF with 4+♦ 3♥/3♠ = Preemptive normally without the ace 3NT = To play	After 2♦ 2M = To play 2NT = Relay Inv + After 2M 2NT = Relay Inv+ After 2NT 3♣ = 11-14 or 18+ with some shortness 3x = NAT 15-17 HCP 3NT = 11-14 balanced	
1♥		5	4♠	11-22 HCP	1♠/1NT = Natural 2♣ = 3-7with ♥ or NAT F1 2♦ = Natural F1 2♥ = 9-11 HCP 2♠ = 9-11 HCP 6+♠	After 1x Natural After 2♣ 2♦ = Game intrest 2♥ = No game intrest 2♠ = NAT reverse 16+ 2NT/3m = Shortness After 2♥ 2♠ = Bal game try 2NT/3x = Shortness After 2♠ 2NT = Relay Inv+	After PH 2NT = 4+ ♥ with some shortness 3♣ = Asking the shortness and we answer up the line
					2NT = INV+ 3+♥ 3♣ = Short ♠/♦ 5-9 HCP 3♦ = Short ♣ 5-9 HCP 3♥ = Preemptive 3♠ = Any void 10-14 HCP 3NT/4♠/♦ = Splinter ♠/♠/♦ 10-14 HCP	After 2NT 3♣ = 11-14 HCP with some shortness 3♦ = 11-14 balanced or 15-17 with some shortness 3♥ = Minimum 3♠ = 18+ no shortness 3NT = 6card + A 4m = 5-5 min 4♥ = 5♥ (422) After 3♠ 3NT = Ask void answer up the line	

1♠		5	4H	11-22 HCP	1NT = NF 2♣ = 3-7 with ♠ or NAT F1 2♦/♥ = NAT F1 2♠ = 9-11 2NT = INVIT+ 3+♠ 3♣/♦/♥ = Short ♦/♥/♣ 5-9 HCP 3♠ = Preemptive 3NT = Any void 10-14 HCP 4x = Splinter 10-14 HCP	After 2♣ 2♦ = Game interest 2♥ = NAT 15-17 2♠ = No game interest 2NT = 18+ with 4♥ 3m = Shortness After 2♣ 2NT = Bal game try 3x = Shortness After 2NT 3♣ = 11-14 HCP with some shortness 3♦ = 11-14 balanced or 15-17 with some shortness 3♥ = 18+ no shortness 3♠ = Minimum 3NT = 6card + A After 3NT 4♣ = Asking and we bid up the line	After PH 2NT = 4+♠ with some shortness 3♣ = Asking the shortness and we answer up the line
INT			4♣	14good-17 HCP	2♣ = NF Stayman 2♦/2♥ = Transfer ♥/♠ 5+ cards	After 2♣ 2♦ = No major 2M = 4M 2NT = Any 5M	
				5card M possible	2♠/2NT = Transfer ♣/♦ 6+ cards	After 2♦/♦ Natural except other major = 3card	
				6card minor and 5422 possible	3♣ = Short ♥ 5+/4+ minor 3♦ = Short ♠ 5+/4+minor	After 2♠/2NT 1 st step = Max 2 nd step = Min	
				Stiff Honour occasionally	3♥ = 4333 GF 3♠ = 3433 GF 3NT = To play 4♣ = Minors slamtry 4♦ = Majors game 4M = to play 4NT = Quanti 5m = To play	After 4♣ 4♦ = Sets ♦ 4M = Cue and sets ♣	
2♣		(5)6		Weak with 5+♦ or SF any suit or GF any suit	2♦ = NF 2♥/♠ = NAT F1 2NT = Asking relay 3♣ = Nat F1 3♦ = 7-10 With an honour ♦ 3NT/4M = to play	After 2NT 3♣ = Some short 3♦ = Minimum 3♥ = Value ♥ or ♣ 3♠ = Value ♠ 3NT = Nice suit + Ace	
2♦		5		Weak with 6♥ or weak with 5♥ and 5+minor or GF both minors or GF both majors	2♥ = NF 2♠/3♣/♦ = NAT F1 2NT = Asking relay 3♥ = Preemptive 3NT/4♥ = To play	After 2NT 3♣ = 6♥ with some shortness 3♦ = 5-5 ♥ + minor 3♥ = 6♥ minimum 3♠ = 6♥ maximum 3NT = 6♥ good suit + Ace	
2♥		5		Weak with 6♠ or weak with 5♠ 5+minor or GF ♥+minor(11 cards)	2♠ = P/C 2NT = Asking relay 3♣/♦/♥ = NAT F1 3♠ = Preemptive 3NT/4♠ = To play	After 2♠ we bid 3m if we are weak with 5-5 After 2NT 3♣ = Any short 3♦ = 5-5 ♠ + minor 3♥ = 6♠ maximum 3♠ = 6♠ minimum 3NT = Good suit + Ace	
2♠		6		6+♠ 10-12 HCP	3♣/♦/♥ = F1 3♠ = NF raise 2NT = Asking relay	After 2NT 3♣ = Any short 3♦ = Any 4card minor 3♥ = Maximum 3♠ = Minimum 3NT = Good suit + Ace	

2NT			4♠	20-21 BAL 6m and 5422 possible	3♣ = Muppet stayman 3♦/♥ = Transfer	After 3♣ 3♦ = 1 or 2 4c M 3♥ = No major 3♠ = 5card 3NT = 5♥ After 3♦ 3♥ = No support 3♠ = 5S 3NT = 3♥ mini 4x = Cue with 4♥ maxi After 3♥ 3♠ = No support 3NT = 5♥ 4x = Cue with 4♠ maxi	
				5M and stiff H possible	3♠ = Minors 3NT = To play 4♣/♦ = Nat slamtry 4♥ = Both majors game 4♠ = Both majors slamtry	After 3♠ 3NT = No 4c m 4m = Natural 4+ After 4♣ 4♦ = 3c ♣ intrest 4♥ = 4c ♣ intrest 4NT = To play After 4♦ 4♥ = 3c ♦ intrest 4♠ = 4c ♦ intrest 4NT = To play After 4♠ 4NT = BW ♥ 5♠ = BW ♠	
3♣		6(7)		NV aggressive V sound	3x = Natural F1 4♣ = Non vul pre-empt Vul slamtry 4M = To play 4NT = BW	HIGH LEVEL BIDDING	
3♦		6(7)		NV aggressive V sound	3M = F1 3NT = To play 4♦ = Non vul pre-empt Vul slamtry 4♣ = Natural F1 or Cue 4M = To play	We play exclusion blackwood one the 5level	A jump to 5M when we showed support asks 2 tophonours in trump suit (AKQ)
3♥		6(7)		NV aggressive V sound	3♠ = NAT F1 3NT = To play 4m = Nat or Cue 4♠ = To play 4NT = BW	When they DBL our BW we play DOPI/ROPI	When they bid over our BW we play DEPO
3♠		6(7)		NV aggressive V sound	3NT = To play 4m = NAT or Cue 4♥ = To play 4NT = BW 5m = To play	When ♥ is Trumps 4♠ = BW and 4NT = ♠ Cue	
3NT		6(7)		Very weak (rarely the ace)	4m = P/C 4M = To play 4NT = Slamtry 5x = P/C		
4♣		7		8 solid H or 7 solid with an ace	4♦ = Slamtry 4♥ = To play 4♠ = Slamtry 4NT =BW		
4♦		7		8 solid ♠ or 7 solid with an ace	4♥ = Slamtry 4♠ = To play 4NT = BW		
4♥		6		To play	4♠ = Slamtry 4NT = BW 5x = Cue Slamtry		
4♠		6		To play	4NT = BW 5x = Cue Slamtry		
4NT		10		Weak with Both minors	5m = To play 5NT = Pretty equal length pick slam		