

| DEFENSIVE AND COMPETITIVE BIDDING |
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| 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 = 1minor 5+ and 1 Maj 4+ |
| 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 |
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| CATEGORY: GREEN |
| NCBO: FRANCE-BELGIQUE |
| PLAYERS: PJ LOUCHART - MIKE VANDERVORST |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 1♣ = NAT or NT-complement (for responses see back) 1♦ = NAT 4+ cards (in 3rd/4th 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♣ = Semi Forcing 2♦ = Game forcing 2♥ = Weak with 6♥ 2♠ = Weak with 6♠ |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 1♣ Opening = 2+ cards 1♦ Opening = 5 cards or 4 good cards T Walsh MULTI 2-level openings 1m - 2♥ = 5+♠ 4+♥ 6 - 9 H 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 |

| O P E N I N G | TICK IF ARTI FICI AL | MIN. NO. OF CARD S | NEG.D BL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---------------------------------|----------------------------------|-----------------------------|---------------------|-------------------------------|---|---|---|
| | | | | 1♣ | | | |
| | | | | 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♣ = Natural F1 2♦ = 3-7 with ♥ or NAT F1 2♥ = 9-11 HCP 2♠ = 9-11 HCP 6+♠ | | After PH 2NT = 4+ ♥ with some shortness 3♣ = Asking the shortness and we answer up the line |
| | | | | | 2NT = INV+ 3+♥ 3♣ = 10-13 with 3 cards 3♦ = 11-14 with 4 cards 3♥ = Preemptive 3♠ = Any void 10-14 HCP 3NT/4♠/♦ = Splinter ♠/♣/♦ 10-14 HCP | | |
| 1♠ | | 5 | 4H | 11-22 HCP | Idem Hearts | | 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 | | Strong, semi Forcing | 2♦ = relay / 2M = 2GH 5° 8+ / 3m 2GH 6° 8+ | | |
| 2♦ | | 5 | | Game Forcing | Aces 2♠ 1 Major ace | | |

| | | | | | | | |
|-----|--|------|----|----------------------------------|--|---|--|
| 2♥ | | 5 | | Weak with 6 ♥ | Nat, 2NT = FM | | |
| 2♠ | | 6 | | Weak with 6 ♠ | Idem Hearts | | |
| 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 | | |