|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **DEFENSIVE AND COMPETITIVE BIDDING** |  | LEADS AND SIGNALS |  | EBL CONVENTION CARD |
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** | **OPENING LEADS STYLE** |  |
| 6-16 HCP Aggressive at 1-level, 4card suit rare (only if good suit) Sound/good overcall and suit at 2-level |  | Lead | In Partner’s Suit | **CATEGORY: GREEN** |
| **Responses:** New suit = F1 Cue = Good hand (usually with support)Jump cue = Mixed raise 2NT = 4+cards invit+ 3x = Fit jumps | Suit | 3rd from even/ low from odd | 3rd/5th  | **NCBO: BELIGUM OPEN TEAM** |
| (1x) 1y (X) XX = Honourx or 9+ HCP (penalty X after)(1x) 1M (X) Transfer responses starting from 1NT | NT | 3rd from even/ low from odd | 3rd/5th  | **PLAYERS: SAM BAHBOUT – MIKE VANDERVORST ERIC DEMARCIN - MIKE VANDERVORST WOUTER VAN DEN HOVE - MIKE VANDERVORST SAM BAHBOUT - ERIC DEMARCIN**  |
| (1m) P (1NT) 2x = Like over 1NT opening(1m) P (1NT) P (P) 2x = The same | Subseq | 3rd from even/ low from odd | 3rd/5th  |  |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** | LEADS | SYSTEM SUMMARY |
| **2nd/4th Live:** 15-18 HCP System on (see 1NT opening) | Lead | Vs. Suit | Vs. NT |
|  | Ace | Ax(+) AK AKx(+) (rare) | Ax(+) AK(+) | **GENERAL APPROACH AND STYLE** |
| **Reopening:** 11-14 HCP System on (see 1NT opening) | King | AKx(+) KQ(+) KQJ(+) | KQ(+) AKJ10+ KQ109+ | 1♣ = NAT or NT-complement (for responses see back) |
|  | Queen | Qx QJ(+) KQx(+) | Qx QJ(+) KQx(+) | 1♦ = NAT 4+ cards (in 3rd/4th hand at least 1,5/2 honours) |
| **JUMP OVERCALLS (Style; Responses; Unusual NT)**  | Jack | Jx J10(+) HJ10(+) | Jx J10(+) HJ10(+) | 1M = 5cards (3rd hand maybe 4good) (NF 1NT, 2/1 F1) |
| (1x) 2M NV vs VUL = Weak (raise = pr cue = mix 2NT = 4+ Inv) | 10 | 10x 109(+) H109(+) | 10x 109(+) H109(+) | 1NT = 15-17 HCP 2NT = 20-21 HCP 3NT= weak 1 minor |
| If not NV vs VUL = 13-15 HCP 6+ cards (2NT INV+ relay) | 9 | 9x H98(+) | 9x H98(+) | 2♣ = Weak with 5+♦ or strong |
| 2NT = 2 lowest unbid suits (1♦ - 2NT = ♣ + Major) | Hi-X | 1/3/5 | 1/3/5 | 2♦ = Weak with 6♥ or weak with 5♥ and 5+ minor or strong  |
| (1M) 3♣ = Other Major + ♦ | Lo-X | 1/3/5 | 1/3/5 | 2♥ = Weak with 6♠ or weak with 5♠ and 5+minor or strong |
| (1♣) 2♦ = Both Majors | SIGNALS IN ORDER OF PRIORITY | 2♠ = 6(+)♠ 10-12 HCP  |
| **Reopen:** 2NT = 18-19 BAL 2M = 10-14 HCP 6+ cards |  | Partner’s Lead | Declarer’s Lead | Discarding | SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| **DIRECT & JUMP CUE BIDS (Style; Response; Reopen)** | 1 | U/D attitude | Standard count | O = Enc E =Lav | 1♣ Opening = 2+ cards (maybe 1+ in 3rd/4th seat) |
| 1♣ - 2♣ = 5+♠ and 5+♦ (2NT INV+ relay 3♣ game try) | Suit 2 | Standard count | Suit preference | Standard count | 1♣ - 1♦ = 1+♦ |
| 1♦ - 2♦ = Both majors 5+ 5+ (2NT INV+ relay 3♦ game try) | 3 | Suit preference |  | Suit preference | MULTI 2-level openings |
| 1M – 2M = 5+ OM and 5+♣ (2NT INV+ relay 3M game try) | 1 | U/D attitude | Standard count | O = Enc E = Lav | Transfers After 1M(X)  |
| 1x – 3x = Solid suit and asking for stopper to play 3NT | NT 2 | Standard count | Suit preference | Standard count | Transfers After 1m (X)  |
| **VS. NT (vs. Strong/Weak; Reopening;PH)** | 3 | Suit preference |  | Suit preference | 1m – 2m = 5+♠ 4+♥ weak |
| X = penalty/points (usually 16+ maybe less if long good suit) | Signals (including Trumps): Upside down count in trumps | 3NT Weak with one minor |
| 2♣ = Majors 3+3+ (2♦ no 4M 2M = 4card 2NT = INV+ relay) | We play Smith 2nd trick both sides low = like the lead |  |
| 2♦ = Multi one 6card major (2M/3M P/C 2NT INV+ relay) | A lead ask U/D ATT K lead ask STD Count Q lead ask U/D ATT |  |
| 2M= 5card M and 4+ minor (2NT INV+ relay 3♣ P/C 3M raise) | DOUBLES |  |
| **PH:** X = Majors 3+3+ 2♣ = ♣+ other 2♦ = ♦ + other 2M= natural5+ |  |
| **Vs Weak NT:** X = points (range depending on Weak NT range) | **TAKEOUT DOUBLES (Style; Responses; Reopening)** |  |
| Other same as over normal 1NT but at least little opening | Can be light with good shape Cue after X = At least game try 10+ HCP |  |
| **VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)** | (1x) DBL (1y) DBL = penalty 2y = NAT NF |  |
| X = Take out 2NT = 15-18 3NT = Gambling 4NT = 2places | (1m) DBL (RDBL) Pass= To play over 1M Pass = no bid |  |
| 2M/3M: 4m = NAT + OM 4M = Both minors  | **SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS** | SPECIAL FORCING PASS SEQUENCES |
| 3m: 4m = Both majors 4om = NAT + One major | Support DBLs in all competitive situations (Not 1x – 1y (1NT)) | We play no forcing pass sequences at high-level bidding |
| **VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣** | We never support x with 4333  | We play X is no 2quick losers in their suit and PASS is |
| 1♣ (strong): X = ♥ 1♦ = S 1M = M + minor  | Lightner DBLs vs High level contracts |  |
| 1NT = Minors 2♣ = Majors 2x = Short or long in the suit | 2x (2y) DBL = penalty | IMPORTANT NOTES |
| 2♣ (strong): X = ♣ Rest = NAT 2♣ - 2♦ X = ♦ Rest = NAT | 3x (3y) DBL = penalty |  |
| **OVER OPPONENTS’ TAKEOUT DOUBLE** |  |  |
| 1x (DBL) Transfers starting from XX (except 1♣ or 1M X -XX = 10+ HCP penalty X after) |  | **PSYCHICS: Ocassionally** |
| Pass then DBL = Take out |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **OPENING** |  **TICK IF****ARTIFICIAL**  | **MIN. NO. OF CARDS** | **NEG.DBL THRU** |  |
| **DESCRIPTION** | **RESPONSES** | **SUBSEQUENT ACTION** | **COMPETITIVE & PASSED HAND BIDDING** |
| 1♣ |  |  |  | 1. 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 reverse2NT = Some shortness 15 + | PH Doesn’t change any bids over 1♣ opening |
|  |  V |  2 |  1♠-4♠ | 1. 17-19 NT
 | 2♣ = 5+♠ 4+♥ 4-8 HCP2♦/♥/♠ = Natural 6+ cards 9-11 HCP | After 2♣ 2M = To play2♦ = Asking Relay Inv +After 2x 2NT = Relay Inv + |  |
|  |  | 3rd/4th seat maybe 1 |  | 1. 11-22, NAT (4) 5+ cards
 | 2NT = GF with 5+♣3♣ = 4-8 with 5+♣ | After 2NT 3♣ = 11-14 or 18+ with some shortness3x = NAT 15-17 HCP3NT = 11-14 balanced |  |
|  |  |  |  |  Only 4 if 4-4-1-4 | 3♦/♥/♠ = Preemptive 0-5 normally without the ace3NT = 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 continuationAfter 2♣ 2♦ = Many hands2M = 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+ cards2NT = GF with 4+♦3♥/3♠ = Preemptive normally without the ace3NT = To play | After 2♦ 2M = To play2NT = Relay Inv +After 2M 2NT = Relay Inv+After 2NT 3♣ = 11-14 or 18+ with some shortness3x = NAT 15-17 HCP3NT = 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 NaturalAfter 2♣ 2♦ = Game intrest2♥ = No game intrest2♠ = NAT reverse 16+2NT/3m = ShortnessAfter 2♥ 2♠ = Bal game try2NT/3x = ShortnessAfter 2♠ 2NT = Relay Inv+ | After PH 2NT = 4+ ♥ with some shortness3♣ = Asking the shortness and we answer up the line |
|  |  |  |  |  | 2NT = INV+ 3+♥ 3♣ = Short ♠/♦ 5-9 HCP3♦ = Short ♣ 5-9 HCP3♥ = Preemptive 3♠ = Any void 10-14 HCP3NT/4♣/♦ = Splinter ♠/♣/♦ 10-14 HCP | After 2NT 3♣ = 11-14 HCP with some shortness3♦ = 11-14 balanced or 15-17 with some shortness3♥ = Minimum 3♠ = 18+ no shortness 3NT = 6card + A4m = 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 F12♦/♥ = NAT F1 2♠ = 9-11 2NT = INVIT+ 3+♠3♣/♦/♥ = Short ♦/♥/♣ 5-9 HCP 3♠ = Preemptive3NT = Any void 10-14 HCP 4x = Splinter 10-14 HCP | After 2♣ 2♦ = Game intrest 2♥ = NAT 15-172♠ = No game intrest2NT = 18+ with 4♥3m = ShortnessAfter 2♠ 2NT = Bal game try 3x = ShortnessAfter 2NT 3♣ = 11-14 HCP with some shortness3♦ = 11-14 balanced or 15-17 with some shortness3♥ = 18+ no shortness 3♠ = Minimum 3NT = 6card + AAfter 3NT 4♣ = Asking and we bid up the line | After PH 2NT = 4+♠ with some shortness3♣ = 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 major2M = 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 1st step = Max 2nd step = Min |  |
|  |  |  |  | Stiff Honour occasionally | 3♥ = 4333 GF 3♠ = 3433 GF 3NT = To play4♣ = 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 relay3♣ = Nat F1 3♦ = 7-10 With an honour ♦3NT/4M = to play | After 2NT 3♣ = Some short3♦ = Minimum3♥ = 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 F12NT = Asking relay 3♥ = Preemptive3NT/4♥ = To play | After 2NT 3♣ = 6♥ with some shortness3♦ = 5-5 ♥ + minor3♥ = 6♥ minimum3♠ = 6♥ maximum3NT = 6♥ good suit + Ace |  |
|  |  |  |  |  |  |  |  |
| 2♥ |  |  5 |  | Weak with 6♠ or weak with 5♠ 5+minor or GF ♥+minor(11cards) | 2♠ = P/C 2NT = Asking relay 3♣/♦/♥ = NAT F13♠ = Preemptive 3NT/4♠ = To play | After 2♠ we bid 3m if we are weak with 5-5After 2NT 3♣ = Any short3♦ = 5-5 ♠ + minor3♥ = 6♠ maximum3♠ = 6♠ minimum3NT = Good suit + Ace |  |
|  |  |  |  |  |  |  |  |
| 2♠ |  |  6 |  | 6+♠ 10-12 HCP | 3♣/♦/♥ = F1 3♠ = NF raise 2NT = Asking relay | After 2NT 3♣ = Any short3♦ = Any 4card minor3♥ = Maximum3♠ = Minimum3NT = Good suit + Ace |  |
|  |  |  |  |  |  |  |  |
| 2NT |  |  |  4♠ | 20-21 BAL 6m and 5422 possible | 3♣ = Muppet stayman 3♦/♥ =Transfer | After 3♣ 3♦ = 1 or 2 4c M3♥ = No major3♠ = 5card 3NT = 5♥After 3♦ 3♥ = No support3♠ = 5S 3NT = 3♥ mini4x = Cue with 4♥ maxiAfter 3♥ 3♠ = No support3NT = 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 m4m = Natural 4+After 4♣ 4♦ = 3c ♣ intrest4♥ = 4c ♣ intrest 4NT = To playAfter 4♦ 4♥ = 3c ♦ intrest4♠ = 4c ♦ intrest4NT = To playAfter 4♠ 4NT = BW ♥5♣ = BW ♠ |  |
| 3♣ |  |  6(7) |  | NV aggressive V sound | 3x = Natural F1 4♣ = Non vul pre-empt Vul slamtry4M = 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 Cue4♠ = 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 play4NT = 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 |  |  |