

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			<div>EBL Convention Card</div> <div>Category i.e. Green / Blue / Red / HUM / Brown Sticker:</div> <div>Country: Belgium</div> <div>Event: All Events</div> <div>Players: Caputo Philippe - Vandervorst Mike</div> <div>SYSTEM SUMMARY</div> <div>GENERAL APPROACH AND STYLE</div> <div>5♠5♥4♦2♣ opening</div> <div>2♣= Weak with 5+♦ OR strong</div> <div>2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong</div> <div>2♥=weak with 6♠ OR Weak with 5♠ and 5+minor OR strong</div> <div>2♠= 6+♠ 10-12</div> <div>1NT Openings: (14)15-17 HCP</div> <div>2 OVER 1 Responses: 12+</div> <div>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</div> <div>1♣ -(pass)-1♦ may be short</div> <div>2♠= Weak with 5+♦ OR strong</div> <div>2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong</div> <div>2♥=weak with 6♠ OR Weak with 5♠ and 5+minor OR strong</div> <div>Transfers after 1M(x)</div> <div>Transfers after 1m(x)</div> <div>Transfers after intervention</div> <div>3NT= weak with one minor</div> <div></div> <div></div> <div></div> <div>SPECIAL FORCING PASS SEQUENCES</div> <div>when our stayman gets doubled</div> <div>after (pre)sacrafices over our game</div> <div>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</div> <div></div> <div></div> <div></div> <div></div> <div>Psychics: Rare</div> <div></div>
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	1/3/5	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	count
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			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	can be lighter with good shape			
Natural, takeout doubles				
leaping michaels				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
X=♥, 1♦=♠, 1M= M+m	card showing double on bids with unkown 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				
1x-X= transfers starting from XX; except 1♠-X, then XX shows points				
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	1♦ can be short if ♣ fit, 1M= natural	1♣-2♣; 2x= 13+ and values, 2NT=18-19 3+♣	
				Maybe 4441 in 3th/4th	2♣= 10+ 5+ ♣, 2y= 9-11	3♣=11-13, 3x= 14-16 and short, 3NT=18-19 2♣	
					walsh		
					1NT= 10-11, 2NT= 0-5 ♣ fit, 3♣= 6-9, 3x= weak		
1 ♦		4	4 ♥	11+ 1♦ from 44 minor	2♣= GF, 2♦= 10+ 4+♦, 2M= 9-11	1♣-2♦; 2M= 13+ and values, 2NT=18-19	
				decent suit	2NT= 0-5 fit, 3♦=6-9, 3M= weak	3♣= minimum, 3x= 14-16 and short, 3NT= to play	
1 ♥		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Focing	3x shows 55	2NT= 10-11 4 card support and shortness
					2♣= 4-8 with fit or natural GF, 2♦= GF	2♠/2NT= strong relay	3♣ asks we answer up the line
					2♥= 9-11, 2♠= 9-11 Natural 3♣= short ♦ or ♠ 4♥ 5-9, 3♦= short ♠ 4♥ 5-9	1♥-2♠; 2♦= interested in game if weak, 2♥= to play if weak	
					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 - Focing	3x shows 55	2NT= 10-11 4 card support and shortness
					2♣= 4-8 with fit or natural GF, 2♦= GF	2NT= strong relay	3♣ asks we answer up the line
					2♥ = GF, 2♠= 9-11 3♠/♠/ ♥= short ♦/♥/♠ 4♠ 5-9	1♠-2♠; 2♦= interested in game if weak, 2♠= to play if weak	
					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 ♦	2♦= to play, 2M= F1 round, 2NT= strong relay	2♣ - 2NT; 3♣=6-8 with short suit, 3♦= 3-5	
				GF with M, SemiForcing with m	3♣= F1, 3♦= to play, 3M Natural GF	3♥= 6-8 values in ♥ or ♠, 3 ♠= 6-8 values in ♠, 3NT= good suit	
				22-23 BAL, 27-28 BAL			
2 ♦	x	0		Weak with 6 ♥	2♥= P/C, 2♠= F1, 2NT= strong relay	2NT=> 3♣= 6♥ and short suit; 3♦= 55	
				Weak with 5♥ and 5+m	3♠= F1, 3♦= F1, 3♥= to play, 3♠= GF Natural	3♥=6 ♥ Max bad suit; 3♠= 6♥min; 3NT= 6♥ Max nice color	
				GF with m, GF 2-Suiter, 24-26 BAL	3y= Forcing		
2 ♥	x	0	-	Weak 6♠	2♠= P/C 2NT= relay, 3x= F1, 3♠= to play	2NT=> 3♠= 6♠ and short suit; 3♦= 55	
				Weak 5♠ and 5+m		3♥=6 ♠ min; 3♠= 6♠Max bad suit; 3NT= 6♠ Max nice color	
2 ♠		6	-	10-12 6+♠	2NT= relay	2NT=> 3♠= short suit; 3♦= 4 card m	
					3x= F1	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	2NT-3♠; 3♦= at least 1 4crd M, 3♥= No M, 3♠=5, 3NT=5♥	
					4m Natural Forcing to slem, 4♥= both M for Game, 4♠= both M for slem	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	
4 ♥		(7)8	-	Preemptive, 3-11(12)		DOPI/ROPI	
4 ♠		(7)8	-	Preemptive, 3-11(12)		If ♥ is trump, 4♠ is BW and 4NT is ♠ cue	
4NT				Preemptive, 3-11 both minors		DEPO	