

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: Caputo Philippe - Vandervorst Mike
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			SYSTEM SUMMARY
(15)16-18 direct seat, 10-13(14) balancing seat		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
		Ace	AK+, Ax	AK+, Ax	5♦5♥4♦2♦ opening
		King	KQ+, Kx, AK+	KQ+, Kx, AK+	2♣= Weak with 5+♦ OR strong
		Queen	QJ+, Qx, KQ+	QJ+, Qx, KQ+	2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong
		Jack	KJT+, JT+, Jx	KJT+, JT+, Jx	2♥=weak with 6♦ OR Weak with 5♣ and 5+minor OR strong
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HT9+, T9+, Tx, J10	HT+, T9+, Tx, J10	2♣= 6+♣ 10-12
1x-2M: White Vs. Red= weak, all other positions 12-15		9	98+, 9x, H98(+)	98+, 9x, H98(+)	1NT Openings: (14)15-17 HCP
2-Suit: 2NT shows lowest(5+,5+)		Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx	2 OVER 1 Responses: 12+
1M-3♦= other M+♦(5+,5+)		Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-2♦= Both M(5+,5+)		SIGNALS IN ORDER OF PRIORITY			1♣ -(pass)-1♦ may be short
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♣= Weak with 5+♦ OR strong
1♦-2♦= ♠+♦(5+,5+)		Suit:1st	Attitude	count	2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong
1♦-2♦= both M(5+,5+)		2nd	count	suit preference	2♥=weak with 6♦ OR Weak with 5♣ and 5+minor OR strong
1M-2M= oM+♦ (5+,5+)		3rd	suit preference		Transfers after 1M(x)
1x-3x= solid suit, asks stopper to play 3NT		NT: 1st	Attitude	count	Transfers after 1m(x)
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	count	suit preference	Transfers after intervention
X= Penalty		3rd	suit preference		3NT= weak with one minor
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					SPECIAL FORCING PASS SEQUENCES
					when our stayman gets doubled
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			after (pre)sacrifices over our game
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)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
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					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	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♦= 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)		High Level Bidding	
3 NT	7	-		Gambling, normally solid minor		RKCB(30 41 25 without TQ , 25 with TQ)	
4 ♣	0	-		8 ♥ or 7 solid with the A		Exclusion BW	
4 ♦	0	-		8 ♦ or 7 solid with the A		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			