DEFENSIVE AND COMETITIVE BIDDING	LEADS A	ND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)					EBL Convention Card			
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		Category i.e. Green / Blue / Red / HUM / Brown Sticker:			
· ·	NT 1/3/5		1/3/5		Country: Belgium			
	Subseq 1/3/5		1/3/5		Event: All Events			
	Other: Count: Low High=even					Players: Meersman Ines(BEL32386) - Van den hove Wouter(BEL30770) -		
	On K cou	nt on AQ attitude				Hellin Daan(BEL31729)		
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	Ace AK+, Ax King KQ+, Kx		AK+, Ax KQ+, Kx		5♦5♥4♦2♦ opening		
	King					2 <b>♦</b> =strong		
	Queen	ueen QJ+,Qx		QJ+,Qx		2♦=weak		
	Jack	KJT+, JT+, Jx		KJT+, JT+, Jx		2♥=weak		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	KT+,QT9+,T9+,Tx		KT+,QT9	+,T9+,Tx	2♦= weak		
1-Suit: pre-emptive	9	98+		98+		1NT Openings: (14)15-17 HCP		
2-Suit: 2NT shows lowest(5+,5+)	Hi-x	HxLx,xxLx,Lx		HxLx,xxL	x,Lx	2 OVER 1 Responses: 10+		
	Lo-x	-x HxxxL,HxL,,xxL		HxxxL,H>	L,,xxL	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
	SIGNAL	SIGNALS IN ORDER OF PRIORITY						
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding			
1 <b>•</b> -2 <b>•</b> = both M(5+,5+)	Suit:1st	Attitude			Attitude			
1♦-2♦= both M(5+,5+)	2nd	count						
1M-2M= oM+♠ (5+,5+)	3rd	lavinthal						
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude			Attitude			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count						
X= Penalty	3rd	lavinthal						
2 <b>♦</b> = Both M(4+, 4+)	Signals (	Signals (including Trumps):						
2♦= one M	Attitude: Small promising, smith; low encouraging both sides							
2M= 5M 4+m								
	DOUBLES							
passout only 2+= majors rest is natural	TAKEOU	TAKEOUT DOUBLES(Style;Responses;Reopening)						
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	can be lighter with good shape							
Natural, takeout doubles								
						SPECIAL FORCING PASS SEQUENCES		
						when our stayman gets doubled		
VS. ARTIFICIAL STRONG OPENINGS	SPECIA	,ARTIFICIAL AND	COMPETITIV	E DOUBLE	S/REDOUBLES	after (pre)sacrafices over our game		
X=♥, 1♦=♠, 1M= M+m	card show	wing double on bids w	vith unkown su	uits(multi,w	eak NT,)			
1NT= minors, 2+= Majors	support (	support (re)doubles				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2♦/♥/♦= short or long								
OVER OPPONENTS' TAKE OUT DOUBLE	-							
xx = 10(9) + and penalty oriented						Psychics: Life is like a box of chocolates, you never know what you gonna get		
	1							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.	/	2	4 ♦	11+ 1 <b>♣</b> from 33 minor	1♦ Natural, 1M= natural, 1NT=8-10		
					2 秦= 10+ 5+ ♣, 2y= 9-11, 2NT=11-12		
					We skip our ♦ unless GF with 5+♦ and 4M		
1 +		4	4 ♦	11+ 1♦ from 44 minor	2 <b>♠</b> = GF, 2 <b>♦</b> = 10+ 4+ <b>♦</b> , 2M= 9-11		
					2NT= 11-12, 3♦=6-9, 3M= weak		
1♥/♠	5(4)	4 🔶	10+ can be lighter/shorter in 3th seat	2y with jump= 9-11	3x shows 55	2NT= 10-11 4 card support and shortness	
					1NT= Semi - Focing	2NT= strong relay	3. asks we answer up the line
				2♥ / ♠ = 8-10	1♥- 2NT; 3♣= any single, 3♦= any void		
					2NT= GF fit	3♥= 18+ BAL, 3♠=15-17 BAL, 3NT=11-14 BAL, 4m=55	
1 NT	1 NT		2 🌢	(14)15-17 HCP	2e= stayman, could be weak		
				2♦/♥/NT= transfers ♥/♠/♦			
				2♠= INV BAL or ♣			
				3 <b>⊕</b> = short ♥ at least 54m; 3♦= short ♠ at least 54m			
				3♥=4333; 3♠= 3433			
2 🌲	2 <b>≜</b> x 0	4 ♦	Gameforcing				
2 • x	0		Weak, 3-9(10) HCP (5+ non vul)	2NT= relay	2NT=> 3♣ Max values; 3♦= Min.		
				2M= INV	3♥=max values; 3♠= Max values; 3NT= Max nice color		
				3y= Forcing			
2♥ X	5	-	Weak, 3-9(10) HCP (5+ non vul)	2NT= relay	2NT=> 3♣ Max values; 3♦= Max Values		
					3♥=Min; 3≜= Max values; 3NT= Max nice color		
2 🌢	2 🌢	5	-	Weak, 3-9(10) HCP (5+ non vul)	2NT= relay	2NT=> 3♣ Max values; 3♦= Max Values	
					3♥=max values; 3♠= Min; 3NT= Max nice color		
2 NT		-	(19)20-21	3♣= puppet stayman, 3♦/♥=transfer ♥/♠, 3♠=minors			
					4m Natural Forcing to slem, 4M Natural INV to slem		
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 Biddin	g
3 NT		7	-	Gambling, normally solid minor		RKCB(41 30 25 without TQ , 25 with TQ)	
4 🌲		(7)8	-	Preemptive			
4 ♦		(7)8	-	Preemptive			
4♥		(7)8	-	Preemptive, 3-11(12)			
4 •		(7)8	-	Preemptive, 3-11(12)			