DEFENSIVE AND COMETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

can be light at the 1-level with a good suit

sound 2 level overcalls except 2♠ over 1♦

1m-Pass-1NT-?= like 1NT overcalls

1m-Pass-1NT-pas-pas-?= like 1NT overcalls

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

(15)16-18 direct seat, 10-13(14) balancing seat

JUMP OVERCALLS(Style; Responses; Unusual NT)

1x-2M: White Vs. Red= weak, all other positions 12-15

2-Suit: 2NT shows lowest(5+,5+)

1M-3♠= other M+♦(5+,5+)

1♠-2♦= Both M(5+,5+)

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

1♠-2♠= ♠+♦(5+,5+)

1♦-2♦= both M(5+,5+)

1M-2M= oM+♠ (5+,5+)

1x-3x= solid suit, asks stopper to play 3NT

VS. NT(vs. Strong/Weak; Reopening;PH)

X= Penalty

2♠= Both M(3+, 3+)

2♦= one M

2M= 5M 4+m

Passed hand: X=Both M(3+, 3+), 2♠= ♣ +other, 2♦= ♦+ other, 2M= M

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

Natural, takeout doubles

leaping michaels

VS. ARTIFICIAL STRONG OPENINGS

X=♥, 1♦=♠, 1M= M+m

1NT= minors, 2♣= Majors

2♦/♥/♠= short or long

OVER OPPONENTS' TAKE OUT DOUBLE

1x-X= transfers starting from XX; exept 1♠-X, then XX shows points

X after pass= penalty

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	**in Partner's Suit**
Suit	1/3/5	1/3/5
NT	1/3/5	1/3/5
Subseq	1/3/5	1/3/5
Other:	Count: High-Low= even	
	On K count on AQ attitude	

LEADS

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
10	HT9+,T9+,Tx,J10	HT+,T9+,Tx, J10
9	98+, 9x, H98(+)	98+, 9x,H98(+)
Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx
Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	**Declarer's Lead**	**Discarding**
Suit:1st	Attitude	count	odd= encouraging, even= lavinth
2nd	count	suit preference	count
3rd	suit preference		suit preference
NT: 1st	Attitude	count	odd= encouraging, even= lavin
2nd	count	suit preference	count
3rd	suit preference		suit preference

Signals (including Trumps):

count= high-low= even(in trumps low-high=even), smith low encouraging both sides

A lead asks attitude, K asks count, Q asks attitude

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

can be lighter with good shape

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

card showing double on bids with unkown suits(multi,weak NT,…)

support (re)doubles(not with 4333 or after 1NT)

Lightner doubles against hight contracts

EBL Convention Card

Category i.e. Green / Blue / Red / HUM / Brown Sticker:

Country: **Belgium**

Event: All Events

Players: **Van den hove Wouter - Vandervorst Mike - Bahbout Sam**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5♠5♥4♦2♣ opening

2♣= Weak with 5+♦ OR strong

2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong

2♥=weak with 6♠ OR Weak with 5♠ and 5+minor OR strong

2♠= 6+♠ 10-12

1NT Openings: (14)15-17 HCP

2 OVER 1 Responses: 12+

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♠ -(pass)-1♦ may be short if we have ♣ fit

2♣= Weak with 5+♦ OR strong

2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong

2♥=weak with 6♠ OR Weak with 5♠ and 5+minor OR strong

Transfers after 1M(x)

Transfers after 1m(x)

Transfers after intervention

3NT= weak with one minor

SPECIAL FORCING PASS SEQUENCES

when our stayman gets doubled

after (pre)sacrafices over our game

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

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♣	
					We skip our ♦ unless GF with 5+♦ and 4M		
					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)		**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			