DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENIN	G LEADS STYLE				EBL Convention Card		
can be light at the 1-level with a good suit		Lead		in Partn	er'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:		
1m-Pass-1NT-?= like 1NT overcalls	NT					Country: Belgium		
1m-Pass-1NT-pas-pas-?= like 1NT overcalls						Event: All Events		
	Other:	Count: High-Low= e	ven			Players: Van den hove Wouter - Vandervorst Mike - Bahbout Sam		
		nt on AQ attitude						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
(15)16-18 direct seat, 10-13(14) balancing seat		Lead <b>Vs.Suit</b>				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,k	(Q+	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,I	H98(+)	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: 12+		
1M-3 <b>♦</b> = other M+♦(5+,5+)	Lo-x	o-x HxxxL,HxL,,xxL		HxxxL,HxL,,xxL		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
1 <b>+</b> -2 <b>+</b> = Both M(5+,5+)	SIGNALS	SIGNALS IN ORDER OF PRIORITY				1♣ -(pass)-1♦ may be short if we have ♠ fit		
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	2• Weak with 5+ OR strong		
<b>1♦-</b> 2 <b>♦= ♦+♦</b> (5+,5+)	Suit:1st	Attitude	count		odd= encouraging, even= lavinth	2♦=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong		
$1 \leftarrow -2 \leftarrow = \text{both M}(5+,5+)$	2nd	count suit preferenc		ice	count	2♥=weak with 6♠ OR Weak with 5♠ and 5+minor OR strong		
1M-2M= oM+♠ (5+,5+)	3rd	suit preference			suit preference	Transfers after 1M(x)		
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count		odd= encouraging, even= lavir	Transfers after 1m(x)		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	suit preferer	ice	count	Transfers after intervention		
X= Penalty		suit preference			suit preference	3NT= weak with one minor		
2 <b>♦</b> = Both M(3+, 3+)	Signals (i	Signals (including Trumps):						
2♦= one M		gh-low= even(in trum	nps low-high=	even), sm	nith low encouraging both sides			
2M= 5M 4+m	A lead as	ks attitude, K asks cou	unt, Q asks at	titude				
(		s						
		T DOUBLES(Style;Re	esponses;Re	opening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	EMPTS( Doubles; Cue-bids; Jumps; NT bids) can be lighter with							
Natural, takeout doubles								
leaping michaels						SPECIAL FORCING PASS SEQUENCES		
						when our stayman gets doubled		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL	ARTIFICIAL AND C	OMPETITIVE	DOUBLE	S/REDOUBLES	after (pre)sacrafices 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 4	333 or after 1	NT)		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2♦/♥/♠= short or long		doubles against hight	contracts					
OVER OPPONENTS' TAKE OUT DOUBLE	ļ							
1x-X= transfers starting from XX; exept 1♣-X, then XX shows points						Psychics: Rare		
X after pass= penalty								

	TICK	MIN NO.	NEG.				
OPEN	IF ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 🏚	2	4 ♥	11+ 1♣ from 33 minor	1  can be short if  fit, 1 M= 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		F(4)	4 ♥	10 . see he lighter/shorter in Oth seet	ANT Cami Facing	3x shows 55	2NI = 10-11 4 card support and
1 🔻		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Focing		shortness
						24/2NT= strong relay 1♥-24; 2♦= interested in game if weak, 2♥= to play if	3♣ asks we answer up the line
					9 2N1= limit+ fit, 3♥= weak, 3♣=any void 10-14, 3N1/4♣/4♦= splinter	weak 1♥- 2N1; 3♣= 11-14 shortness, 3♦= 15-17 BAL or 15+	
					10-14	shortness 3♥= min, 3♠=18+ no shortness, 3NT=6 card+A, 4m=55	
						evening exercise the energial energy even a second right mass	
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, 3èweak, 3NT/4ê/4•= splinter 10-14	weak 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	
I 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 <b>4</b> 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	
				22-23 BAL, 27-28 BAL		SUIT	
2 <b>♦</b> x	х	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; 3N1= 6♥ Max nice	
				GF with m, GF 2-Suiter, 24-26 BAL	3y= Forcing	color	
2♥	х	0	-	Weak 6♠	2♠= P/C 2NT= relay, 3x= F1, 3♠= to play	2NT=> 3♣= 6♠ and short suit; 3♦= 55	
- · ·	^	Ů		Weak 5♠ and 5+m	Zee 170 Zivi = Iolay, 0x=11, 0e= to play	3♥=6 ♠ min; 3♠= 6♠Max bad suit; 3NT= 6♠ Max nice	
2 •		6	_	10-12 6+ <del>\$</del>	2NT= relay	color 2NT=> 3♣= short suit; 3♦= 4 card m	
2 =		U		10-12-01-9	3x= F1	3♥=values; 3♠= values in m; 3NT= Max nice color	
2 NT			-	(19)20-21	3♣= Muppet stayman, 3♦/♥=transter ♥/♠, 3♠=minors, 4NT=any 4441	2N1-3♣; 3♣= at least 1 4crd M, 3♥= No M, 3♣=5,	
2 IN I			-	(19)20-21	slem 4m Natural Forcing to slem, 4♥= both M for Game, 4♠= both M for	3NT=5♥ Accepting transfer= no fit	
3 ♣		(0)7		Dragonative 2.0(10)	slem	Accepting transfer= no nit	
		(6)7	-	Preemptive, 3-9(10)			
3 +		(6)7	-	Preemptive, 3-9(10)			
3 ♥		(6)7	-	Preemptive, 3-9(10)		Ulah Lovel Biddie	
		(6)7 7	-	Preemptive, 3-9(10)		High Level Bidding	9
3 NT				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 <b>♠</b> 4NT		(7)8	-	Preemptive, 3-11 (12)		DEPO	
4N1				Preemptive, 3-11 both minors			