


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			EBL Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
can be light at the 1-level with a good suit		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category i.e. Green / Blue / Red / HUM / Brown Sticker:</b>	
sound 2 level overcalls except 2♠ over 1♦	Suit	1/3/5	1/3/5			
	NT	1/3/5	1/3/5			
	Subseq	1/3/5	1/3/5			
	Other:	Count: low-high= even On K count on AQ attitude				
					<b>Country: Belgium</b>	
					<b>Event: All Events</b>	
					<b>Players: Van den hove Wouter - Bahbout Sam - Khomiakov Robert</b>	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
(15)16-18 direct seat, 10-13(14) balancing seat		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
	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 strong	
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx		2♥=weak with both Majors	
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	10	HT9+,T9+,Tx,J10	HT+,T9+,Tx, J10		2♠= weak ♣	
Weak jump overcalls	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+	
	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>					1♠ -(pass)-1♦ may be short if we have ♣ fit	
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2♠= Weak with 5+♦ OR strong	
1♠-2♠= both M(5+,5+)	Suit:1st	Attitude	count	odd= encouraging, even= lavinth	2♠=weak with 6♥ OR strong	
1♦-2♦= both M(5+,5+)	2nd	count	suit preference	count	2♥=weak with both Majors	
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	3NT= Gambling	
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd	count	suit preference	count		
X= Penalty	3rd	suit preference		suit preference		
2♠= Both M(4+, 4+)	Signals (including Trumps):					
2♦= one M	count= low-high= even, smith low encouraging both sides					
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude					
<b>DOUBLES</b>						
<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>						
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	can be lighter with good shape					
Natural, takeout doubles						
leaping michaels					<b>SPECIAL FORCING PASS SEQUENCES</b>	
					when our stayman gets doubled	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				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				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
2♦/♥/♠= short or long	Lightner doubles against hight contracts					
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						
					Psychics: Rare	

