

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1/1 F1
2/1 NF
(2M) 4m : bic one minor and the other majors (Manche Forcing)
(2M) 3M : ask stop with minors or if i bid again = big hain
(3M) x + suit = bicolore
(3M) 4x = natural
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
16-18 (may have 15), BAL with 5 cards majors possible
On 1 minor : same as 1NT opening
On 1 major : Transfers and stayman impossible
JUMP OVERCALLS (Style; Responses; Unusual NT)
Vul : 12-15
Non-Vul : Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
Weak NT : x (penalty), 2♣ (Landy 4+/5+), 2x (natural)
Strong NT : x (penalty) and Multi-Landy in 2nd and 4th position
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles : take out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	3/5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace		AKx	
King		KQx / AKJ	
Queen		QJx / KQ10	
Jack		J10x / QV9 / AQJ	
10		Q1095 / K1097 / A1098..	
9		10943 / Q985 / K987 / A987	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	3/5	3/5	3/5
Suit 2			
3			
1	3/5	3/5	3/5
NT 2			
3			
Signals (including Trumps):			
A or Q = small encouraging, Both "Appel de Smith" with small			
K (no trump) = unlocking, small during the game = positif			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

EBL CONVENTION CARD
CATEGORY: Green
RBBF number: 71847
PLAYER: Eloïse Lafourcade
RBBF number: 71782
PLAYER: Jérôme Claessens
EVENT (Championnat)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Majors & ♠/4
1NT : 15-17
2♣ F1 : 1-suiter or 22-23 BAL // 2♦ : any GF or 24+ BAL
2NT : 20-21, may have 5 cards majors
2M : 6-10, 6 cards
3x : weak, 7 cards
3SA : 8 ♣ or ♦ with nothing side
4SA : 6♠/5♦ or 6♣/6♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 2♣ (5+♦5+♥), 2SA (5+♦5+♠), 3♣ (5+♥5+♠)
1♦ - 2♦ (5+♣5+♠), 2NT (5+♣5+♥), 3♦ (5+♥5+♠)
1♥ - 2♥ (5+♣5+♠), 2NT (5+♣5+♦), 3♣ (5+♦5+♠)
1m 1SA ? => x (penalty), 2♣ (5+♥5+♠), 2x (transfer)
1M 1SA ? => x (penalty), 2x (transfer)
mini-cue bid positif
2SA moderators
Rubenshol
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rares

OPENING	MIN. NO. OF CARDS	TICK IF ARTIFICIAL	NEG. D.B.L. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2	✓	4♥	May have 2 cards	2♣ : 5♣ (6-10) 2x : 6x weak 3♣ : 5+♣ (11)	Double deux = 1♣ - 1x - 1y : 2♣ : 10-11 or weak ♦ / 2♦ : FM / 3♣ : weak ♣ / 3x : 6x slam // 1♣ - 1♥ - 2NT (18-19) - 3♣ (relay) : 3♦ : 5♣ / 3♥ : 3♥ / 3♠ : 4♠ / 3SA : to play	Cachalot = 1♣ x : xx (4+♦), 1♦ (4+♥), 1♥ (4+♠), 1♠ (transfer for 1NT) // 1♣ 1♦ : x (4+♥), 1♥ (4+♠), 1♠ (transfer for 1NT) // 1♣ 1♥ : x (4+♠), 1♠ (transfer for 1NT) Checkback stayman with 1♣ - 1♠ - 2SA - 3♠ NF 1♣ (4M) ? => x : minors, 4NT : RKCB
1♦	4		4♥	4+ cards	same	1♦ - 2♣ = 2♦ (Forcing), 2x/3x (Nat 15-17), 2SA (12-14 bal), 3♣ (15+), 3SA (18-19 bal)	same
1♥	5		4♥	5 cards	2NT : Fit 3+ cards Manche Forcing, even after overcall // 3♣ : fit with 3 or 4 cards (11) => 3♦ : relai => 3♥ : 3 cards / 3x/4x : 4 cards with cue x // 3♦ : fit with 4 cards (8/10)	2NT => 3♣ : 12-15 with any short => 3♦ : relai => 3x4x : short in the order 5cards and then 6 cards / 3♦ : 12-15 bal or 16+ with any short => 3♥ : relai => 3♠ : 16-18 with any short, 3SA : 12-15 bal, 4x : 19+ with any short / 3♥ : MINIMUM !! / 3♠ : 16+ bal, 3SA : 6 cards bal (12-15) / 4x : 5x5♥ (12-15) / 4♥ : 7 cards (12-15)	After pass => 2♣ (90% fit) / 2♦ : relai / 2NT : fit with 4 cards and any short=> 3♣ : relai => 3♥ : minnum 1♥ - 2♥ - ? => 2♠ : bal, 2NT : short in ♠, 3x : short x 1♥ (4M) ? => x : minors, 4NT : RKCB
1♠	5		4♥	5 cards	same	same	same
INT	BAL		4♥	May have 5 cards majors	2♣ : stayman 3 responses, 2♠ : Transfer ♣, 2NT : Transfer ♦, 3x : 6x slam, 4♣ : bic minors slam, 4♦ : bic majors manche	After minor transfer, 3M : short M, 3NT : short in other minor	1SA - 2♣ - 2♥ - 2♠ (proposal or slam) : 3♠ (mini), 4♠ (maxi) => if slam i bid again // 1SA - 2♦ - 2♥ - 2♠ (5/5 proposal) // 1SA - 2♥ - 2♠ - 3♥ (5/5 slam)
2♣	/	✓		Semi Forcing	2♦ : relay, 2x : 5x (pretty suit), 2NT : 5/5 minors (minimum)		
2♦	/	✓		Game Forcing	2♥ : relay, 2x : 5x (pretty suit), 2NT : 5/5 minors (minimum)		
2♥	6			weak	2NT : asking	2NT (asking) => 3x : A or K x / 3M (minimum) / 3SA : AKQxxx / 4x : Short x	
2♠	6			weak	same	same	
2NT	BAL			May have 5 cards majors	3♣ : puppet stayman / 3♠ : 5♣4♥ / 3SA : 5♠3♥ / 4♣ : 6+♣ slam / 4♦ : 6♦ slam / 4M : M slam	3♣ (puppet stayman) => 3♦ : 4♠ or/and 4♥ / 3♥ : 5♥ / 3♠ : 5♠ / 3SA : to play On transfers : 2 cards only	
3♣,♦,♥,♠	6			weak			
3NT		✓		Gambling			
						HIGH LEVEL BIDDING	
						RKCB : 41-30	
						RKCB exclusion : 30-41	
						RKCB King : natural (in the order, if we have 2 we say the one we don't have)	