


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div style="text-align: right;">  </div> EBL Convention Card Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: Belgium Event: All Events Players: Caputo Philippe - Vandervorst Mike	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
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			
1m-Pass-1NT-?= like 1NT overcalls	NT	1/3/5	1/3/5			
1m-Pass-1NT-pas-pas-?= like 1NT overcalls	Subseq	1/3/5	1/3/5			
	Other	Count : High Low = even nt				
	Other:	on AQ attitude – On K count				
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	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 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, 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+	
1M-3♠= other M+♦(5+, 5+)	Lo-x	HxxxL, HxL, xxL	HxxxL, HxL, xxL		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♠-2♦= Both M(5+, 5+)	SIGNALS IN ORDER OF PRIORITY				1♠-(pass)-1♦ may be short	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♠= Weak with 5+♦ OR strong	
1♠-2♠= ♠+♦(5+, 5+)	Suit: 1st	Attitude	count	odd= encouraging, even= lavinthal	2♥=weak with 6♥ OR Weak with 5♥ and 5+minor OR strong	
1♠-2♦= both M(5+, 5+)	2nd	count	suit preference	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= lavinthal	Transfers after 1m(x)	
VS. NT(vs. Strong/Weak; Reopening; PH)		2nd	count	suit preference	count	Transfers after intervention
X= Penalty	3rd	suit preference		suit preference	3NT= weak with one minor	
2♠= Both M(3+, 3+)	Signals (including Trumps):					
2♦= one M	count= high-low= even(in trumps low-high=even), standard smith both sides					
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude					
Passed hand: X=Both M(3+, 3+), 2♠= ♠+other, 2♦= ♦+ other, 2M= N	DOUBLES					
	TAKEOUT DOUBLES(Style; Responses; Reopening)					
VS. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		can be lighter with good shape				
Natural, takeout doubles						
leaping michaels					SPECIAL FORCING PASS SEQUENCES	
					when our stayman gets doubled	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			after (pre)sacrifices over our game	
X=♥, 1♦=♠, 1M= M+m	card showing double on bids with unknwn suits(multi, weak NT,...)					
1NT= minors, 2♠= Majors	support (re)doubles(not with 4333 or after 1NT)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♦/♥/♠= short or long	Lightner doubles against hight contracts					
OVER OPPONENTS' TAKE OUT DOUBLE						
1x-X= transfers starting from XX; except 1♠-X, then XX shows points					Psychics: Rare	
X after pass= penalty						

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 Maybe 4441 in 3th/4th	1♦ can be short if ♣ fit, 1M= natural 2♣= 10+ 5+ ♣, 2y= 9-11 walsch	1♣-2♣; 2x= 13+ and values, 2NT=18-19 3+♣ 3♣=11-13, 3x= 14-16 and short, 3NT=18-19 2♣	
					1NT= 10-11, 2NT= 0-5 ♣ fit, 3♣= 6-9, 3x= weak		
1 ♦		4	4 ♥	11+ 1♦ from 44 minor decent suit	2♣= GF, 2♦= 10+ 4♦, 2M= 9-11 2NT= 0-5 fit, 3♦=6-9, 3M= weak	1♦-2♦; 2M= 13+ and values, 2NT=18-19 3♦= minimum, 3x= 14-16 and short, 3NT= to play	
1 ♥		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Focusing 2♣= 4-8 with fit or natural GF, 2♦= GF 2♥ = 9-11, 2♠= 9-11 Natural 3♣= short ♦ or ♠ 4♥ 5-9, 3♦= short ♣ 4♥ 5-9 2NT= limit+ fit, 3♥= weak, 3♠=any void 10-14, 3NT/4♣/4♦= splinter 10-14	3x shows 55 2♠/2NT= strong relay 1♥-2♥; 2♦= interested in game if weak, 2♥= to play if weak 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	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line
1 ♠		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Focusing 2♣= 4-8 with fit or natural GF, 2♦= GF 2♥ = GF, 2♠= 9-11 3♣/♦/♥= short ♦/♥/♠ 4♣ 5-9 2NT= limit+ fit, 3♠weak, 3NT/4♣/4♦= splinter 10-14	3x shows 55 2NT= strong relay 1♠-2♠; 2♦= interested in game if weak, 2♠= to play if 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	2NT= 10-11 4 card support and shortness 3♣ asks we answer up the line
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 ♦ GF with M, SemiForcing with m 22-23 BAL, 27-28 BAL	2♦= to play, 2M= F1 round, 2NT= strong relay 3♣= F1, 3♦= to play, 3M Natural GF	2♣ - 2NT; 3♣=6-8 with short suit, 3♦= 3-5 3♥= 6-8 values in ♥ or ♠, 3♠= 6-8 values in ♣, 3NT= good suit	
2 ♦	x	0		Weak with 6 ♥ Weak with 5♥ and 5+m	2♥= P/C, 2♠= F1, 2NT= strong relay 3♣= F1, 3♦= F1, 3♥= to play, 3♠= GF Natural	2NT=> 3♣= 6♥ and short suit; 3♦= 55 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♠ Weak 5♠ and 5+m	2♠= P/C 2NT= relay, 3x= F1, 3♠= to play	2NT=> 3♣= 6♠ and short suit; 3♦= 55 3♥=6♠ min; 3♠= 6♠Max bad suit; 3NT= 6♠ Max nice color	
2 ♠		6	-	10-12 6+♠	2NT= relay 3x= F1	2NT=> 3♣= short suit; 3♦= 4 card m 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 4m Natural Forcing to slem, 4♥= both M for Game, 4♠= both M for slem	2NT-3♣; 3♦= at least 1 4cnd M, 3♥= No M, 3♠=5, 3NT=5♥ 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)			
3 NT		7	-	Gambling, normally solid minor			High Level Bidding
4 ♣		0	-	8 ♥ or 7 solid with the A			RKCB(30 41 25 without TQ , 25 with TQ)
4 ♦		0	-	8 ♠ or 7 solid with the A			Exclusion BW
4 ♥		(7)8	-	Preemptive, 3-11(12)			DOPI/ROPI
4 ♠		(7)8	-	Preemptive, 3-11(12)			If ♥ is trump, 4♠ is BW and 4NT is ♣ cue
4NT				Preemptive, 3-11 both minors			DEPO