DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	ALS	EBL CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEAD					
5+, may be a really good 4crd.						tner's Suit	GREEN
May be weak non-vulnerable.	Suit	1	st/3rd/5th		1st/3rd/	5 th	
Vulnerable usually a good suit (lead-directing).		a	and highest ((internal) series	and hi	ghest (internal) series	
1 level: 5-17 HCP	NT	1	st/3rd/5th		1st/3rd/	5 th	Fleur Beekman & Anouk Casparie
2 level: 10-17 HCP		a	nd highest	(internal) series	and hi	ghest (internal) series	
	Subseq	-	st/3rd/5th		1 st/3 rc		The Netherlands - Women
	_	a	and highest ((internal) series	and hi	ghest (internal) series	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				-		SYSTEM SUMMARY
15-18, responses: system on.	Lead		/s. Suit		Vs. N	Г	
12-15 4th hand, responses: system on.	Ace		AK(x), A(x)		Same		GENERAL APPROACH AND STYLE
	King	A	AK(x) KQ(x)	x), K(x)	Same		1 &: 2+
	Queen	A	AQJ(x) QJ(x	(x) Q(x)	Same		1 ♦: 4+
	Jack	ŀ	KJ10(x) J10	$(\mathbf{x}) \overline{\mathbf{J}(\mathbf{x})}$	Same		1M: 5+
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H	H109(x) 109	P(x) = 10(x)	Same		1NT: 15-17, can have 6m or 5M
Weak, (5)6+crd, depending on vulnerability. 2-9 HCP	9		P(x) KJ9(x)		Same		2/1 GF
With pre-passed partner, may be wide-ranged and opening strength	Hi-X	(1/3/5)		Same		
possible	Lo-X	(1/3/5)		Same		
Reopen: 6(+)crd, 12-14HCP	SIGNALS	IN OR	DER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	F	Partner's	Lead	Declarer's Lea	d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Two suiters: (1M)-2M: $5+oM 5+m$, (1M)-2NT: $5+\clubsuit 5+\diamondsuit$,	1 4	Attitude		Count		Attitude	2♣: 6♦ (5+ NV against V) 2-10 HCP or any GF or 22+NT
(1m)-2♦: 5+♥ 5+♣, (1m)-2NT: 5+om 5+♥, (1m)-3m: 5+om 5+♠	Suit 2 C	Count		Lavinthal		Count	2♦: Multi, NV 2-9 HCP, V 5-10 HCP 6 unknown Major.
Style = decent. $10 + HCP$		Lavintha	1			Lavinthal	However, 3rd hand is wide-ranged.
May be weaker with pre-passed partner	1 4	Attitude		Reverse Smith	Echo*	Attitude	2♥/♠: Muiderberg, 5 Major, 4+ unknown minor. NV 2-9 HCP, V
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 (Count		Count		Count	5-10 HCP. However, 3rd hand is wide-ranged.
2 * : Both Majors (NV 4/4+ 8+HCP, V 5/4+ 10+HCP)	3 I	Lavintha	1	Lavinthal		Lavinthal	
2♦:6M (8+HCP)	Signals (inc	cluding '	Trumps): Lo	ow/high is even/	enc. Al	so when discarding.	
2♥/♠: 5♥/♠ & 4+ unknown minor (8+ HCP)	Always cur	rrent cou	ınt. Lavinth	al			
2NT: Minors (8+ HCP)	*Low-high	is encou	uraging for	the opening lead	1		
Doublet: Penalty (upper range of NT)				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKFOU		RLFS (Styl	e; Responses; I	Reoneni	(ng)	
Dbl: t/o or any 18+				be may be off. W			
(non) Leaping Michaels			be weaker (
Transfer Lebensohl when: (2X) dbl (p)	, uou	one may	be weaker	1019.			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2+							SPECIAL FORCING PASS SEQUENCES
	SI L'UIAL FUNCING I ASS SEQUENCES						
After 14: dbl majors, 1NT minors	SPECIAL,						
After 2. (only strong): dbl majors, 2NT minors	Negative d shape may		1x-(1M): 6+	- HCP, 4+oM. C	n a hig	her level: 8+ HCP,	
OVER OPPONENTS' TAKEOUT DOUBLE	Support do	uble/red		a		IMPORTANT NOTES	
Rdbl: 10+, usually no fit. After this, dbl is t/o. Double penalty when we have a fit, with a few exceptions: Double as invitational when opps bid 3M-1: for example: 1H-(p)-2H-(3D)							
	Double as invitational when opps bid 3M-1: for example: 1H-(p)-2H-(3D)						PSYCHICS: Rarely

75	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU	Fleur Beekman – Anouk Casparie Netherlands Women						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*	Х	2	4♥	10-21, can be weaker 3 rd hand	Bypass diamonds with less than opening strength (Walsh). 1NT: 6-10. 2*: 5+* 10+ HCP. 2x: 6+ good suit 9-11 HCP. 2NT: 10-11 3*: 6-9, 5+*.	1x-1y-1z: 2-way checkback, short suit trial bid.				
1 ♦		4		10-21, can be weaker 3 rd hand	1NT: 6-10. 2♦: 4+♦ 10+ HCP. 2M/3♣: 6+ good suit 9-11 HCP. 2NT: 10-11. 3♦: 6-9, 5+♦.	1x-1y-1z: 2-way checkback, short suit trial bid.				
1♥		5		10-21, can be weaker 3 rd hand	2♣: GF. 2♦: 5+♦, GF. 2♠ (after 1♥) and 3♥ (after 2♠): 6+ good suit 9-11 HCP. 2NT: 10-14 HCP,	1x-1y-1z: 2-way checkback, short suit trial bid.	Drury when pre-passed: 2♣: 3crd fit, 9-11. 2♦: 4crd fit, 9-11. 2♥/♠:			
1		5		10-21, can be weaker 3 rd hand	4+crd fit. 3♣: 10-14 HCP, 3crd fit. 3♦: 7-9, 4crd fit.	1M-2NT: 3♣: asking. 3♦: inv. for game. 1M-3♣: 3♦: inv. for game.	3crd fit, 5-8. 2NT: too strong for $2 \blacklozenge$.			
INT				15-17 HCP. Can be 14 with a 5crd. 5M and 6m possible.	Stayman. 2♦: 5+♥. 2♥: 5+♠. 2♠: 6+♣. 3♣: 6+♦, weak or strong. 3♦: natural, inv. 3M: 1M-3oM- (54). 4♣: 55+ majors. 4♦/♥: transfer, 6+ crd.	Smolen	Transfer-lebensohl.			
2*	х			6♦ (5+ NV against V) 2-10 HCP or any GF or 22+NT	2♦: relay. 2M: 6+, good suit.	After $2 \diamond$: Pass: $6 \diamond$ (5+ NV against V) 2-10 HCP. $2 \diamond$: 5+ \diamond , GF or 25+ NT. $2 \diamond$: 5+ \diamond , GF. 2NT: 22-24 NT. $3 \diamond/\diamond$: $6+ \diamond/\diamond$, GF.				
2•	X			Multi, NV 2-9 HCP, V 5-10 HCP 6 unknown Major. However, 3rd hand is wide-ranged.	2♥/♠: p/c. 2NT: asking. 3♣/♦: forcing minor. 3♥/♠: barrage. 3NT: to play. 4♣: asking transfer. 4♦: asking direct. 4♥/♠: to play	After 2NT: 3♣: ♥, minimum. 3♦:♠, minimum. 3♥: ♠, maximum. 3♠: ♥, maximum.				
2♥	х	5		Muiderberg, 5 Major, 4+	2NT: asking. 3. asking # oM. 3M: barrage. 3NT:	After 2NT: 3m (shows minor). Subsequent:				
2	х	5		unknown minor. NV 2-9 HCP, V 5-10 HCP. However, 3rd hand is wide-ranged.	To play.	oM GF M. M inv M. om GF m. m inv m. After 3♣: 3♦: 3+ oM. 3♥: 2 oM. 3♠: 0-1 oM with ♣. 3NT: 0-1 oM with ♦.				
2NT				20-21 NT, 5M and 6m possible.	3♣: Puppet Stayman. 3♦/♥: transfers. 4x: double transfer, Slam-interest. 3♠: minors, 5+-4+.	We accept the $3 \bullet / \bullet$ transfers with fit.				
3*		6		2-10 HCP nat. However, 3rd	4♦: fit, Slam-interest					
3♦		6		hand is wide-ranged and opening	4. fit, Slam-interest]				
3♥		6		strength possible.	4 ♣ / ♦ : fit, cue	1				
3♠		6			4 ♣ /♦: fit, cue		ļ			
3NT	х	7		7 card minor suit, with K or Q(J) in other suit	4. pass or correct					
4*		(6)7		Natural, to play. Strength may		HIGH LEVEL BIDDING Cue-style : 1st and 2nd round controls treated as equals, on 5 level 1st round controls, 3NT non-serious with M fit. 4(M-1) last train. RKCB 14-30. Quantitative				
4♦		(6)7	ļ	vary depending on vulnerability						
4♥		(6)7				controls. 3NT non-serious with M fit. 4(M-1) la 4NT.	ast train. RKCB 14-30. Quantitative			
4 ▲		(6)7	ļ			4				
4NT	X	0		Minors		4				
5x		8		Natural, to play						