

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+, may be a really good 4crd. May be weak non-vulnerable. Vulnerable usually a good suit (lead-directing).
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, responses: system on. 11-14 4 th hand, responses: system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, (5)6+crd, depending on vulnerability.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Two suiters: All known. (1M)-2M: 5+oM 5+♣, (1M)-2N: 5+oM 5+♦, (1M)-3M: minors, at least 5-5.
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: Majors 2NT: Minors Dbl: Penalty, usually at least as strong as the top of the NT range, can be weaker with a good suit.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels Dbl: t/o Lebensohl after dbl from partner after 2x
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1♣: dbl majors, 1NT minors After 2♣ (only strong): dbl majors, 2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl: 10+, usually no fit. After this, dbl is t/o.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th with attitude	1 st /3 rd /5 th	
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	AK(x), AKQ(x), AKJx	
King	KQ(x), Kx	KQ10(x), KQx(x), KQJ(x)	
Queen	QJ(x), Qx	AQJ(x), QJ(x), QJ10, QJ9x	
Jack	J10(x), Jx, KJ10(x)	J109, J108(x), HJ10(x)	
10	109(x), 10x, H109(x)	10x, H109x	
9	9x, KJ9(x)	109x(x), 9x	
Hi-X	Xx, xxXx	xXxx, xXx, Xx	
Lo-X	xxX, xxxX, HxX, HxxxX	HxxX, HxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Lavinthal	Count
3	Lavinthal		Lavinthal
1	Attitude	Count	Attitude
NT 2	Count	Lavinthal	Count
3	Lavinthal		Lavinthal
Signals (including Trumps): Low/high is even/enc. Also when discarding. Lavinthal. High-low in trumps is lavinthal, low-high neutral. Always current count. Smith echo (low is enc from both sides).			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are takeout. After 1x opening from opps: When shape is good (like 4441), double may be weaker (10+). Shape may be off. Can have 5crd minor. Double of 1M does not promise 4crd oM.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl after 1x-(1M): 6+, 4+oM. On a higher level: 8+, shape may be off. Support double/redouble. 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)			

EBL CONVENTION CARD
Fleur Beekman & Malene Holm Christensen The Netherlands Women under 26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: 2+
1♦: 4+
1M: 5+
1NT: 15-17, can have 5M/6m
2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: GF, 22+NT 2x: 0-11 HCP nat (5+ NV against V). However 3rd hand is wide-range and may vary from 0-13HCP.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2		10-21, can be weaker 3 rd hand Walsh	1NT: 6-11. 2♣: inverted minors. 2x: inv. 6+ good suit. 2N: 0-5, 5+♣. 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: 6-11. 2♦: inverted minors. 2M/3♣: inv. 6+ good suit. 2N: 0-5, 5+♦. 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♠): inv. 6+ good suit. 2NT: inv. or bad GF, 4+crd fit. 3♣: inv. or bad GF, 3crd fit. 3♦: 7-9, 4crd fit.	1x-1y-1z: 2-way checkback, short suit trial bid. 1M-2NT: 3♣: asking. 3♦: inv. for game. 1M-3♣: 3♦: inv. for game. 1M-1NT and 1♥-1♠: Gazilli.	Drury when pre-passed: 2♣: 3crd fit, 9-11. 2♦: 4crd fit, 9-11.
1♠		5	10-21, can be weaker 3 rd hand				
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)		Transfer-lebensohl.
2♣	x			GF, 22+NT	2♦: relay. 2M/3m 5+, good suit.	2♣-2♦/2♥-2♠/2NT: any 25+NT	
2♦		5		0-11 HCP nat (5+ NV against V). However 3rd hand is wide-range and may vary from 0-13HCP.	2NT: asking	After 2NT we bid short suits. Rebidding the opening suit on the 3-level is a minimum and might have a shortness above the opening suit. 3NT is maximum without shortness	
2♥		5					
2♠		5					
2NT			20-21NT, 5M and 6m possible.				3♣: Puppet Stayman. Jacoby transfers, 4x: double transfer, Slam-interest. 3♠: minors, 5+-4+.
3♣		6		0-11 HCP nat. However 3rd hand is wide-range and may vary from 0-13HCP.	4♦: Slam try ♣		
3♦		6			4♣: Slam try ♦		
3♥		6			4m: cue in m and slam try for ♥		
3♠		6			4m: cue in m and slam try for ♠		
3NT	x			AKQxxxx in a minor, max a queen in another suit.	4♣: pass or correct		
4♣		(6)7		Natural, to play. Strength may vary depending on vulnerability		HIGH LEVEL BIDDING	
4♦		(6)7				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.	
4♥		(6)7					
4♠		(6)7					
4NT	x		Minors				
5x		8		Natural, to play			