

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+ crd, may be a really good 4 crd. May be weak non-vulnerable. Vulnerable usually a solid suit (lead-directing). 1 level: 5-17 HCP 2 level: 10-17 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, responses: system on.
12-15 4 th hand, responses: system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, (5)6+ crd, depending on vulnerability. 2-9 HCP With pre-passed partner, may be wide-ranged and opening strength possible Reopen: 6(+) crd, 12-14 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Two suiters: (1M)-2M: 5+oM 5+♦, (1M)-2NT: 5+♣ 5+♦, (1M)-3M: 5+oM 5+♣, (1m)-2♦: 5+♥ 5+♠, (1m)-2NT: 5+om 5+♥, (1m)-3m: 5+om 5+♠ Style = decent. 10+ HCP May be weaker with pre-passed partner
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: both majors (NV 4/4+ 8+HCP, V 5/4+ 10+HCP)
2♦: 6 crd unknown major (8+HCP)
2♥/♠: 5 crd ♥/♠, 4+ crd unknown minor (8+ HCP)
2NT: minors, 5/5+ (8+ HCP)
Doublet: penalty (upper range of NT)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl: t/o or any 18+ HCP
(non) Leaping Michaels
Transfer Lebensohl when: (2X) dbl (p)
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 support. After this, dbl is t/o.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th and highest (internal) series	1 st /3 rd /5 th and highest (internal) series	
NT	1 st /3 rd /5 th and highest (internal) series	1 st /3 rd /5 th and highest (internal) series	
Subseq	1 st /3 rd /5 th and highest (internal) series	1 st /3 rd /5 th and highest (internal) series	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), A(x)	Same	
King	AK(x) KQ(x), K(x)	Same	
Queen	AQJ(x) QJ(x) Q(x)	Same	
Jack	KJ10(x) J10(x) J(x)	Same	
10	H109(x) 109(x) 10(x)	Same	
9	9(x) KJ9(x)	Same	
Hi-X	(1/3/5)	Same	
Lo-X	(1/3/5)	Same	
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	Reverse Smith Echo*	Attitude
NT 2	Count	Count	Count
3	Lavinthal	Lavinthal	Lavinthal
Signals (including Trumps): Low/high is even/enc. Also when discarding.			
Always current count. Lavinthal			
*Low-high is encouraging for the opening lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are takeout. Shape may be off. When shape is good (like 4441), double may be weaker (10+).			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl after 1x-(1M): 6+ HCP, 4+ crd oM. On a higher level: 8+ HCP, 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: 1♥-(p)-2♥-(3♦)			

EBL CONVENTION CARD
GREEN
Fleur Beekman & Anouk Casparie
The Netherlands - Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: 2+ crd
1♦: 4+ crd
1M: 5+ crd
1NT: 15-17, can have 6m or 5M
2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: 6 crd ♦ (5+ NV against V) 2-10 HCP or any GF or 22+NT
2♦: Multi, 6 crd unknown major. NV 2-9 HCP, V 5-10 HCP However, 3rd hand is wide-ranged.
2♥/♠: Muiderberg, 5 crd major, 4+ crd unknown minor. NV 2-9 HCP, V 5-10 HCP. However, 3rd hand is wide-ranged.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU	Fleur Beekman – Anouk Casparie Netherlands women			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	10-21 HCP, can be weaker 3 rd hand	Bypass ♦ with less than opening strength (Walsh). 1NT: 6-10. 2♣: 5+ crd ♣, 10+ HCP. 2x: 6+ crd, solid suit, 9-11 HCP. 2NT: 10-11 3♣: 6-9, 5+ crd ♣.	1x-1y-1z: 2-way checkback, short suit trial bid.	
1♦		4		10-21 HCP, can be weaker 3 rd hand	1NT: 6-10. 2♦: 4+ crd ♦ 10+ HCP. 2M/3♣: 6+ crd, 9-11 HCP, solid suit. 2NT: 10-11. 3♦: 6-9, 5+ crd ♦.	1x-1y-1z: 2-way checkback, short suit trial bid.	
1♥		5		10-21 HCP, can be weaker 3 rd hand	2♣: GF. 2♦: 5+ crd ♦, GF. 2♠ (after 1♥) and 3♥ (after 2♠): 6+ crd, 9-11 HCP, solid suit. 2NT: 10-14 HCP, 4+ crd support. 3♣: 10-14 HCP, 3 crd support. 3♦: 7-9 HCP, 4+ crd support.	1x-1y-1z: 2-way checkback, short suit trial bid. 1M-3♣: 3♦: inv. for game. 1M-2NT: 3♣: asking. 3♦: inv. for game. 1M-1NT (1♥-1♠): gazilli. 2♣: 6 crd M, 11-16 HCP OR 5 crd M, 4 crd m, 18+ HCP OR 5 crd M, 4 crd ♣/♠, 15-17 HCP. 2M: 5 crd M, 4crd ♣, 11-14 HCP. 2NT: 5+/5+ M/unknown, GF	Drury when pre-passed: 2♣: 3 crd support, 9-11 HCP. 2♦: 4 crd support, 9-11 HCP. 2♥/♠: 3 crd support, 5-8 HCP. 2NT: 4 crd support, too strong for 2♦.
1♠		5		10-21 HCP, can be weaker 3 rd hand			
INT				15-17 HCP. Can be 14 HCP with a 5 crd. 5M and 6m possible.	Stayman. 2♦: 5+ crd ♥. 2♥: 5+ crd ♠. 2♠: 6+ crd ♣. 3♣: 6+ crd ♦, weak or slam-interest. 3♦: natural, inv. 3♥: 31(54). 3♠: 13(54). 4♣: 5+/5+ majors. 4♦/♥: transfer, 6+ crd.	Smolen	Transfer-lebensohl.
2♣	x			6 crd ♦ (5+ NV against V) 2-10 HCP or any GF or 22+NT	2♦: relay. 2M: 6+ crd, solid suit.	After 2♦: Pass: 6 crd ♦ (5+ NV against V) 2-10 HCP. 2♥: 5+ crd ♥, GF or 25+ NT. 2♠: 5+ crd ♠, GF. 2NT: 22-24 NT. 3♣/♦: 6+ crd ♣/♦, GF.	
2♦	x			Multi, 6 crd unknown major. NV 2-9 HCP, V 5-10 HCP However, 3rd hand is wide-ranged.	2♥/♠: p/c. 2NT: asking. 3♣/♦: forcing minor. 3♥/♠: p/c, barrage. 3NT: to play. 4♣: asking for transfer. 4♦: asking to bid major. 4♥/♠: to play	After 2NT: 3♣: ♥, minimum. 3♦: ♠, minimum. 3♥: ♠, maximum. 3♠: ♥, maximum.	
2♥	x	5		Muiderberg, 5 crd major, 4+ crd unknown minor. NV 2-9 HCP, V 5-10 HCP. However, 3rd hand is wide-ranged.	2NT: asking. 3♣: asking # oM. 3M: barrage. 3NT: To play.	After 2NT: 3m (shows minor). Subsequent: 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 ♦.	
2♠	x	5					
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♦/♥ transfers with 3 crd support.	
3♣		6		2-10 HCP, natural. However, 3rd hand is wide-ranged and opening strength possible.	4♦: ♣ support, slam-interest		
3♦		6			4♣: ♦ support, slam-interest		
3♥		6			4♣/♦: ♥ support, cue		
3♠		6			4♣/♦: ♠ support, cue		
3NT	x	7		7 crd minor suit, with K or Q(J) in other suit	4♣: pass or correct		
4♣		(6)7		Natural, to play. Strength may vary depending on vulnerability		HIGH LEVEL BIDDING Cue-style: 1st and 2nd round controls treated as equals, on 5 level above trump 1st round controls. 3NT non-serious with M support. 4(M-1) last train. RKCB 14-30. Quantitative 4NT. Exclusion. Splinters.	
4♦		(6)7					
4♥		(6)7					
4♠		(6)7					
4NT	x			Minors			
5x		8		Natural, to play			

