

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>EBL Convention Card</div> <div>Category i.e. Green / Blue / Red / HUM / Brown Sticker:</div> <div>Country: Belgium</div> <div>Event: All Events</div> <div>Players: Stuyck Dominique - Bahbout Sam</div>
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-?= Multi landy	NT	1/3/5	1/3/5		
1m-Pass-1NT-pas-pas-?= Multi landy	Subseq	1/3/5	1/3/5		
	Other:	Count : High Low = even			
	Other:	on AQ attitude – On K count			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
(15)16-18 direct seat	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
10-13(14) balancing seat	Ace	AK+, Ax	AK+, Ax		5♠5♥4♦2♠ opening
Same responses as over 1NT opening	King	KQ+, Kx, AK+	KQ+, Kx, AK+		2♠= Strong SF or GF
	Queen	QJ+,Qx,KQ+	QJ+,Qx,KQ+		2♦= Strong GF
	Jack	KJT+, JT+, Jx	KJT+, JT+, Jx		2♥= Weak
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	HT9+,T9+,Tx,J10	HT+,T9+,Tx, J10		2♠= Weak
Weak Preemptive	9	98+, 9x, H98(+)	98+, 9x,H98(+)		1NT Openings: (14)15-17 HCP
2NT = 2 lowest suits 55+	Hi-x	HxLx,xxLx,Lx	HxLx,xxLx,Lx		2 OVER 1 Responses: 12+
	Lo-x	HxxxL,HxL,,xxL	HxxxL,HxL,,xxL		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♠-2♦= Both Majors 55+	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	3NT Opening = weak with one minor
1♠-2♠= Natural	Suit:1st	Attitude	count	odd= encouraging, even= lavinthal	
1♦-2♦= Both Majors 55+	2nd	count	suit preference	count	
1M-2M= Other major + minor 55+	3rd	suit preference		suit preference	
1x-3x= solid suit, asks stopper to play 3NT	NT: 1st	Attitude	count	odd= encouraging, even= lavinthal	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	suit preference	count	
X= Penalty / Points after we play transfers and stayman	3rd	suit preference		suit preference	
2♠= Both M(3+, 3+)	Signals (including Trumps):				
2♦= one M	count= high-low= even, standard smith both sides				
2M= 5M 4+m	A lead asks attitude, K asks count, Q asks attitude				
2NT = Both minors 55+	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	can be lighter with good shape				
Natural, takeout doubles	After dbl we play lebensohl and scrambling depending on the situation				
leaping michaels					SPECIAL FORCING PASS SEQUENCES
					when our stayman or Jacoby gets doubled
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				after (pre)sacrafices over our game
Natural	card showing double on bids with unkown suits(multi,weak NT,...)				When we show points to double the opponents
1NT= minors, 2♠= Majors	support (re)doubles				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Lightner doubles against hight contracts				
OVER OPPONENTS' TAKE OUT DOUBLE					
Natural continuation					Psychics: Dominique can be often with 1NT psyche
XX = Points after we play penalty doubles					

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	1♦ can be short if ♠ fit, 1M= natural 1NT = natural 2♣= INV min 2X = 9-11 limit 2NT = invite 3X = preemptive	1♣-2♣; 2x= 13+ and values, 2NT=18-19 3+♣ 3♣=11-13, 3x= 14-16 and short, 3NT=18-19 2♣	
1 ♦		4	4 ♥	11+ 1♦ from 44 minor decent suit	2♣= GF, 2♦= 10+ 4♦, 2M= 9-11 2NT= Natural , 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 - Forcing 2 minor = GF 2♣ = 9-11 2NT = Support 3+ INV+ 3x = Showfit 3♠ = Any void 10-13 4x = Singleton 10-13	After 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 2♣ = Drury 3+ 9-11
1♣		5(4)	4 ♥	10+ can be lighter/shorter in 3th seat	1NT= Semi - Forcing 2X = GF 2NT = Support 3+ INV+ 3x = Showfit 3NT = Any void 10-13 4x = Singleton 10-13	After 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 2♣ = Drury 3+ 9-11
1 NT			4 ♥	(14)15-17 HCP	2♣= stayman, could be weak 2♦/♥/♠/NT= transfers ♥/♠/♣/♦ 3♠= both minors to play 3♦ = both minors GF 3M = short		
2 ♣	x	0		GF 2 Suiter SF any 1 suiter 22-23 BAL, 27-28 BAL	2♦ relay 2x = Natural and positive		
2 ♦	x	0		GF 1 suiter 24-26 BAL	2♥ relay 3x = Natural and positive		
2 ♥	x	5	-	2-10 5+ often 6	2NT = relay 3X = forcing	After 2NT 3M = mini 3x = feature	
2 ♠		5	-	2-10 5+ often 6	2NT= relay 3x = forcing	After 2NT 3M = mini 3x = feature	
2 NT			-	(19)20-21	3♠= Stayman, 3♦/♥=transfer ♥/♠, 3♣=minors 4m Natural Slemtry		
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		RKCB(41 30 25 without TQ , 25 with TQ)	
4 ♣		0	-	Preemptive		Exclusion BW	
4 ♦		0	-	Preemptive		DOPI/ROPI	
4 ♥		(7)8	-	Preemptive, 3-11(12)		DEPO	
4 ♠		(7)8	-	Preemptive, 3-11(12)			
4NT				Preemptive, 3-11 both minors			